

Void Dragon

Dragon (Incorporeal)

Environment: Astral and any land

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2–5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1–2 and 2–5 offspring)

Challenge Ratings: Wyrmling 8; very young 10; young 12; juvenile 15; young adult 19; adult 21; mature adult 23; old 26; very old 28; ancient 30; wyrm 32; great wyrm 35

Treasure: Triple standard

Alignment: Always neutral evil

Advancement: Wyrmling 10–11 HD; very young 13–14 HD; young 16–17 HD; juvenile 19–20 HD; young adult 22–23 HD; adult 25–26 HD; mature adult 26–27 HD; old 29–30 HD; very old 32–33 HD; ancient 35–36 HD; wyrm 38–39 HD; great wyrm 41+ HD

Level Adjustment: Wyrmling +10; others —

(On the material plane): Before you is a shape of utter nothingness—a hole in reality. The shape seems to be that of a dragon, with mighty wings and claws, but the lack of details makes it hard to tell. Looking at the shape is like looking into an abyss of despair.

(On the astral plane): A dragon hovers before you in the nothingness, strangely translucent. On its skin you can see a flickering image, seemingly a portion of the Material Plane.

Nobody knows the origin of the strange and powerful dragons known as the void dragons, but many sages share the theory that they are the result of a draconic ritual gone wrong—in a way. The core of this theory is that a powerful chromatic dragon sought for a possibility to live beyond the normal limits for a dragon while still being capable of aging (and thus gaining power). As undeath could not give it these possibilities, it looked at the astral plane. Seeking to combine the best of the ageless traits of the astral and the time of the material plane, it devised a ritual that should allow it to live forever. But for some reason, the ritual failed, and the void dragon are now caught in between the two planes. While they make the best out of their situation, it still despairs them, and somehow, this despair is felt by those they confront on either plane.

Other rumors say that the rift dragons, as they are occasionally called, sometimes meet at an enormous dragon-shaped rock floating through the astral plane, which seems to have religious meaning to them. It seems likely that it is the body of a forgotten dragon god, dead so long that not even the living dragon gods remember it.

These dragons seem to be attracted to planar magic and magic items, but for some reasons, they are never found in the hoard of the void dragon. Many sages believe that they feed on these items, but those sages that believe the rumor of the dead dragon god ascribe this attraction a far darker purpose. It is thought that these

creatures seek for a way to live on one plane or the other, but there is also evidence that a few seek to become nothing but the rift that they currently are.

Due to their connection to the material plane, the void dragons still know hunger and thirst, even though it is diminished. Yet, they do not eat as normal creatures do - they gain their nutrition from the disintegration caused by their breath weapon. As dragons, they could satiate themselves on disintegrating rocks, but living matter is more nutritious, and intelligent living matter even more so.

Combat

A void dragon is a creature of immense power, even at young ages. It has a devastating breath weapon, which is even deadlier on the astral plane. Unlike most true dragons, the void dragon does not inspire fear by its mere presence. However, its gaze is one of utter despair. The natural attacks of the void dragon, despite being incorporeal, disrupt matter quite well, and deal damage normally. Void dragons technically have two home planes—the astral plane and the material plane.

Astral Power (Ex): Any spell cast by a void dragon that takes effect on the Astral Plane is cast as though the void dragon is one level higher. While normally available only upon reaching juvenile age, any void dragon with spellcasting ability benefits from this ability, regardless of age.

Astral Prowess (Ex): When a very young or older void dragon uses its breath weapon or its natural weapons on the astral plane, it deals +1 damage per die.

Astral Rift (Ex): Although the body of the void dragon is located on the Astral plane, its skin is stuck in between the Material and the Astral, making the void dragon essentially a living rift to the Astral plane. (The Astral Rift is a physical part of its body, as much as dragonskin is part of a normal dragon's body.) Any object or creature entering the rift is sucked into the Astral plane (Tumble check DC 25 to avoid provoking an attack of opportunity while moving through an area occupied by an enemy, see the Tumble skill description). On the Astral plane, the void dragon is incorporeal and semi-transparent, showing a faint outline of events on the other side of the rift. Creatures can pass back through the rift from the Astral by moving through the incorporeal body of the void dragon. The void dragon may split its actions across both planes freely, including possibly making multiple attacks on both planes using a full attack. In addition, any time the void dragon moves on one plane (including 5' step, charge and normal movement), it may simultaneously move up to the same distance (in an arbitrary direction) on the other plane.

Because of its interplanar nature, gate and planar magic may have unexpected effects on the Astral rift manifestation of the void dragon. For example, the emerald barrier created by Dimensional Lock acts as a Wall of Force on the void dragon in the Material plane, whereas a Gate intersecting the Astral rift may do damage to

Table: Void Dragons by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Gaze DC
Wyrmling	M	9d12 (76 hp)	—	15	14	15	14	15	+9/—	+11	+8	8	8	7d6 (16)	—
Very young	L	12d12 (114 hp)	—	15	16	15	16	15	+12/—	+14	+11	10	11	10d6 (19)	—
Young	L	15d12 (142 hp)	—	15	16	17	16	17	+15/—	+16	+12	11	12	13d6 (20)	—
Juvenile	L	18d12 (189 hp)	—	15	18	17	18	17	+18/—	+19	+15	13	15	16d6 (23)	—
Young adult	H	21d12 (241 hp)	—	15	20	19	18	19	+21/—	+22	+17	14	16	19d6 (25)	24
Adult	H	24d12 (276 hp)	—	15	20	19	20	19	+24/—	+24	+19	16	19	22d6 (27)	26
Mature adult	H	27d12 (337 hp)	—	15	22	21	20	21	+27/—	+27	+21	17	20	25d6 (29)	28
Old	G	30d12 (405 hp)	—	15	24	23	22	21	+30/—	+30	+24	19	23	28d6 (32)	30
Very old	G	33d12 (478 hp)	—	15	26	25	24	23	+33/—	+31	+26	20	25	31d6 (34)	32
Ancient	G	36d12 (558 hp)	—	15	28	27	26	25	+36/—	+34	+29	22	28	34d6 (37)	35
Wyrm	G	39d12 (643 hp)	—	15	30	29	28	27	+39/—	+37	+31	23	30	37d6 (39)	37
Great wyrm	C	42d12 (735 hp)	—	15	32	31	30	29	+42/—	+40	+34	25	33	40d6 (42)	40

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Table: Void Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Lvl	SR
Wyrmling	40 ft., fly 150 ft. (perfect)	+2	14 (+2 Dex, +2 deflection)	Astral rift, rift attack, semi-astral, shed skin	—	—
Very young	40 ft., fly 150 ft. (perfect)	+2	13 (-1 size, +2 Dex, +2 deflection)	Astral prowess	—	—
Young	40 ft., fly 170 ft. (perfect)	+2	14 (-1 size, +2 Dex, +3 deflection)		—	—
Juvenile	40 ft., fly 170 ft. (perfect)	+2	14 (-1 size, +2 Dex, +3 deflection)	Auto-quicken**, astral power**	1st	—
Young adult	40 ft., fly 190 ft. (perfect)	+2	14 (-2 size, +2 Dex, +4 deflection)	DR 5/magic	3rd	19
Adult	40 ft., fly 190 ft. (perfect)	+2	14 (-2 size, +2 Dex, +4 deflection)	Astral wind	5th	21
Mature adult	40 ft., fly 210 ft. (perfect)	+2	15 (-2 size, +2 Dex, +5 deflection)	DR 10/magic	7th	23
Old	40 ft., fly 230 ft. (perfect)	+2	13 (-4 size, +2 Dex, +5 deflection)	Detect planar items	9th	24
Very old	40 ft., fly 250 ft. (perfect)	+2	14 (-4 size, +2 Dex, +6 deflection)	DR 15/magic	11th	26
Ancient	40 ft., fly 270 ft. (perfect)	+2	15 (-4 size, +2 Dex, +7 deflection)	Greater gaze (60 ft.)	13th	28
Wyrms	40 ft., fly 290 ft. (perfect)	+2	16 (-4 size, +2 Dex, +8 deflection)	DR 20/magic, nullifying breath	15th	30
Great wyrms	40 ft., fly 310 ft. (perfect)	+2	13 (-8 size, +2 Dex, +9 deflection)	Greater gaze (-4 penalty)	17th	32

*Can also cast cleric spells and those from the Evil and Destruction domains as arcane spells

**Might manifest earlier than Juvenile age.

the void dragon. Most spells that would transport the void dragon to another place or plane only transport the skin of the dragon. The creature's actual body is bound to the astral plane. Even the skin cannot permanently leave the Material Plane, and returns there after 1d6 days per level of the transporting spell.

Astral Wind (Ex): An adult void dragon learns to control its Astral rift to create a powerful sucking wind (similar to a rift formed by placing a Bag of Holding inside a Portable Hole). An void dragon of adult age can create a Strong wind (see Table: WIND EFFECTS in the DMG) within a 25' radius, plus 5' for each age category above adult. Creatures which are Knocked Down roll 5' towards the void dragon. At very old age, the wind increases to Severe within a 25' radius plus 5' per age category above very old. Creatures which are Blown Away are immediately sucked into the rift. Because of the sucking action of the wind, the normal ranged attack penalties are inverted (i.e. +2 for Strong wind, +4 for Severe wind). On the Astral plane, the wind blows away from the XXX.

Auto-Quicken (Ex): Because the void dragon exists on the Astral Plane, it may use all its spells and spell-like abilities as if they were improved by the Quicken Spell feat. Already quickened spells and spell-like abilities are unaffected, as are spells from magic items. Spells so quickened are still cast at their unmodified level. As with the Quicken Spell feat, only one quickened spell can be cast per round. A void dragon is considered to have the Quicken Spell and Quicken Spell-like Ability feats for purposes of prerequisites. While normally available only upon reaching juvenile age, any void dragon with spellcasting or spell-like abilities benefits from this ability, regardless of age.

Breath Weapon (Su): A void dragon has one type of breath weapon, a cone of disintegrating force. A wyrms or older void dragon has a chance to actually nullify the existence of a creature killed by its breath weapon (see nullifying breath, below). Any creature reduced to 0 or fewer hit points by this attack is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

When used against an object, the breath weapon simply disintegrates nonliving matter up to a depth of 10 feet per age category. Thus, the attack may disintegrate only part of any very large object or structure targeted. The breath weapon affects even objects constructed entirely of force, such as forceful hand or a wall of force, but not magical effects such as a globe of invulnerability or an antimagic field.

Despair Gaze (Su): -2 morale penalty on attack rolls, saving throws, ability checks, skill checks, and weapon damage rolls for 1 minute, 30 feet, Will save (DC see table) negates. The save DC is Charisma-based. The gaze of an ancient or older void dragon has a range of 60 feet. The gaze of a great wyrms causes a -4 morale

penalty instead of a -2 penalty. Otherwise, this works as the spell crushing despair.

Detect Planar Items (Sp): An old or older void dragon can use this ability three times per day. This is a divination effect similar to a detect magic spell, except that it finds only magic items that have Gate, Planar Shift or Secret Chest as one of their item creation spell prerequisites (this includes bags of holding, portable holes, ring gates, etc.). The dragon can scan a 60-degree arc each round: By concentrating for 1 round it knows if there are any such items within the arc; 2 rounds of concentration reveal the exact number of items; and 3 rounds reveal their exact location, type, and value. This ability is the equivalent of a 2nd level spell.

Nullifying Breath (Su): A creature killed by the breath weapon of a void dragon of wyrms or elder age risks being fully nullified, removed from existence. The creature must succeed at a Fortitude save with the same DC as the killing breath weapon or suffer nullification. No memories, recollections or even documents of the nullified creature exist anywhere in reality. Past events the creature was responsible for are now contributed to an unknown—even if they recently took place. For example, suppose a great hero saved a kingdom from certain doom and then suffers nullification. The kingdom is still safe, but no one can quite recall who saved it.

A creature that suffered nullification cannot be raised, resurrected or restored to life by any means—not even a wish can restore a nullified creature. Only the direct intervention of a deity can restore one who suffers this fate.

Rift Attack (Ex): As a standard action, the void dragon may try to force a creature through the rift formed by its skin. Rift attacks are effective only against opponents one or more size categories smaller than the dragon. The void dragon provokes an Attack of Opportunity by moving into the defender's space. The defender then must make a Reflex save (DC equal to that of the dragon's breath weapon) or be sucked through the rift.

Semi-Astral (Ex): While void dragons are living in the astral plane, their constant connection to the Material Plane allows them to experience some physical changes not normally possible on the astral plane, and they can exert a little control on which changes occur how fast. They age and heal at half the normal rate, instead of being unable to age and heal. Similarly, hunger, thirst and poison work at 1/4 the normal rate.

Shed Skin (Ex): Although the void dragon cannot close its Astral rift, it can occasionally shed its "skin", manifesting elsewhere on the Material plane in a new rift. The old Astral rift is left behind and forms a prized material component for gate magic, if it can somehow be captured and preserved (otherwise it decays naturally in 1d4 rounds). The void dragon can shed its skin once per week without harm. If it needs to shed its skin more often than that, it

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takes 5d6 damage for each time it has already shed its skin in the past week (i.e. 5d6 the 2nd time in a week, 10d6 the 3rd time, etc.) Shedding its skin is a full round action.

Skills: Bluff and Spellcraft are considered class skills for void dragons.