

Iron Dragon Prowler

CR 11

LE Large Dragon

Initiative: +5; **Senses:** Darkvision 60 ft., Low-light Vision

Defense

AC: 29, **Flat-Footed:** 24, **Touch:** 14

(+5 DEX, +15 natural, -1 size)

HP: 168 (16d12+64)

DR: None

Fort: +14, **Ref:** +15, **Will:** +14

SR: None

Resistances: None

Immunities: Electricity, fire, paralysis, *sleep*

Defensive Abilities: None

Offense

Speed: 40 ft., burrow 40 ft., fly 150 ft. (poor)

Melee: Bite +23 (2d6+12; 10 ft. reach) and 2 Claws +23 (1d8+4), and 2 Wings +23 (1d6+4), and Tail Slap +23 (1d8+4)

Special Abilities: Alternate Form, Breath Weapon, Double Attack, Lightning Field, Speed Surge

Spells Known (Sorcerer; CL 3rd)

1st (6/day) – Expeditious Retreat, Mage Armor, Shield

0 (6/day) – Dancing Lights, Detect Magic, Mage Hand, Open/Close, Read Magic

Spell-Like Abilities (CL 3rd; Save DCs are charisma-based)

3/day – *Heat metal* (DC 16)

2/day – *Stone Shape* (DC 19)

Statistics

STR 26 (+8) **DEX** 20 (+5) **CON** 19 (+4)

INT 18 (+4) **WIS** 19 (+4) **CHA** 18 (+4)

Base Attack +16; **Grapple** +28; **Space/Reach** 10 ft. / 5 ft.

Armor Check Penalty: -0 (-0 armor, -0 shield)

Feats: Ability Focus (Lightning Field), Combat Expertise, Combat Reflexes, Improved Multiattack, Multiattack, Power Attack

Skills: Bluff +23 (19 ranks, +4 cha), Diplomacy +23 (19 ranks, +4 cha),

Disguise +23 (19 ranks, +4 cha), Hide +20 (19 ranks, +5 dex, -4 size),

Intimidate +23 (19 ranks, +4 dex), Knowledge (Nobility and Royalty)

+23 (19 ranks, +3 int) Move Silently +24 (19 ranks, +5 dex), Tumble

+24 (19 ranks, +5 dex), Use Magical Device +23 (19 ranks, +4 cha)

Languages: Common, Draconic, Dwarvish, Elven, Terran

SQ: None

Combat Gear: None

Other Gear: None

General Information

Environment: Any subterranean, Elemental Plane of Earth

Organization: Solitary

Treasure: Triple standard

A sleek dark-scaled draconic beast stands before you; its wedge shaped head is home to a pair of gleaming eyes that seem to be detecting any hint of weakness you may present. This beast's maw is filled with teeth that look to be the length of a dagger and its claws look to be more than able to tear a man apart.

The air around this creature dances with arcs of electricity and from its maw emits a low rumble that sounds like distant thunder.

The iron dragon race as a whole seeks domination of everything; to make themselves the rulers of the world. Every successful ruling caste needs someone who is capable of infiltrating the ranks of the 'lower class.' To the iron dragons, the prowlers are the answer to this conundrum. Trained specifically in infiltration techniques and skullduggery, an iron dragon prowler can be a truly deadly adversary pr the silent word behind the rise and fall of an empire.

When in humanoid form, iron dragon prowlers typically take the form of pale skinned elves or humans with dark greased-back hair topped by a wiry body that hides a surprising amount of strength. Should a fight erupt they have no qualms about immediately assuming their draconic form and butchering all witnesses who might speak of their true identity.

Iron dragon prowlers prefer to avoid combat if possible, but should battle break out, they are more than capable of defending themselves with devastating efficiency.

During combat an iron dragon prowler will fly by its opponents and wear them down with its breath weapon; once several opponents have been dropped, it will then engage in melee combat with the few

survivors. Iron dragon prowlers are surprisingly intelligent and know to focus on magic-users before other, more heavily armed characters.

If given time to prepare for a battle, an iron dragon prowler will cast its *mage armor* spell (increasing its armor class from 29 to 33 and its flat-footed armor class from 24 to 28), it will cast its *shield* spell only if opponents have a particularly easy time hitting it or it is being targeted with *magic missile* spells.

Iron dragon prowlers speak several languages but rarely allow themselves to speak anything other than draconic when in their true form. When in humanoid form, they will speak whatever language is fitting to their currently assumed race (or common if they don't speak their assumed form's racial language).

Ability Information

Alternate Form (Su): An iron dragon prowler can assume any animal or humanoid form of medium size or smaller as a standard action three times per day. The dragon can remain in its animal or humanoid form until it chooses to assume a new one or return to its natural form.

Bloodied Breath (Ex): When in great danger, the iron dragon prowler becomes an even more deadly foe. Whenever the iron dragon prowler's hit points are lower than half its maximum (84 if using the above hit point total), it can use its breath weapon every 1d2 rounds instead of every 1d4 rounds. In addition, its damaging breath weapon deals 10d10 points of damage instead of 8d10 points of damage.

Breath Weapon (Su): As a standard action, iron dragon prowlers may belch forth one of two different forms of breath weapon. The first form is a cone of fire and lightning that is 60 feet long, anything caught in the cone takes 8d10 points of damage (half of the damage dealt is electricity damage and the other half is fire damage); a successful reflex save (DC 22) halves the damage.

The second form of the breath weapon is that of a 60 foot long cone of sleeping gas. All creatures caught within the area of effect must succeed on a will save (DC 22) or fall asleep for 1d6+4 rounds.

An iron dragon prowler may unleash its breath weapon once every 1d4 rounds.

The save DC of the iron dragon prowler's breath weapon is constitution-based.

Double Attack (Ex): An iron dragon prowler may attack with both of its claws as a standard attack action.

Lightning Field (Ex): An iron dragon is constantly surrounded by a dangerous field of arcing lightning. All living creatures beginning their turn within 60 feet of the iron dragon must succeed on a DC 24 reflex save or suffer 5d6 points of electricity damage. Creatures wearing large amounts of metal (such as most forms of medium and heavy armor) suffer a -4 penalty to this saving throw.

An iron dragon prowler may suppress this ability as a free action.

Speed Surge (Ex): As a free action, an iron dragon prowler instill in itself a great burst of speed, using this ability triples the iron dragon prowler's land speed and burrow speed for one round.

The iron dragon prowler must wait three rounds between uses of this ability.

Lore

A successful knowledge (arcana) check will reveal the following information about an iron dragon prowler:

DC 26 The creature before you is an iron dragon prowler; a member of the iron dragon species that seeks to infiltrate society and rise to a place of authority. This reveals all dragon traits.

DC 31 Iron dragon prowlers, like all iron dragons, are able shape shifters; in addition, they are capable of breathing a cone of both fire and lightning. They also possess a sleeping-gas breath weapon.

DC 36 Creatures that approach an iron dragon prowler are often quickly electrocuted by a lightning field that the creatures seem to naturally generate. Additionally, iron dragon prowlers are capable of surprising bursts of speed that are often used to catch fleeing prey.