

# The Abyssal Dragon

A d20 System Web Enhancement for Armies of the Abyss

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Even the mighty dragon is not immune to the corrupting influence of the Abyss. The Abyssal dragon template can be used to make creatures that are either native to the Abyss or have sworn their allegiance to a demon prince. Though the Lords of Good would deny it, there are metallic dragons among the ranks of the Abyssal dragons. Some were trapped in the Abyss and forcibly converted, while others were slowly corrupted by the insidious whisperings of demon princes.

## Creating An Abyssal Dragon

“Abyssal dragon” is a template that can be added to any creature of the dragon type (hereafter referred to as the base creature). An Abyssal dragon retains all the base creature’s statistics and special abilities except as noted here.

**Armor Class:** An Abyssal dragon has blasphemous runes inscribed on its already formidable natural armor. This grants a +2 profane bonus to AC.

**Special Attacks:** An Abyssal dragon retains all the special attacks of the base creature and also gains those listed below.

*Breath Weapon (Su):* An Abyssal dragon gains a new type of breath weapon. It expels a horrible gas infused with the madness of the blackest souls consigned to the Abyss. This is a cone attack that deals 1d6 temporary Wisdom damage (Reflex half, base creature’s breath weapon DC). For Abyssal dragons with 20–30 HD, this temporary Wisdom damage increases to 2d6, and for those of 31 HD or more it increases to 3d6. This new breath weapon is in addition to the base creature’s regular breath weapon attack(s). The Abyssal dragon can choose among any of its breath weapons but still can breathe only once every 1d4 rounds.

*Smite Good (Su):* Once per day per 10 HD (round down) of the base creature, an Abyssal dragon can make a normal attack to deal additional damage equal to its HD total (maximum +20) against a good foe.

*Smite Law (Su):* As smite good, but affecting lawful opponents.

*Spell-Like Abilities:* 1/day—*dispel good* and *dispel law*. These abilities are as the spells cast by a sorcerer of a level equal to the dragon’s age category or the dragon’s caster level, whichever is higher (save DC 10 + dragon’s Charisma modifier + spell level).

**Special Qualities:** An Abyssal dragon retains all the special qualities of the base creature and also gains tanar’ri qualities.

**Climate/Terrain:** Any land and underground

**Organization:** Solitary or pair

**Challenge Rating:** As base creature +2

**Alignment:** Always chaotic evil



# Sample Abyssal Dragon

This example uses an adult red dragon as the base creature.

## Kolemvox (Abyssal Red Dragon)

**Huge Dragon (Fire)**

**Hit Dice:** 22d12+110 (253 hp)

**Initiative:** +4 (Improved Initiative)

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

**AC:** 31 (–2 size, +21 natural, +2 profane)

**AC (flat-footed):** 31

**AC (vs. touch attacks):** 10

**Attacks:** 1 bite +31 melee, 2 claws +29 melee, 2 wings +29 melee, 1 tail slap +29 melee; or 1 crush +29 melee

**Damage:** Bite 2d8+11; claw 2d6+5; wing 1d8+5; tail slap 2d6+16; crush 2d8+16

**Face/Reach:** 10 ft. by 20 ft./ 10 ft.

**Special Attacks:** Breath weapons, frightful presence, crush, smite good (+20, 2/day), smite law (+20, 2/day), spell-like abilities

**Special Qualities:** Tanar’ri qualities, blindsight 180 ft., damage reduction 5/+1, dragon immunities, fire subtype, keen senses, SR 21

**Saves:** Fort +18, Ref +13, Will +17

**Abilities:** Str 33, Dex 10, Con 21, Int 16, Wis 19, Cha 16

**Skills:** Bluff +25, Concentration +27, Diplomacy +25, Jump +33, Knowledge (Abyss) +25, Knowledge (arcana) +25, Listen +26, Search +25, Sense Motive + 26, Spot +26

**Feats:** Flyby Attack, Improved Initiative, Multiattack, Power Attack, Snatch, Wingover

**Climate/Terrain:** Any land and underground

**Organization:** Solitary or pair

**Challenge Rating:** 16

**Treasure:** Double standard

**Alignment:** Chaotic evil

**Advancement:** As red dragon

## Combat

**Breath Weapons (Su):** Cone, 50 feet long, once every 1d4 rounds; fire, damage 12d10, Reflex half DC 26; or madness, damage 2d6 temporary Wisdom, Reflex half DC 26.

**Frightful Presence (Ex):** Kolemvox can unsettle opponents whenever it attacks, charges, or flies overhead. Creatures within a 180-foot radius must make a Will save (DC 24). A creature that succeeds is unaffected by Kolemvox’s frightful presence for 24 hours. On a failure, creatures with 4 or fewer HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds.

**Crush (Ex):** If Kolemvox is flying or jumping, it can land on opponents as a standard action. This affects as many creatures as can fit under its body (10 feet by 20 feet area). All affected creatures must succeed at a Reflex save DC 26 or be pinned, automatically taking 2d8+16 bludgeoning damage the next round and each subsequent round they remain pinned.

**Spell-like Abilities:** 6/day—*locate object*; 3/day—*suggestion*; 1/day—*discern location*, *dispel good*, *dispel law*, and *eyebite*. These abilities are as the spells cast by a 7th-level sorcerer (save DC 13 + spell level).

**Fire Subtype (Ex):** Fire immunity, double damage from cold except on a successful save.

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