

**Table - Brown Dragons by Age**

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack / Grapple	Attack	Fort/Ref/Will Saves	Breath Weapon (DC)	Frightful Presence DC
Wyrmling	S	6d12+6 (60)	14	10	12	8	12	6	+6/+4	+9	+6/+5/+6	2d8 (14)	---
Very Young	M	9d12+18 (99)	16	10	14	8	12	6	+9/+12	+12	+8/+6/+7	4d8 (16)	---
Young	M	12d12+24 (132)	18	10	14	10	14	8	+12/+16	+16	+10/+8/+10	6d8 (18)	---
Juvenile	M	15d12+45 (180)	20	10	16	12	16	10	+15/+20	+20	+12/+9/+12	8d8 (20)	---
Young Adult	L	18d12+72 (234)	22	10	18	12	16	11	+18/+28	+23	+15/+11/+14	10d8 (23)	19
Adult	L	21d12+105 (294)	26	10	20	14	18	12	+21/+33	+28	+17/+12/+16	12d8 (25)	21
Mature Adult	L	24d12+120 (336)	28	10	20	14	18	12	+24/+37	+32	+19/+14/+18	14d8 (27)	23
Old	H	27d12+162 (405)	30	10	22	16	20	14	+27/+45	+35	+21/+15/+20	16d8 (29)	25
Very Old	H	30d12+180 (450)	32	10	22	16	20	14	+30/+49	+39	+23/+17/+22	18d8 (31)	27
Ancient	H	33d12+231 (528)	34	10	24	18	2	16	+33/+53	+43	+25/+18/+14	20d8 (33)	29
Wyrm	G	36d12+288 (612)	36	10	26	18	22	16	+36/+61	+45	+28/+20/+26	22d8 (36)	31
Great Wyrm	G	39d12+312 (663)	40	10	26	20	24	18	+39/+66	+50	+29/+21/+28	24d8 (37)	33

## Dragons, Brown

**Type:** Dragon

**Environment:** Temperate forests

**Organization:** Solitary

**Challenge Rating:** Wyrmling 4; Very Young 5; Young 6; Juvenile 9; Young Adult 12; Adult 14; Mature Adult 17; Old 19; Very Old 20; Ancient 22; Wyrm 23; Great Wyrm 24

**Treasure:** Triple standard

**Alignment:** Always chaotic evil

*The dragon before you has coloration that reminds you of dead leaves, it reeks of decaying foliage. The dragon's large serpentine body is dominated by a pair of frills that run down the beast's sides from its head to the tip of its tail. Its massive wings likewise dominate its form and the terror's wedge-shaped head is obviously meant to facilitate burrowing or digging through the earth.*

Brown dragons, once a desert dwelling species have since moved to the lush forests of the world. There, they have made bitter enemies with the green dragons who typically reside in the larger forests; while a green dragon blends in with the lush landscape of a forest, brown dragons prefer to defile the land and reduce all the trees and foliage to a brown conglomerate of desiccated vegetation.

Like most evil dragons, a brown dragon believes itself superior in every way to every other creature in existence, including other dragons. This has led to very little in the way of friendship for the brown dragons; they typically do not allow followers as they are more often than not content to simply slaughter any living thing they see. A brown dragon derives sustenance from dead and decaying plant matter, which its breath weapon is more than capable of providing.

Green dragons and sylvan creatures (such as satyrs, treants, and the like) are a brown dragon's primary targets after first moving into any area and most brown dragons eventually learn the sylvan language to better torment the beings that reside within forests.

## Special Abilities

**Breath Weapon (Su):** A brown dragon has a single type of breath weapon; a cone of gas that evaporates moisture from the body of each subject living creature. This attack is especially devastating to plants and plant creatures, which take double damage regardless of whether or not they successfully save against the ability.

**Skills:** Brown dragons gain a +12 racial bonus to hide checks made to hide in dead vegetation or any environment of a similar coloration.

**Spell-like Abilities:** 3/day – *Obscuring Mist* (Very Young and older); 2/day – *Fog Cloud* (Young Adult and older); 1/day – *Solid Fog* (Very Old and older)

## Lore

A successful knowledge (arcana) check will reveal the following information about a brown dragon dragon:

- DC 25 This is a brown dragon; a species of dragon that once resided primarily in deserts but has since then relocated to instead reside in forests. This reveals all dragon traits.
- DC 30 Older brown dragons are capable of creating clouds of mist and fog that can hinder their foes. The breath weapon of a brown dragon is a deadly cone of gas that evaporates the moisture in its target's body; it is incredibly deadly to plants and plant-like creatures.
- DC 35 Above all else, brown dragons loath green dragons as well as sylvan creatures and will often attack them irregardless of personal safety.

**Table – Brown Dragon Abilities by Age**

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Wyrmling	40 ft., burrow 60 ft., fly 100 ft. (poor)	+0	15 (+4 natural, +1 size); flat-footed 15; touch 11	Tremorsense 120 ft.	---	---
Very Young	40 ft., burrow 60 ft., fly 100 ft. (poor)	+0	18 (+8 natural); flat-footed 18; touch 10	<i>Obscuring Mist</i>	---	---
Young	40 ft., burrow 70 ft., fly 100 ft. (poor)	+0	22 (+12 natural); flat-footed 22; touch 10	---	---	---
Juvenile	40 ft., burrow 70 ft., fly 100 ft. (poor)	+0	26 (+16 natural); flat-footed 26; touch 10	DR 5/magic	---	18
Young Adult	40 ft., burrow 80 ft., fly 100 ft. (poor)	+0	29 (+20 natural, -1 size); flat-footed 29; touch 9	<i>Fog Cloud</i>	1st	20
Adult	40 ft., burrow 80 ft., fly 100 ft. (poor)	+0	32 (+23 natural, -1 size); flat-footed 32; touch 9	DR 10/magic	3rd	21
Mature Adult	40 ft., burrow 90 ft., fly 100 ft. (poor)	+0	35 (+26 natural, -1 size); flat-footed 35; touch 9	---	5th	23
Old	40 ft., burrow 90 ft., fly 100 ft. (poor)	+0	37 (+29 natural, -2 size); flat-footed 37; touch 8	DR 15/magic	7th	24
Very Old	40 ft., burrow 100 ft., fly 200 ft. (poor)	+0	40 (+32 natural, -2 size); flat-footed 40; touch 8	<i>Solid Fog</i>	9th	26
Ancient	40 ft., burrow 100 ft., fly 200 ft. (poor)	+0	43 (+35 natural, -2 size); flat-footed 43; touch 8	DR 20/magic	11th	27
Wyrm	40 ft., burrow 110 ft., fly 200 ft. (poor)	+0	44 (+38 natural, -4 size); flat-footed 44; touch 6	---	13th	29
Great Wyrm	40 ft., burrow 120 ft., fly 200 ft. (poor)	+0	46 (+40 natural, -4 size); flat-footed 46; touch 6	DR 25/magic	15th	30

## Young Adult Brown Dragon

CR 12

CE Large Dragon

**Initiative:** +4; **Senses:** Blindsight 60 ft., Darkvision 60 ft., Low-light Vision

### Defense

**AC:** 30, **Flat-Footed:** 30, **Touch:** 10

(+21 natural, -1 size)

**HP:** 234 (18d12+72)

**DR:** 5/magic

**Fort:** +15, **Ref:** +11, **Will:** +14

**SR:** 20

**Resistances:** None

**Immunities:** Paralysis and *sleep* effects

**Defensive Abilities:** None

### Offense

**Base Attack Bonus:** +18; **Grapple:** +28; **Space/Reach:** 10 ft. / 5 ft.

**Speed:** 40 ft., burrow 80 ft., fly 100 ft. (poor)

**Melee:** Bite +23 (3d6+6 19-20/x2; 10 ft. reach) and 2 Claws +21

(1d8+3) and 2 Wings +21 (1d6+3) and Tail Slap +21 (1d8+9)

**Spells Prepared (Sorcerer; CL 1st)**

1st (3/day) – *Mage Armor, Shield*

0 (5/day) – *Dancing Lights, Detect Magic, Detect Poison, Read Magic*

**Spell-like Abilities (CL 5th – Cha-based)**

3/day – *Obscuring Mist*

2/day – *Fog Cloud*

**Special Abilities:** Breath Weapon (10d8; DC 23; 40 ft. cone), Frightful Presence (150 ft.; DC 19)

### Tactics

**During Combat:** In combat a young adult brown dragon typically rushes into melee range to ravage its opposition, it will typically lead in with a breath weapon to soften up its opposition.

A young adult brown dragon who knows combat is coming will typically cast its *mage armor* and *shield* spells upon itself to garner additional protection (granting it a +4 armor bonus and a +4 shield bonus to armor class).

**Morale:** A brown dragon flees from combat if he is reduced to twenty percent of its health or less (46 hit points in this case). If a brown dragon is fighting a blue dragon it never flees from combat.

### Statistics

**STR** 22 (+6)

**DEX** 10 (+0)

**CON** 18 (+4)

**INT** 12 (+1)

**WIS** 16 (+3)

**CHA** 11 (+0)

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

**Feats:** Awesome Blow, Improved Critical (Bite), Improved Initiative, Improved Natural Armor, Improved Natural Attack (Bite), Multiattack, Power Attack

**Skills:** Concentration +25 (21 ranks, +4 Con), Listen +24 (21 ranks, +3 Wis), Search +22 (21 ranks, +1 Int), Sense Motive +24 (21 ranks, +3 Wis), Spellcraft +22 (21 ranks, +1 Int), Spot +24 (21 ranks, +3 Wis), Use Magic Device +21 (21 ranks)

**Languages:** Common, Draconic

**SQ:** None

**Combat Gear:** None

**Other Gear:** None

### Special Abilities

**Breath Weapon (Su):** A brown dragon has a single type of breath weapon; a cone of gas that evaporates moisture from the body of each subject living creature. This attack is especially devastating to plants and plant creatures, which take double damage regardless of whether or not they successfully save against the ability.

**Skills:** Brown dragons gain a +12 racial bonus to hide checks made to hide in dead vegetation or any environment of a similar coloration.

## Mature Adult Brown Dragon

CR 17

CE Large Dragon

**Initiative:** +4; **Senses:** Blindsight 60 ft., Darkvision 60 ft., Low-light Vision

### Defense

**AC:** 35, **Flat-Footed:** 35, **Touch:** 9

(+26 natural, -1 size)

**HP:** 336 (24d12+120)

**DR:** 10/magic

**Fort:** +19, **Ref:** +14, **Will:** +18

**SR:** 21

**Resistances:** None

**Immunities:** Paralysis and *sleep* effects

**Defensive Abilities:** None

### Offense

**Base Attack Bonus:** +24; **Grapple:** +37; **Space/Reach:** 10 ft. / 5 ft.

**Speed:** 40 ft., burrow 90 ft., fly 100 ft. (poor)

**Melee:** Bite +32 (3d6+9 19-20/x2; 10 ft. reach) and 2 Claws +32

(1d8+4) and 2 Wings +32 (1d6+4) and Tail Slap +32 (1d8+13)

**Spells Prepared (Sorcerer; CL 5th)**

2nd (4/day) – *Blur, Mirror Image*

1st (7/day) – *Identify, Mage Armor, Ray of Enfeeblement, Shield*

0 (6/day) – *Dancing Lights, Detect Magic, Detect Poison, Ghost Sound, Message, Read Magic*

**Spell-like Abilities (CL 7th – Cha-based)**

3/day – *Obscuring Mist*

2/day – *Solid Fog*

**Special Abilities:** Breath Weapon (14d8; DC 27; 40 ft. cone), Frightful Presence (210 ft.; DC 25)

### Tactics

**During Combat:** In combat a mature adult brown dragon prefers to fly over its opponents and subdue them with the effects of its withering breath weapon. After two or three fly-by-attacks it will typically land and slaughter whatever opposition remains.

A mature adult brown dragon who knows combat is coming will typically cast its *blur*, *mage armor*, *mirror image*, and *shield* spells upon itself to garner additional protection (granting it a +4 armor bonus and a +4 shield bonus to armor class, a 20% miss chance on all attacks made against it, and the protective effects of the *mirror image* spell).

**Morale:** A brown dragon flees from combat if he is reduced to twenty percent of its health or less (67 hit points in this case). If a brown dragon is fighting a blue dragon it never flees from combat.

### Statistics

**STR** 28 (+9)

**DEX** 10 (+0)

**CON** 20 (+5)

**INT** 14 (+2)

**WIS** 18 (+4)

**CHA** 12 (+1)

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

**Feats:** Ability Focus (Frightful Presence), Awesome Blow, Combat Expertise, Improved Critical (Bite), Improved Initiative, Improved

Multiattack, Improved Natural Attack (Bite), Multiattack, Power Attack

**Skills:** Concentration +32 (27 ranks, +5 Con), Knowledge (arcane) +29 (27 ranks, +2 Int), Listen +31 (27 ranks, +4 Wis), Search +29 (27 ranks, +2 Int), Sense Motive +31 (27 ranks, +4 Wis), Spellcraft +29 (27 ranks, +2 Int), Spot +31 (27 ranks, +4 Wis), Use Magic Device +28 (27 ranks, +1 Cha)

**Languages:** Common, Draconic, Sylvan

**SQ:** None

**Combat Gear:** None

**Other Gear:** None

### Special Abilities

**Breath Weapon (Su):** A brown dragon has a single type of breath weapon; a cone of gas that evaporates moisture from the body of each subject living creature. This attack is especially devastating to plants and plant creatures, which take double damage regardless of whether or not they successfully save against the ability.

**Skills:** Brown dragons gain a +12 racial bonus to hide checks made to hide in dead vegetation or any environment of a similar coloration.

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