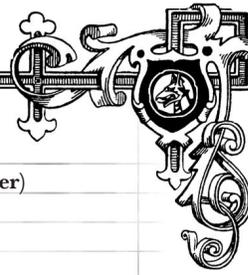


NORTHERN SEA DRAGON



Gargantuan Dragon (Cold, Water)	
Hit Dice:	34d12+238 (459 hp)
Initiative:	+4 (Improved Initiative)
Speed:	10 ft., swim 80 ft.
AC:	24 (-4 size, +18 natural)
Attacks:	Bite +42/+37/+32/+27 melee, and tail slam +37 melee
Damage:	Bite 4d6+12, tail slam 2d6+6
Face/Reach:	20 ft. x 40 ft./10 ft.
Special Attacks:	Breath Weapon, Improved Grab, Swallow Whole
Special Qualities:	Darkvision 60 ft., Fog, Immunities, Low-light Vision
Saves:	Fort +28, Ref +21, Will +23
Abilities:	Str 34, Dex 11, Con 25, Int 6, Wis 14, Cha 17
Skills:	Bluff +25, Diplomacy +7, Innuendo +2 (+4 to transmit a message; +4 to intercept a message), Intimidate +25, Listen +27, Sense Motive +24, Spot +26, Swim +12 (+20 to avoid hazards), Wilderness Lore +29
Feats:	Alertness, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes
Climate/Terrain:	Cold aquatic
Organization:	Solitary, pair, or family (1–2 and 1d4 offspring)
Challenge Rating:	20
Treasure:	Standard
Alignment:	Usually neutral
Advancement:	35–38 HD (Gargantuan), 39–102 HD (Colossal)



Breath Weapon (Ex): Northern sea dragons can expel a cone of frozen seawater and icy mist 60 feet in length as a standard action every 1d4 rounds. No attack roll is necessary; it does 11d6 cold damage, with a Reflex save (DC 26) for half damage.

Cold Subtype: The northern sea dragon is immune to cold damage. It takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save.

Dragon: Dragons are immune to sleep and paralysis effects. Dragons have Darkvision with a range of 60 feet and Low-light Vision.

Fog (Su): Northern sea dragons travel always beneath a thick bank of mist. This cloud is roughly circular, with a 100-foot radius centered on the dragon, and rises 50 feet in the air. The mist gives any creature more than 5 feet away half concealment (20% miss chance), and gives any creature more than 15 feet away full concealment (50% miss chance, must guess target's location).

Improved Grab (Ex): If the northern sea dragon hits an opponent of at least one size category smaller than itself or smaller with its bite attack, it deals normal damage and either attempts to start a grapple as a free action without provoking an attack of opportunity, or it pulls the opponent into its space without provoking an attack of opportunity and holds him with a –20 penalty to grapple checks, using its remaining attacks against other opponents. A successful hold does not deal any additional damage; each successful grapple check it makes during successive rounds automatically deals bite damage.

Skills: Northern sea dragons receive a +8 racial bonus to Swim checks to avoid hazards. They also get a +2 synergy bonus to Diplomacy checks, Disguise checks for acting in character, Innuendo to transmit a message, Intimidate, and Pick Pocket. They get a second +2 synergy bonus to Diplomacy checks, and to Innuendo checks to intercept a message. This is included in the stats, above.

Swallow Whole (Ex): If the northern sea dragon makes a second successful grapple

One of the most feared aquatic predators, the northern sea dragon features in many tales of brave arctic explorers. Easily eighty feet long, these great beasts have been known to snatch sailors off decks and the rigging of ships, sometimes following a vessel and eating the crew one at a time until it is left unmanned to drift as a ghost ship. When in a particularly foul mood, one of these dragons will try to sink a ship and pluck a few struggling sailors from the water before sifting through the wreckage for any treasure that catches its eye.

For ages, these creatures were believed to be a myth, as a thick bank of fog always surrounds them. Losses in fog banks were attributed to treacherous weather conditions rather than to predation. Tales of the lambent, glowing eyes of the beast, hanging like twin suns in the fog, were dismissed as superstitious rambling. Only after one was successfully slain and brought back to port did nautical authorities start taking the sailors' stories seriously.

The body of that northern sea dragon proved to be extremely interesting to the alchemical community, as well. Not only did the glowing eyes continue to shed light for years after the death of the beast, but certain glands in the body could be processed to produce a number of useful concoctions. Among these are salves that grants immunity to cold to the wearer, treatments for ship hulls allowing them to slip more quickly through the water, and cloud bottles that release a bank of fog when opened or broken.

The demand for northern sea dragon body parts has led several adventurous mariners to mount hunting expeditions for these creatures, relying on their skill as whalers to bring back the dragons. These have met with mixed success: for every ship that comes into port with its hold full to bursting

with dragon carcass, two others vanish without a trace, and three come back battered and empty.

Adult northern sea dragons are generally 60 to 80 feet long, and 6 to 8 feet across. They are generally serpent-shaped, with a ridge of spiny fins running down the back, and a spade-like tail fluke. A dozen vestigial flippers run down each side of the body, helping the creature swim and grip, but are ineffectual in combat. The head is wreathed in a thick beard and mane of tendrils that resembles a mat of kelp, and the plate-sized eyes glow with an eerie yellow light. The head is faintly leonine, with a large mouth that can disjoin the lower jaw, much as a snake can. The whole creature is covered in mottled green and gray scales.

ADVENTURE SEEDS

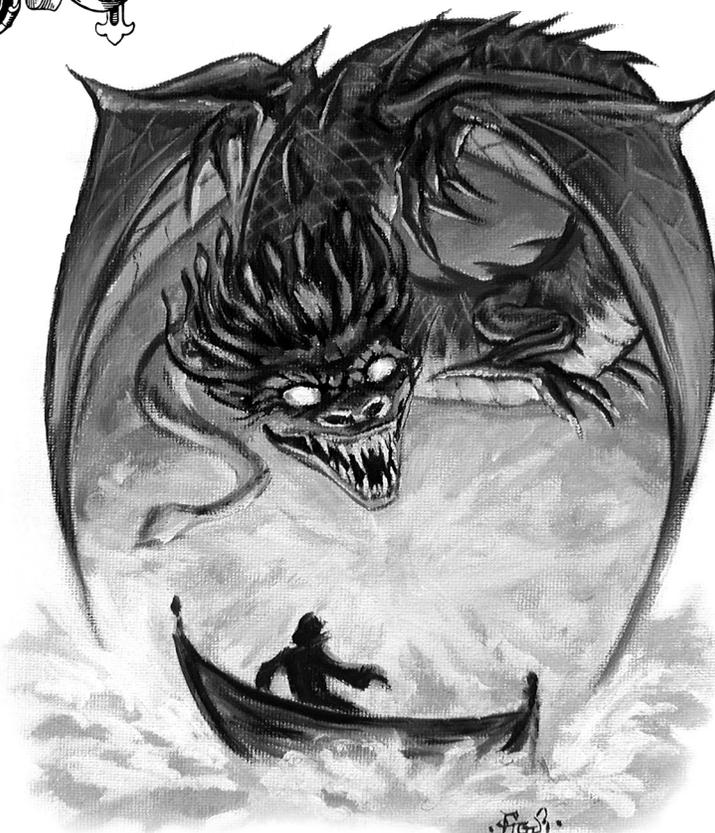
1 — A new mercantile concern is looking to make its reputation by bringing in a ship of northern sea dragon parts.

They're looking for experienced hunters, warriors, and mages to help find one of the creatures and make the kill; the pay is a percentage of the take and all maggoty hardtack they can eat.

2 — The local trade council has decided that they need a reliable way for ships to make their way through the nearby waters frequented by northern sea dragons. Their sages have come up with a possibility, but there is a strong chance of it backfiring. The council means to mount a pair of northern sea dragon eyes, still glowing, on the bow of the ship in an attempt to fool the other dragons into leaving the vessel alone. Of course, no one is sure how territorial the beasts are; the eyes could be interpreted as a challenge, eliciting instant attack. To cover all their bases, the council has decided to hire a group of seasoned adventurers to protect the crew and cargo should things go badly.



NORTHERN SEA DRAGON



check after a grab, it swallows its prey, which can be up to one size category smaller than itself. Damage is 2d6+12 bludgeoning, plus 1d6 points of acid damage, plus 1d6 points of cold damage each round. A swallowed creature can climb back out of the stomach of the dragon with a successful grapple check. This returns it to the mouth, where another successful grapple check is needed to get free. A swallowed creature can also cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out. The northern sea dragon's stomach can hold 1 Large, 2 Medium-size, 4 Small, 8 Tiny, 16 Diminutive, or 32 Fine or smaller opponents.

NEW POTION: SALVE OF COLD IMMUNITY

When this salve is applied to the skin, the wearer becomes immune to cold damage for one day. However, during that time he also takes double damage from fire unless the fire attack allows a saving throw for half damage, in which case it takes half damage on a successful save and double damage on a failed save. One

dose is enough for a full application to one person.

Caster Level: 5th; *Prerequisites:* Brew Potion, a 1-foot square piece of northern sea dragon hide that is destroyed in the creation process; *Market Price:* 750 gp.

NEW POTION: HULL SLICK

When applied to the hull of a ship, this salve allows it to travel at half again its normal speed. The salve must be re-applied once per month.

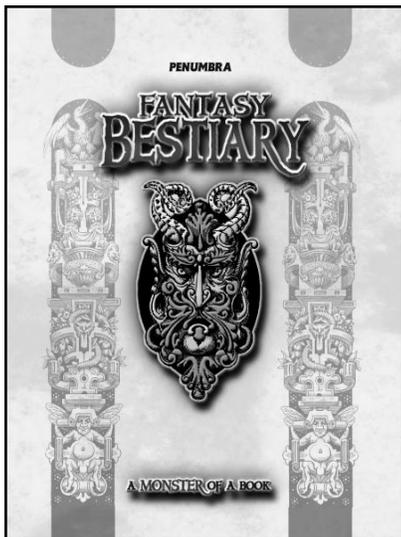
Caster Level: 1st; *Prerequisites:* Brew Potion, a pound of northern sea dragon blubber; *Market Price:* 50 gp.

NEW POTION: CLOUD BOTTLE

This vial releases the equivalent of a *fog cloud* spell when opened or broken. The fog bank has a range of 130 feet centering on the vial, and a duration of 30 minutes.

Caster Level: 3rd; *Prerequisites:* Brew Potion, the gland that aids in producing the northern sea dragon's Fog ability (one dragon has 12 of these glands); *Market Price:* 300 gp.





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