

Ceera Darkwynde (Primarily defined using D20 and D20 Modern Rules)
 (D20 Rules available at this site: <http://www.wizards.com/default.asp?x=d20/article/srd35>)

Base statistics	Human [Mod]	Dragon [Mod]	Phoenix [Mod]
HIT POINTS (HP)	230	527	527
STRENGTH (STR)	12 [+1]	39 [+14]	34 [+12]
DEXTERITY (DEX)	15 [+2]	10 [+0]	15 [+2]
CONSTITUTION (CON)	29 [+9]	29 [+9]	29 [+9]
INTELLIGENCE (INT)	24 [+7]	24 [+7]	24 [+7]
WISDOM (WIS)	25 [+7]	25 [+7]	25 [+7]
CHARISMA (CHA)	24 [+7]	24 [+7]	24 [+7]
Speed (land/air)	30/90*	40/200	40/300
Damage Reduction	DR 15/magic	DR 15/magic	DR 15/magic
Magic Resistance	DR 15	DR 15	DR 15
AC (base/touch/flat footed)	12/12/12	39/6/39	17/8/15

ALIGNMENT Chaotic Neutral / Amoral
 RACE Human / Dragon / Phoenix hybrid
 LEVEL 20 Mage / 34 HD Ancient Red Dragon / 34 HD Solar Phoenix
 CLASS Mage (Pyromancer / Dreamwalker)
 MANNA **240/day (regains 30/hour of rest)**
(See Spellbook for spells known and manna costs.)

Immunities (Ex): Immunity to *sleep* and paralysis effects. Immunity to fire effects.

Vulnerabilities (Ex): Vulnerable to cold effects. (Cold does 1.5x damage, even if saving throw is made)

Spell Resistance (Ex): Her draconic aspect makes her more resistant to spells and spell-like abilities. (**DR of 15**)

Damage Reduction: Her draconic aspect gives her a damage reduction. (**DR of 15/magic**) Her natural weapons in Dragon or Phoenix form are treated as magic weapons for the purpose of overcoming damage reduction.

Ceera is a Human mage whose soul has been magically bonded to an ancient Red Dragon and a Phoenix. She has all three souls, and can assume any of the three forms, or a hybrid form, as her ‘True Shape’, as well as being able to freely shapechange to any other creature of 34 HD or less.

Ceera can shape-change to become an ANCIENT RED DRAGON (age 900 years)

Challenge Rating: 23 **Treasure:** Triple standard

Size: Gargantuan. Takes up a 20' x 20' space when attacking, with 15' wing reach, 20' neck reach, 30' tail reach beyond that!

Scales are a deep red, with a smooth, dull finish. The scales are large, thick, and as strong as metal. The neck frill is purple-gray toward the edges, and fairly dark. The eyes resemble molten copper orbs (neon green fire). Wings appear to be feathered, and made of golden flames.

Red Dragon Stats

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Attack/ Grapple	Attack	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Frightful Presence DC
Ancient	G	34d12+306 (527)	39	10	29	24	25	24	+34/+60	+44	+28	+19	+26	20d10 (36)	34

Grappling: Dragons do not favor grapple attacks, though their crush attack (and Snatch feat, if they know it) use normal grapple rules. A dragon can always use its breath weapon while grappling, as well as its spells and spell-like or supernatural abilities, provided it succeeds on Concentration checks.

Dragon Space/Reach, Attacks, and Damage

Size	Space/Reach*	1 Bite	2 Claws	2 Wings	1 Tail Slap	1 Crush	1 Tail Sweep
Gargantuan	20 ft./15 ft. (20 ft. with bite)	4d6 +14	2d8 +7	2d6 +7	2d8 +21	4d6 +21	2d6 +21

*A dragon's bite attack has reach as if the creature were one size category larger. All other attacks are made with the standard reach for the dragon's size.

Bite: Bite attacks deal the indicated damage plus the dragon's Strength bonus. A dragon also can use its bite to snatch opponents if it has the Snatch feat.

Claw: Claw attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down). The dragon also can use its claws to snatch opponents if it has the Snatch feat. Claw attacks are secondary attacks, requiring a –5 penalty on the attack roll. (Many dragons choose the Multiattack feat to lessen this penalty to –2).

Wing: The dragon can slam opponents with its wings, even when flying. Wing attacks deal the indicated damage plus 1/2 the dragon's Strength bonus (round down) and are treated as secondary attacks.

Tail Slap: The dragon can slap one opponent each round with its tail. A tail slap deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down) and is treated as a secondary attack.

Red Dragon Abilities by Age

Age	Speed	Initiative	AC	Special Abilities	Caster Level	SR
Ancient	40 ft., fly 200 ft. (clumsy)	+0	39 (–4 size, +33 natural), touch 6, flat-footed 39	<i>Find the path</i>	15th	28

Special Abilities while in Dragon form:

Extraordinary Abilities:

Frightful Presence (Ex): Can unsettle foes with its mere presence. The ability takes effect automatically whenever the dragon attacks, charges, or flies overhead. Creatures within a radius of **180 feet** are subject to the effect if they **have fewer than 34 HD**. A potentially affected creature that succeeds on a Will save (**DC 34**) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Crush (Ex): This special attack allows a flying or jumping dragon to land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents three or more size categories smaller than the dragon (though it can attempt normal overrun or grapple attacks against larger opponents).

A crush attack affects as many creatures as can fit under the dragon's body. Creatures in the affected area must succeed on a Reflex save (DC equal to that of the dragon's breath weapon) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If the dragon chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape.

A crush attack deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down).

Tail Sweep (Ex): This special attack allows a dragon to sweep with its tail as a standard action. The sweep affects a half-circle with a radius of 30 feet, extending from an intersection on the edge of the dragon's space in any direction. Creatures within the swept area are affected if they are four or more size categories smaller than the dragon. A tail sweep automatically deals the indicated damage plus 1-1/2 times the dragon's Strength bonus (round down). Affected creatures can attempt Reflex saves to take half damage (**DC 36**).

Blindsense (Ex): Dragons can pinpoint creatures within a distance of 60 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Keen Senses (Ex): A dragon sees four times as well a human in shadowy illumination and twice as well in normal light. It also has darkvision out to 120 feet.

Supernatural Abilities:

Fire Breath Weapon (Su): Can breathe a cone of fire, 60 feet long and 60 feet in diameter at the far end. Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. A blast from a breath weapon always starts at any intersection adjacent to the dragon and extends in a direction of the dragon's choice, with an area as noted on the table below. If the breath weapon deals damage, creatures caught in the area can attempt Reflex saves to take half damage. **The save DC against her breath weapon is 36.**

Spells and Spell-Like Abilities:

Sorcerer Spells: Can cast spells in Dragon form as a **level 20** Sorceress, same as when in Human form. **The save DC is 17 + spell level.**

Locate Object (Sp): Can use this ability as the spell of the same name, 6/day

Other Spell-Like Abilities: 3/day—*suggestion* ; 1/day—*find the path*.

The following draconic spell-like ability is the only one she can't also duplicate as a spell.

Find the Path: Level: 6 ; Draconic ability, 1/day

Components: V, S ; **Casting Time:** 3 rounds ; **Duration:** 10 min./level

Range: Personal or touch ; **Target:** You or creature touched

Saving Throw: None or Will negates (harmless) ; **Spell Resistance:** No or Yes (harmless)

The recipient of this spell can find the shortest, most direct physical route to a specified destination, be it the way into or out of a locale. The locale can be outdoors, underground, or even inside a *maze* spell. *Find the path* works with respect to locations, not objects or creatures at a locale. The location must be on the same plane as you are at the time of casting.

The spell enables the subject to sense the correct direction that will eventually lead it to its destination, indicating at appropriate times the exact path to follow or physical actions to take. For example, the spell enables the subject to sense trip wires or the proper word to bypass a *glyph of warding*. The spell ends when the destination is reached or the duration expires, whichever comes first. *Find the path* can be used to remove the subject and its companions from the effect of a *maze* spell in a single round.