

Iridium Dragon

Racial Traits

Height and Weight:

| Overall Size | Body Length | Neck Length | Tail Length | Body Length | Standing Width | Maximum Height | Wingspan | Minimum Wingspan | Weight |
|--------------|-------------|-------------|-------------|-------------|----------------|----------------|----------|------------------|-------------|
| Medium | 18 ft. | 7 ft. | 5 ft. | 6 ft. | 4 ft. | 5 ft. | 30 ft. | 12 ft. | 350 lb. |
| Large | 33 ft. | 12 ft. | 9 ft. | 12 ft. | 7 ft. | 9 ft. | 45 ft. | 18 ft. | 2,700 lb. |
| Huge | 58 ft. | 19 ft. | 17 ft. | 22 ft. | 10 ft. | 14 ft. | 75 ft. | 30 ft. | 22,000 lb. |
| Gargantuan | 88 ft. | 26 ft. | 26 ft. | 36 ft. | 12 ft. | 18 ft. | 100 ft. | 40 ft. | 165,000 lb. |

Ability Scores: +2 Strength, +2 Constitution or +2 Charisma

Size: From level 1 to 11, large, from level 11 to 21, huge, from level 21 to 30, gargantuan, changing size increase the dragon's reach, see the table below for how it changes

| Size | Space | Reach |
|------------|-----------------|-------|
| Large | 2 × 2 | 2 |
| Huge | 3 × 3 | 3 |
| Gargantuan | 4 × 4 or larger | 4 |

Speed: 4 squares (5 at level 6, 6 at level 12, 7 at level 22)quadretti, Fly 5 (Hover) (6 at level 6, 7 at level 12, 8 at level 22), Overland 6 (9 at level 6, 12 at level 12, 15 at level 22)

Vision: Low-light

Language: common, draconic

Skill Bonuses: +2 Athletics, +2 Intimidate

Natural Predator: You have a bonus of +5 to perception's checks made to track footprint or to hunting

Animal Creature: the iridium dragons can't use humanoid's gears, weapons or armors, however they have their own natural weapons. An iridium dragon has proficiency in three parts of his body as weapons, before every attack, the player has to declare which one will use:

Dragon's Talons: a melee weapon with a +3 proficiency bonus that deals 1d6 dice damage, has the off-hand property and belongs to the unarmed and light blades group. In order to use his talons a dragon has to have free at least one of his frontlimbs.

Dragon's Bite: a melee weapon with a +3 proficiency bonus that deals 1d8 dice damage and belongs to the unarmed and heavy blades group. The dragon has proficiency in his bite also as an implement.

Dragon's Tail: a melee weapon with a +2 proficiency bonus that deals 1d10 dice damage and belongs to the unarmed and maces group. In order to use his tail a dragon needs all his four limbs free.

The Iridium Dragons have a thick scale covered skin that gives them a bonus of +8 and count as an heavy armor, the bonus grows to +11 at level 11 and to +14 at level 21.

The iridium dragon's body's parts can't be enchanted

Dragon Breath: an iridium dragon can use the racial power *Dragon Breath* at will, and can take feats that has the dragonborn and dragon breath as a prerequisite as long as meets any other requirement

Resistance: You have resistance 5 to the same damage type done by your Dragon Breath, increase the resistance to 10 at level 11 and to 15 at level 21

Shrinkage: as a minor action an iridium dragon can shrink up to the medium size, as a free action he can turn back to his original size

Dragon Breath

Iridium Dragon racial power

As you open your mouth with a roar, the deadly power of your draconic kin blasts forth to engulf your foes.

At-Will ♦ Acid, Cold, Fire, Lightning, or Poison

Standard Action Close blast 3

Targets: All creatures in area

Attack: Strength + 2 vs. Reflex, Constitution + 2 vs. Reflex, or
Dexterity + 2 vs. Reflex

Hit: 1d6 + Strength modifier damage.

Increase to +4 bonus and 2d6 + Strength modifier
damage at 11th level, and to +6 bonus and 3d6 +
Strength modifier at 21st level.

Special: When you create your character, choose Strength, Constitution, or Dexterity as the ability score you use when making attack rolls with this power. You also choose the power's damage type: acid, cold, fire, lightning, or poison. These two choices remain throughout your character's life and do not change the power's other effects.