Ithoarirth, Very Old White Dragon

Size/Type: Huge Very Old Female White Dragon
Hit Dice: 27d12+162 (337 hp)
Initiative: +4 (+4 improved initiative)
Speed: 60 ft., burrow 30 ft., fly 200 ft. (poor), swim 60 ft.
Armor Class: 34 (-2 size, +26 natural), touch 8, flat-footed 34
Base Attack/Grapple: +27/+45
Attack: Bite +37 melee (2d8+10) or tail slap +35 melee (3d6+15)
Full Attack: Bite +37/+32/+27/+22 melee (2d8+10) and 2 claws +35 melee (2d6+5) and 2 wings +35 melee (1d8+5) and tail slap +35 melee (3d6+15)
Space/Reach: 15 ft/10 ft (15 ft with bite)
Special Attacks: Breath weapon (50' cone of cold, 9d6, Ref DC 29 half), crush (2d8+10), frightful presence (DC 25 negates), flyby attack, power attack
Special Qualities: Immunity to cold, vulnerability to fire, icewalking, blindsense 60, darkvision 120, keen senses, DR 15/magic, SR 23
Spells per day: 6, 7, 7, 4
Spell DC: 12 + spell level, 14 + spell level for enchantments□
Spells Known:

0: Daze□, 6

1: Charm Person□, Power Word Pain□, Shock and Awe□, Whelm□, Snowdrift

2: Daze Monster□, Entice Gift□, Detect Thoughts

3: Adoration of the Frightful□, Suggestion□

Saves: Fort +21, Ref +15, Will +17
Abilities: Str 31, Dex 10, Con 23, Int 14, Wis 15, Cha 14
Skills: Listen +32, Search +32, Spot +32, Move Silently +30, Concentration +21, Use Magic Device +20 (+22 scrolls), Diplomacy +17, Knowledge (arcana) +17, Sense Motive +17, Spellcraft +17 (+19 scrolls), Hide +10
Feats: Craft Skull Talisman, Craft Wondrous Item, Flyby Attack, Greater Spell Focus (enchantment), Improved Initiative, Improved Natural Attack (tail), Multiattack, Skill Focus (spellcraft), Power Attack, Spell Focus (enchantment)
Gear:
Alignment: CE
Languages: Draconic, Common, Orc

Breath Weapon (Su)

Using a breath weapon is a standard action. Once a dragon breathes, it can't breathe again until 1d4 rounds later. If a dragon has more than one type of breath weapon, it still can breathe only once every 1d4 rounds. 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 DC depends on the dragon's age and variety, and is given in each individual entry. Saves against nondamaging breath weapons use the same DC; the kind of saving throw is noted in the variety descriptions. The save DC against a breath weapon is 10 + ½ dragon's HD + dragon's Con modifier.

Ithoarirth's breath weapon is a 50' cone of cold that deals 9d6 damage with a save DC of 29.

Frightful Presence (Ex)

A young adult or older dragon 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 30 feet × the dragon's age category are subject to the effect if they have fewer HD than the dragon. A potentially affected creature that succeeds on a Will save (DC 10 + ½ dragon's HD + dragon's Cha modifier) 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.

Ithoarirth's frightful presence works within 270' and has a DC of 25.

Spells

Ithoarirth knows and casts arcane spells as a 7th-level sorcerer.

Damage Reduction

Ithoarirth has damage reduction 15/magic. Her natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Immunities (Ex)

Ithoarirth has immunity to sleep, paralysis, and cold effects, and is vulnerable to fire.

Spell Resistance (Ex)

Ithoarirth has spell resistance 23.

Blindsense (Ex)

Ithoarirth can pinpoint the locations of creatures within a distance of 60 feet. Opponents she can't actually see still have total concealment against her.

Keen Senses (Ex)

Ithoarirth sees four times as well as a human in shadowy illumination and twice as well in normal light. She also has darkvision out to 120 feet.

Icewalking (Ex)

This ability works like the spider climb spell, but the surfaces Ithoarirth climbs must be icy. It is always in effect.

Freezing Fog (Sp)

Ithoarirth can use this ability three times per day. It is similar to a solid fog spell but also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a grease spell. Ithoarirth is immune to the grease effect because of her icewalking ability. This ability is the equivalent of a 5th-level spell.

Spell-Like Abilities

3/day—fog cloud, gust of wind; caster level 9, save DC 12 + spell level

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