

DRACONIS TARRASQUIS**CR 30****XP 9,840,000**

CE Colossal dragon

Init +7; **Senses** dragon senses, scent; Perception +53**Aura** frightful presence (360 ft., DC 32)

DEFENSE

AC 50, touch 6, flat-footed 46 (+3 Dex, +1 dodge, +44 natural, -8 size)**hp** 860 (40d12+600); fast healing 20, regeneration 40**Fort** +36, **Ref** +27, **Will** +17**DR** 20/—; **Immune** ability damage, acid, bleed, disease, energy drain, fire, mind-affecting effects, paralysis, permanent wounds, petrification, poison, polymorph, sleep; **SR** 41

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)**Melee** bite +52 (4d8+40/15-20/×3 plus grab), 2 claws +52 (1d12+20), 2 gores +52 (1d10+20), 2 wings +47 (2d8+10), tail slap +47 (3d8+10)**Ranged** 6 spines +35 (2d10+20/×3)**Space** 30 ft.; **Reach** 30 ft. (60 ft. with tail slap)**Special Attacks** breath weapon (70-ft. cone, 40d10 fire, DC 39), crush (4d8+30, DC 39), tail sweep (2d8+30, DC 39), rush, spines, swallow whole (6d6+30 plus 6d6 acid + 3d6 fire, AC 32, hp 86)

STATISTICS

Str 51, **Dex** 16, **Con** 38, **Int** 3, **Wis** 15, **Cha** 14**Base Atk** +40; **CMB** +68 (+72 grapple); **CMD** 82**Feats** Awesome Blow, Bleeding Critical, Blind-Fight, Cleave, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Great Fortitude, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Natural Armor (2), Iron Will, Lightning Reflexes, Power Attack, Run, Stunning Critical, Toughness**Skills** Acrobatics +3 (+43 when jumping), Perception +53;**Racial Modifier** +8 on Perception**Languages** Aklo (cannot speak), Draconic (cannot speak)**SQ** carapace, dragon senses, powerful bite, powerful leaper