Sometimes chromatic dragons live and breed in otherworldly environments. Those that remain in another plane long enough are radically altered by its nature or its denizens.

Some planar dragons are solo threats, every bit as dangerous as their mortal counterparts, but others have changed so drastically that they can fill other encounter roles as well.

**Abyssal Dragons**

The Abyss devours. A hungry pit that consumes and destroys all that venture into its depths, it is a place of unrivaled devastation and appalling violence. Chromatic dragons that descend into the Abyss are transformed into agents of ruin, either at the hands of the plane’s demonic overseers or by the nature of the realm. Abyssal dragons are little more than living siege engines, though a few become powerful enough to become lords in their own right.

**Frostforged Wyrm**

Demons sometimes capture white dragons from the natural world to “improve” in the forges of the Abyss. The frostforged wyrm is the result: a tortured beast, outfitted with heavy plates of cold-forged iron fixed in place with cruel nails. No matter how hard the dragon struggles to free itself, minuscule demons scramble over its back to secure the armor plates.

The dragon’s original nature is barely recognizable under the mass of spiked metal. Plumes of mist rise from its head plate, and a rime of frost accumulates around it. Such tormented creatures rarely live long—they are either killed by the demons or driven to death by their harsh masters, who see them only as expendable tools designed to spread carnage.

**Frostforged Wyrm Lore**

A character knows the following information with a successful Arcana check.

**DC 20:** Frostforged wyrms are not native to the Abyss but have been brought there by force. Subjected to terrible torments and modifications, they serve as weapons of destruction in the wars raging through the layers of that darkened realm.

**Frostforged Wyrm**

Large elemental magical beast (dragon) XP 600

*Initiative* +6
*Senses* Perception +9; darkvision

**HP** 143; Bloodied 72; see also pain frenzy

**AC** 23; Fortitude 24, Reflex 21, Will 23

**Resist** 15 cold; Vulnerable charm (a frostforged wyrm that is hit by a charm effect attacks the nearest demon on its next turn)

**Speed** 7, fly 5

* Bite (standard; at-will) ✦ Cold

✦ Reach 2; +14 vs. AC; 1d8 + 6 damage plus 1d10 cold damage.

* Breath Weapon* (standard; recharge ⚁ ⚁)

✦ Close blast 5; +14 vs. Fortitude; 4d8 + 6 cold damage, and the target is slowed and takes a –2 penalty to attack rolls (save ends both).

* Pain Frenzy* (immediate reaction, when first bloodied; encounter)

✦ Close burst 2; +14 vs. AC; 4d10 + 6 damage, and the target is knocked prone.

*Spikes of Pain* (see text; encounter)

An adjacent demon can spend a minor action to spur on a frostforged wyrm. The frostforged wyrm takes 1d10 damage and takes a standard action.

**Frostforged Wyrm Tactics**

Driven to the brink of madness, this abyssal dragon shrieks in pain and hatred as it ravages its enemies. It fights fiercely, unleashing its breath weapon first and following through with melee attacks against any target it can reach. The frostforged wyrm is at its most dangerous when bloodied, so its demonic tormentors cruelly drive the armor’s hooks into its flesh to spur it on, even if doing so ultimately kills the beast.