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[Among the many names for Rainbow Serpents in Australian Aboriginal myths, I chose Wonambi because of its [paleo connection](#)]

Wonambi

An enormous serpent flies through the sky, its scales shining with all the colors of the rainbow. Its dragon-like head bears an expression of smug superiority.

Wonambi are powerful dragons especially attuned to the natural world. The body of a wonambi glows with a radiance nearly the equal of the sun, and they have strange powers over light. Some sages believe that the *prismatic spray* spell first arose from these creatures and was given to or stolen by mortal wizards in the distant past.

Many peoples of the dry wastes consider the mighty wonambi to be gods incarnate on earth, and the wonambi do little to dispel such notions. The tribes that pay homage to a wonambi do so with stories, songs and offerings of material goods thrown into watering holes, and those that earn a

wonambi's favor are blessed with clean water, frequent rains and favorable hunting. Wonambi are often demanding taskmasters, however, and may punish those that disappoint them or break their taboos with disease, transformation or death. Some shamans willingly sacrifice themselves to the wonambi to gain greater wisdom or to atone for the crimes of another; such holy men are usually brought back to life by the wonambi in a new form, blessed with wisdom or strength to return to their people.

Few are foolish enough to confront a wonambi in direct combat, and fewer still are those with a chance of victory. Wonambi like to tease their opponents by reshaping the battlefield, throwing up obstacle after obstacle in the hopes of dissuading further violence. If this fails, wonambi are savage combatants, augmenting their already mighty melee abilities with spells and destroying foes with blasts of lightning and their searing breath weapons. A wonambi grows to nearly 80 feet long and weighs 60 tons.

Wonambi CR 21

XP 409,600

N Gargantuan dragon

Init +4; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision, Perception +36, scent

Aura blinding radiance (100 ft.)

Defense

AC 34, touch 12, flat-footed 34 (-4 size, +22 natural, +6 deflection)

hp 391 (27d12+216)

Fort +29, **Ref** +21, **Will** +29

DR 20/epic; **Immune** magic sleep and paralysis effects; **SR** 32

Offense

Speed 40 ft., swim 80 ft., fly 120 ft. (good)

Melee bite +37 (4d6+14/19-20 plus grab and prismatic bite), tail slap +32 (2d8+21)

Space 20 ft.; **Reach** 15 ft.

Special Attacks breath weapon (once every 1d4 rounds, 90 ft. cone, 20d6 damage, Reflex DC 31 half), swallow whole (2d8+14 bludgeoning, AC 23, 39 hp)

Spells CL 19th, concentration +25 (+29 when casting defensively)

9th—*antipathy* (DC 25), *quicken cure critical wounds*, *summon nature's ally IX*

8th—*extended true seeing*, *finger of death* (DC 24), *quicken freedom of movement*

7th—*fire storm* (DC 23), *greater scrying*, *heal*, *quicken protection from energy*

6th—*find the path*, *greater dispel magic*, *quicken soften earth and stone*, *stone tell*, *extended wall of thorns*

5th—*baleful polymorph* (DC 21), *commune with nature*, *control winds*, *death ward*, *stoneskin*

4th—*command plants* (DC 20), *cure serious wounds*, *extended dominate animal* (DC 19), *rusting grasp* (DC 20), *spike stones*

3rd—*contagion* (DC 19), *cure moderate wounds*, *greater magic fang*, *stone shape*, *water breathing*

2nd—*barkskin*, *bull's strength*, *fog cloud*, *owl's wisdom*, *resist energy*, *spider climb*

1st—*charm animal* (DC 17), *cure light wounds*, *detect snares and pits*, *faerie fire*, *pass without trace*, *speak with animals*

0th—*detect magic*, *read magic*, *resistance*, *stabilize*

Spell-like Abilities CL 20th, concentration +26 (+30 when casting defensively)

Constant—*water breathing*

At will—*control water* (DC 20)

3/day—quicken *chain lightning* (DC 22), *rainbow pattern* (DC 20)

1/day—*control weather*, *greater reincarnate*, *mass baleful polymorph* (DC 25), *prismatic spray* (DC 23), *scintillating pattern* (DC 24)

Statistics

Str 38, **Dex** 10, **Con** 26, **Int** 15, **Wis** 22, **Cha** 22

Base Atk +27; **CMB** +45; **CMD** 55

Feats Cleave, Combat Casting, Extend Spell, Flyby Attack, Great Cleave, Greater Vital Strike, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell, Quicken Spell-like Ability (*chain lightning*), Vital Strike

Skills Diplomacy +36, Fly +28, Intimidate +36, Knowledge (arcana) +32, Knowledge (nature) +32, Perception +36, Sense Motive +36, Spellcraft +32, Swim +22

Languages Common, Draconic, Sylvan

SQ powerful tail, radiant grace

Ecology

Environment warm aquatic and desert

Organization solitary

Treasure double standard

Special Abilities

Blinding Radiance (Su) A wonambi radiates bright light in a radius of 200 feet and dim light out to an additional 200 feet. Any creature with 10 or fewer Hit Dice within 100 feet of a wonambi that can see it must succeed a DC 29 Fortitude save or become permanently blinded. Creatures with greater than 10 Hit Dice that fail this save become permanently dazzled. This dazzled condition can be removed by any spell or effect that removes blindness. A creature that successfully saves is immune to the blinding radiance of that wonambi for 24 hours. A wonambi can suppress or resume its blinding radiance as a swift action. The save DC is Charisma based.

Breath Weapon (Su) The damage dealt by a wonambi's breath weapon is treated as a *sunbeam* spell for the purposes of dealing bonus damage.

Greater Reincarnate (Sp) This effect functions as a *reincarnate* spell, except that the creature reincarnated only gains one permanent negative level. In addition, the creature gains a +2 inherent bonus to one ability score of the wonambi's choice. This is the equivalent of a 9th level spell.

Mass Baleful Polymorph (Sp) This effect functions as a *baleful polymorph* spell, except that it can effect up to 1 creature per caster level, no two of which can be more than 30 feet apart. This is the equivalent of a 9th level spell.

Powerful Tail (Ex) A wonambi deals 1.5 times its Strength bonus with its tail slap.

Prismatic Bite (Su) Creatures bitten by a wonambi are affected as by a *prismatic spray* spell (reroll all 8s). A DC 29 saving throw halves or negates the effect, as appropriate. The save DC is Charisma based.

Radiant Grace (Su) A wonambi gains a deflection bonus to Armor Class and a resistance bonus to all saving throws equal to its Charisma modifier. These bonuses are included above.

Spells A wonambi casts spells as a 19th level druid, except that it does not require a divine focus.