

# CODEX DRACONIS BLUE SATRAPS OF THE DESERTS

PRODUCED IN  
CONJUNCTION WITH



**PATHFINDER**  
ROLEPLAYING GAME COMPATIBLE

Welcome to the second Codex Draconis, the line of products that gives you what you need to drop dragons into your games with a minimum of effort and a maximum of options. Here in the second volume of our line, we present options and alternatives for a dozen blue dragons, covering every age category of the azure lords of the steppes and deserts. Each age category also has three pregenerated treasure hoards, some alternative monster builds, and suggestions on how to build even deadlier dragon encounters.

Dragons are among the most iconic, and most popular, of all fantasy roleplaying game foes. Once the domain exclusively of higher-level adventures, dragons now have rules for every stage of life. This means that wet-behind-the-ears PCs can face dragons early in their careers (though likely they will be facing dragons the size of housecats). To ensure a dragon is always just the right threat for PCs of any level, dragons are given twelve stages of life that, when combined with the many different types of dragons, creates a range of CRs from 5 to 21. The problem with that, of course, is that it requires a lot of stat blocks, and those take up room. To save space, instead of presenting a full write-up of every dragon at every age category, the game's creators present a set of rules outlining how to write up dragons, and then give a few examples of each type. As a result, although you can find a dragon of the right CR for an encounter, it takes a considerable amount of work to get that dragon ready for the game.

To help with that problem, the fine folks at D20PF SRD.com took on the job of creating full stat blocks for every true dragon of every type, and when we expressed an interest in using those as the starting point for our Codex Draconis line, they were kind



enough to give us their blessing. In addition to their dragon write-ups, Codex Draconis: Blue Satraps of the Deserts presents additional material to expand the ways you can use these dragons and allows you to drop them into your campaign.

## THE BASICS

The biology and ecology of blue dragons is the same regardless of age category.

### ECOLOGY

**Environment** warm deserts

**Organization** solitary

**Treasure** triple

Blue dragons love deserts, but they can live in any arid environment, including wind-swept steppes and rocky badlands. A few control territories that include temperate, dry environments, but they avoid claiming land that brings them into conflict with black, green, or red dragons.

They prefer their food freshly cooked by their own lightning breath. Although just as omnivorous as any dragon, blues prefer herd animals such as horses, cattle, and camels—which makes them a serious threat to nomads, ranchers, and caravans.

Blue dragons prefer to lair near those that they control, sometimes even within the confines of a city. Usually blue dragons make their lairs in vast caverns, preferably at the base of cliffs where windblown sands conceal access to their hordes. Inside, they carefully organize their treasure in crates and cubbyholes, and they sleep amid the sand. Because of the arid nature of their habitat,

blue dragons have no concerns about rot or decay, so their hoards are just as full of books and scrolls as they are of coins, gemstones, and jewelry—though all blue dragons are fond of blue sapphires.

Blue dragons rule their domains through cruelty and intimidation. Blue dragons are consummate schemers and obsessively orderly. In combat, blue dragons prefer to surprise foes if possible, and they are not above retreating if the odds turn against them. They never forget that shame, though, and look for opportunities to humiliate and destroy those who force them from the field of battle.

The chief weaknesses of blue dragons are their vanity and their territoriality. The first can lead them to underestimate foes, and the latter can lure them away from their hoard to deal with trespassers.

**Hoard:** In this section, we present pregenerated loot to form a dragon's hoard for each age category. You will find values for triple the normal treasure for an encounter of the dragon's CR (as standard for blue dragons) with values for campaigns using slow, medium, and fast advancement XP charts. We show the gp value for each item to make it easy for you to swap out items from the pregenerated hoard with items you want to provide to your group's characters. Coins fill in the total hoard value, so if you swap out items for those with lower values, add more coins. If you swap out for items with higher values, remove coins.

**Upping the Ante:** Sometimes even dragons need a little help. This section

proposes ways to make dragon encounters more dangerous. This might be a note on how it can use items from its hoard, a suggestion on allies (or servants) the dragon might take into battle, or proposals on how to use traps and terrain to the dragon's advantage.

**Alternative Builds:** Each age category also presents at least one alternative build, representing different paths a blue dragon might take over its lifespan. Each alternative build presents a short description of how that dragon's tactics or preferences differ from a typical blue dragon, and a list of changes made to the base stat block to create the alternative dragon. We present each changed section (such as feats) so you can replace the same section of the typical dragon's stat block.

## THE DRAGONS

Each of the sections below contains a dragon entry for a specific CR. As noted above in "The Basics," you will have stats, hoards, and encounter advice for each dragon entry.

### BLUE DRAGON, WYRMLING

*With scales the color of the desert sky, this small, serpentine dragon moves with unsettling grace.*

#### WYRMLING BLUE DRAGON CR 5

**XP** 1,600

**LE** Small Dragon (earth)

**Init** +6; **Senses** dragon senses, Perception +9

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#### DEFENSE

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**AC** 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

**hp** 45 (6d12+6)

**Fort +6, Ref +7, Will +5**

**Immune** electricity, paralysis, sleep

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**OFFENSE**

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**Speed** 40 ft., burrow 20 ft., fly 150 ft. (average)

**Melee** bite +9 (1d6+1), 2 claws +8 (1d4+1)

**Special Attacks** breath weapon (40-ft. line, DC 14, 2d8 electricity), desert thirst (DC 14)

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**STATISTICS**

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**Str** 13, **Dex** 14, **Con** 13, **Int** 10, **Wis** 11, **Cha** 10

**Base Atk** +6; **CMB** +6; **CMD** 18 (22 vs. trip)

**Feats** Dazzling Display, Improved

Initiative, Weapon Focus (bite)

**Skills** Bluff +9, Fly +13, Intimidate +9,

Knowledge (local) +9, Perception +9, Stealth +15

**Languages** Draconic

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**SPECIAL ABILITIES**

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**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 6). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 14) or be destroyed.

## HOARD

Though it might be the terror of the local oases or worshiped as a god by a tribe of kobolds, the blue wyrmling is not yet the target of dragon slaying adventurers who carry useful bits of gear into its lair. Because of this lack of adventurer fodder, the wyrmling lacks a very important source of treasure. Nor is the wyrmling yet taking on major foes to gain their favored possessions as spoils or carrying off large objects of art. Until it grows larger, most of a wyrmling's hoard is a mixed bag of tribute from nomads,

shiny objects taken off caravan guards or a town's watch, and objects that survived when the wyrmling took a humanoid for food.

*Slow* (3,000 gp): black pearl (100 gp), lapis lazuli (6 gp), magnifying glass (100 gp), climber's kit (80 gp), smokesticks (2 sticks, 20 gp each), empty backpack (2 gp), carved wooden staff with platinum (600 gp), feathered ribbon (10 gp), 200 pp, 62 gp.

*Medium* (4,650 gp): blue sapphire (1,000 gp), golden yellow topaz (700 gp), black pearl (100 gp), lapis lazuli (6 gp), magnifying glass (100 gp), climber's kit (80 gp), smokesticks (2 sticks, 20 gp each), empty backpack (2 gp), carved wooden staff with platinum (600 gp), feathered ribbon (10 gp), *potion of cure light wounds* (CL 1, 50 gp), *scroll of acid arrow* (CL 3, 150 gp), 200 pp, 512 gp.

*Fast* (6,900 gp): blue sapphire (1,000 gp), golden yellow topaz (700 gp), black pearl (100 gp), lapis lazuli (6 gp), magnifying glass (100 gp), climber's kit (80 gp), smokesticks (2 sticks, 20 gp each), empty backpack (2 gp), pink pearl urn wreathed in *continual flame* (2,000 gp), carved wooden staff with platinum (600 gp), feathered ribbon (10 gp), *potion of cure light wounds* (CL 1, 50 gp), *scroll of acid arrow* (CL 3, 150 gp), 200 pp, 762 gp.

## UPPING THE ANTE

Before its sixth birthday, the wyrmling blue dragon is already a dangerous ambush



predator. Against caravans and ordinary intruders in its realm, the wyrmling blue dragon prefers to hide until it knows a target's strengths and weaknesses. Burrowed into the sand with just the top of its head exposed, the blue dragon can analyze its prey. Its exposed horn is often mistaken for a jagged rock. Against adventuring groups, the wyrmling blue dragon prefers to attack from the air, at night. If possible, it attacks during a storm when its lightning is easily mistaken for natural bolts. Taking advantage of its superior senses, the wyrmling swoops in and out, singling out targets for destruction.



Even at this young age, a blue dragon can communicate with kobolds (both speak Draconic), and a wyrmling blue dragon is a significant enough force to intimidate and enslave the scaly humanoids. For their part, the kobolds enjoy the protection of dragons and willingly accept servitude. Gangs of kobolds dig cunningly concealed pit traps in the sand, making it easier for the blue dragon to acquire its favorite food: herd animals.

## ALTERNATIVE BUILDS

The standard blue wyrmling exists to make surprise attacks against groups of foes. Its skill with Stealth, burrowing speed, and Dazzling Display all make it possible for the wyrmling to explode from hiding and intimidate groups of foes. Two other combat-oriented options appear below.

## DREADNOUGHT

Sometimes all a dragon needs is the endurance to muscle through its foes, even if these foes get the drop on it.

**Changes:** Initiative +2; AC 19, touch 13, flat-footed 17 (+2 Dex, +6 natural, +1 size); hp 51 (6d12+12), Feats Improved Natural Armor, Toughness, Weapon Focus (bite)

## HUMMINGBIRD

Some blue dragons focus on developing their flying abilities early.

This option replaces Dazzling Display with Flyby Attack and Improved Initiative with Wingover.

**Changes:** Initiative +2, Feats Flyby Attack, Weapon Focus (bite), Wingover

## BLUE DRAGON, VERY YOUNG

*This orc-sized sky-blue dragon watches you warily, keeping the jagged horn atop its head pointed at its foes.*

### VERY YOUNG BLUE DRAGON CR 7

XP 3,200

LE Medium dragon (earth)

**Init** +5; **Senses** dragon senses; Perception +12

#### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 68 (8d12+16)

**Fort** +8, **Ref** +7, **Will** +7

**Immune** electricity, paralysis, sleep

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 150 ft. (average)

**Melee** bite +12 (1d8+4), 2 claws +11 (1d6+3), 2 wings +9 (1d4+1)

**Special Attacks** breath weapon (60-ft. line, DC 16, 4d8 electricity), desert thirst (DC 16)

#### STATISTICS

**Str** 17, **Dex** 12, **Con** 15, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +8; **CMB** +11; **CMD** 22 (26 vs. trip)

**Feats** Dazzling Display, Improved Initiative, Multiattack,

Weapon Focus (bite)

**Skills** Bluff +12, Fly +12, Intimidate +12,

Knowledge (local) +12, Perception +12,

Stealth +12, Survival +12

**Languages** Common, Draconic

**SQ** sound imitation

#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 8). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly

reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 16) or be destroyed.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

## HOARD

With ten years or more on its wyrmling cousins, the very young blue dragon fears neither hag nor mummy. Even whole swarms of giant scorpions are no match for a very young blue dragon.

Very young blue dragons often team up with weaker creatures to exert control over a caravan route or oasis, and they charge tolls for access. This begins to bring more valuable and more exotic treasure to the dragon's hoard.

**Slow** (5,250 gp): Blue sapphire (1,000 gp), *potion of darkvision* (300 gp), *potion of spider climb* (300 gp), arcane scroll (*shocking grasp*, *undetectable alignment*, *web*; CL 3, 225 gp), divine scroll (*detect chaos*, *detect undead*, *enthrall*; CL 3, 200 gp), *oil of magic weapon* (50 gp), *potion of mage armor* (50 gp), 300 pp, 140 sp.

**Medium** (7,800 gp): Blue sapphire (1,000 gp), *caster's shield* with scroll of *fireball* on it (CL 5, 3,528 gp), *potion of darkvision* (300 gp), *potion of spider climb* (300 gp), arcane scroll (*shocking grasp*, *undetectable alignment*, *web*; CL 3, 225 gp), divine scroll (*detect chaos*, *detect undead*, *enthrall*; CL 3, 200 gp), *oil of magic weapon* (50 gp), *potion of mage armor* (50 gp), 200 pp, 360 sp.

*Fast* (11,700 gp): Blue sapphire (1,000 gp), *caster's shield* with *scroll of fireball* on it (CL 5, 3,528 gp), +1 *shortspear* (2,302 gp), +1 *mithral shirt* (2,100 gp), *potion of darkvision* (300 gp), *potion of spider climb* (300 gp), arcane scroll (*shocking grasp*, *undetectable alignment*, *web*; CL 3, 225 gp), divine scroll (*detect chaos*, *detect undead*, *enthrall*; CL 3, 200 gp), *oil of magic weapon* (50 gp), *potion of mage armor* (50 gp), 100 pp, 534 gp.

## UPPING THE ANTE

Since its earliest days, the very young blue dragon has learned to speak Common. This enables it to instruct allies and slaves. Blue dragons at this level often work with packs of four to six wererats. The lycanthropes infiltrate caravans, acting as cooks, drovers, or even guards, and then turn against their fellow travelers when the dragon attacks. The blue dragon is the real muscle, and brains, of the operation. Its allies serve to watch the territory while the dragon sleeps. Blue dragons might tolerate a nest of kobolds in their territory as well, provided those kobolds work as sentries and spies for the dragon.

## ALTERNATIVE BUILDS

The very young blue dragon has gained Multiattack, making it even better at bursting from a sandy burrow into the midst of prey. Its ability to imitate sounds gives it another tool for luring potential prey into ambush. Two more focused options appear below.

### BITER

A very young blue dragon with this build depends less on speed and more on the savagery of its bite. It counts on its flying speed to bring prey within reach of its deadly maw.

**Changes:** Initiative +1; AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural); hp 76 (8d12+24); melee bite +12 (2d6+4), 2 claws +8, 2 wings +6; Feats Improved Natural Armor, Improved Natural Attack (bite), Toughness, Weapon Focus (bite)

### DARTER

This build capitalizes on speed and mobility. A very young blue dragon with this build bursts from hiding on the edge of a group of a prey, and darts in and out of the group.

**Changes:** AC 20, touch 12, flat-footed 18 (+1 Dex, +1 dodge, +8 natural); melee bite +11; Feats Dodge, Improved Initiative, Mobility, Spring Attack

## BLUE DRAGON, YOUNG

*The air around this large, serpentine dragon reeks of ozone, and its sky-blue scales flash and spark as it bares its fangs.*

### YOUNG BLUE DRAGON

CR 9

XP 6400

LE Large dragon (earth)

**Init** +5; **Senses** dragon senses; Perception +14

### DEFENSE

**AC** 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, –1 size)

**hp** 95 (10d12+30)

**Fort** +10, **Ref** +8, **Will** +8

**Immune** electricity, paralysis, sleep

### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +15 (2d6+7), 2 claws +14 (1d8+5), 2 wings +12 (1d6+2), tail slap +12 (1d8+7)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, DC 18, 6d8 electricity), desert thirst (DC 18)

**Spell-Like Abilities** (CL 10th, concentration +11)  
At will — *ghost sound* (DC 11)

### STATISTICS

**Str** 21, **Dex** 12, **Con** 17, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +10; **CMB** +16; **CMD** 27 (31 vs. trip)

**Feats** Dazzling Display, Improved

Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)





**Skills** Bluff +14, Fly +8, Intimidate +14, Knowledge (local) +14, Perception +14, Stealth +10, Survival +14

**Languages** Common, Draconic

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#### SPECIAL ABILITIES

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**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 10). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 18) or be destroyed.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

#### HOARD

After two decades or so, the young blue dragon is the size of a horse and easily as strong as a lion. Although it is becoming ambitious, many larger and more powerful creatures are in the world. Still, the young blue dragon's reputation is growing and the belongings of would-be dragon slayers begin to show up in its hoard.

*Slow* (8,550 gp): Blue sapphire (1,000 gp), violet garnet (400 gp), jet (80 gp), *wand of invisibility* (36 charges; CL 3, 3,650 gp), *divine scroll* (*magic stone, remove paralysis*; CL 3, 175 gp), 200 pp, 155 gp.

*Medium* (12,750 gp): Blue sapphire (1,000 gp), violet garnet (400 gp), jet (80 gp), *ring of counterspells* (contains *lightning bolt* when found, 4,000 gp), *wand of invisibility* (36 charges; CL 3, 3,650 gp), *divine scroll* (*magic stone, remove paralysis*; CL 3, 175 gp), 200 pp, 355 gp.

*Fast* (19,200 gp): Blue sapphire (1,000 gp), violet garnet (400 gp), jet (80 gp), +1 *dragonbane composite* (+1 Str) *shortbow* (8,150 gp), *ring of counterspells* (contains *lightning bolt* when found, 4,000 gp), *wand of invisibility* (36 charges; CL 3, 3,650 gp), *divine scroll* (*magic stone, remove paralysis*; CL 3, 175 gp), 60 pp, 55 gp.

#### UPPING THE ANTE

The natural weapons of a young blue dragon are far deadlier than any melee weapon, and its scales exceed the protection of the finest plate armor. Wands and scrolls gather dust in a young blue dragon's hoard, because it cannot yet cast spells. That does not stop it from reaching out to sphinxes, devils, and efreeti for arcane knowledge and training. In addition to wererats and nests of kobolds, eldritch tutors such as erinyes might be in a young blue dragon's lair.

#### ALTERNATIVE BUILDS

The young blue dragon has Multiattack, keeping ambushes viable. Its ability to cast *ghost sound* gives it another tool for luring potential prey into ambush. Two more focused options appear below.

#### POWER BITER

The young blue dragon's bite becomes an even more formidable weapon with this build.

**Changes:** Initiative +1; AC 21, touch 10, flat-footed 21 (+1 Dex, +12 natural, -1 size); hp 105 (10d12+40); melee bite +15 (3d6+7),

2 claws +11, 2 wings +9, tail slap +9; Feats Improved Natural Armor, Improved Natural Attack (bite), Power Attack, Toughness, Weapon Focus (bite)

#### ELDRITCH STUDENT

Although it gains no ability to cast spells, young blue dragons with this build can (and will) use magic items from their hoard courtesy of Use Magic Device.

**Changes:** Skills Fly +8, Knowledge (arcana) +14, Knowledge (local) +14, Perception +14, Steal +10, Survival +14, Use Magic Device +14

#### BLUE DRAGON, JUVENILE

*The smell of ozone fills the air around this large, serpentine dragon. With a snarl, it bares sharp fangs, and light glints off its blue scales.*

#### JUVENILE BLUE DRAGON CR 10

**XP** 9,600

**LE** Large dragon (earth)

**Init** +5; **Senses** dragon senses; Perception +17

**Aura** frightful presence (120 ft., DC 18)

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#### DEFENSE

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**AC** 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)

**hp** 126 (12d12+48)

**Fort** +12, **Ref** +9, **Will** +10

**Immune** electricity, paralysis, sleep

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#### OFFENSE

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**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +18 (2d6+9), 2 claws +17 (1d8+6), 2 wings +15 (1d6+3), tail slap +15 (1d8+9)

**Space** 10 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, DC 20, 8d8 electricity), desert thirst (DC 20)

**Spell-Like Abilities** (CL 12th; concentration +14)

**At will**—*ghost sound* (DC 12), *minor image* (DC 14)

**Spells Known** (CL 1st; concentration +3, save DC 12+spell level)

**1st (4/day)**—*mage armor*, *true strike*

**0 (at will)**—*detect magic*, *mage hand*, *read magic*, *resistance*

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#### STATISTICS

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**Str** 23, **Dex** 12, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +12; **CMB** +19; **CMD** 30 (34 vs. trip)

**Feats** Combat Casting, Dazzling

Display, Improved

Initiative, Multiattack, Shatter Defenses,

Weapon Focus (bite)

**Skills** Bluff +17, Fly +10, Intimidate +17,

Knowledge (local) +17, Perception +17,

Spellcraft +17, Stealth +12, Survival +17

**Languages** Auran, Common, Draconic

**SQ** sound imitation

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#### SPECIAL ABILITIES

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**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 12). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 20) or be destroyed.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

### HOARD

The juvenile blue dragon is still the size of a horse and as strong as a lion, and it is

approaching its first half-century. It might be juvenile, and not yet well known, but it has decades of accumulated knowledge and experience. Now that it can cast spells, the juvenile blue dragon takes a particular interest in collecting scrolls and arcane magic items.

**Slow** (10,950): 2 blue sapphires (1,000 gp each), golden yellow topaz (600 gp), tourmaline (90 gp), white pearl (90 gp), sardonyx (80 gp), iolite (70 gp), sardonyx (60 gp), iolite (60 gp), carnelian (60 gp), zircon (50 gp), bloodstone (50 gp), onyx (40 gp), azurite (12 gp), banded agate (10 gp), small tapestry threaded with platinum (1,000 gp), leather belt set with star rose quartz (700 gp), fine steel mask inlaid with brass (600 gp), rabbit fur gloves (140 gp), +2 *breastplate* (4,350 gp), divine scroll (*helping hand*; CL 5, 375 gp), arcane scroll (*blindness/deafness*; CL 3, 150 gp), 363 gp.

**Medium** (16,350 gp): 2 blue sapphires (1,000 gp each), golden yellow topaz (600 gp), tourmaline (90 gp), white pearl (90 gp), sardonyx (80 gp), iolite (70 gp), sardonyx (60 gp), iolite (60 gp), carnelian (60 gp), zircon (50 gp), bloodstone (50 gp), onyx (40 gp), azurite (12 gp), banded agate (10 gp), small tapestry threaded with platinum (1,000 gp), leather belt set with star rose quartz (700 gp), fine steel mask inlaid with brass (600 gp), rabbit fur gloves (140 gp), *dusty rose prism ioun stone* (5,000 gp), +2 *breastplate* (4,350 gp), divine scroll (*helping hand*; CL 5, 375 gp), arcane scroll (*blindness/deafness*; CL 3, 150 gp), 40 pp, 363 gp.

**Fast** (24,600 gp): 2 blue sapphires (1,000

gp each), golden yellow topaz (600 gp), tourmaline (90 gp), white pearl (90 gp), sardonyx (80 gp), iolite (70 gp), sardonyx (60 gp), iolite (60 gp), carnelian (60 gp), zircon (50 gp), bloodstone (50 gp), onyx (40 gp), azurite (12 gp), banded agate (10 gp), small tapestry threaded with platinum (1,000 gp), leather belt set with star rose quartz (700 gp), fine steel mask inlaid with brass (600 gp), rabbit fur gloves (140 gp), *ring of protection* +3 (18,000 gp), *dusty rose prism ioun stone* (5,000 gp), +2 *breastplate* (4,350 gp), divine scroll (*helping hand*; CL 5, 375 gp), arcane scroll (*blindness/deafness*; CL 3, 150 gp), 363 gp.

### UPPING THE ANTE

The juvenile blue dragon is a powerful illusionist, with his abilities to imitate sounds and to cast *ghost sound* and *minor image*. It combines those abilities to lure wannabe dragon slayers into kobold traps and wererat ambushes. It sacrifices its minions to form a gauntlet of challenges before foes even reach it, so the dragon slayers use up resources they would otherwise expend on the dragon. It uses spells from its arcane scrolls and items from its horde like the *dusty rose prism ioun stone* or the *ring of protection* +3.

The juvenile blue dragon still has tutors such as erinyes, sphinxes, and efreeti, but is already moving beyond what they know. At this age, the blue dragon is building relationships with rakshasas to their mutual benefit.



## ALTERNATIVE BUILDS

The cunning and careful planning of the blue dragon makes the juvenile a dangerous opponent as it is. Some of them, however, follow different paths – like the two presented here.

### DEADLY BITER

This juvenile blue dragon relishes the taste of its assailants' blood.

**Changes:** Initiative +2; AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size); hp 138 (12d12+60); Melee bite +18 (3d6+9), 2 claws +14 (1d8+6), 2 wings +12 (1d6+3), tail slap +12 (1d8+9); Feats Cleave, Improved Natural Armor, Improved Natural Weapon (bite), Power Attack, Toughness, Weapon Focus (bite)

### ELDRITCH INITIATE

This juvenile blue dragon makes its own arcane scrolls.

**Changes:** Skills Fly +10, Intimidate +17, Knowledge (arcana) +17, Knowledge (local) +17, Perception +17, Spellcraft +17, Steal +12, Survival +17; Feats Combat Casting, Improved Initiative, Multiattack, Scribe Scroll, Weapon Focus (bite), Widen Spell

## BLUE DRAGON, YOUNG ADULT

*A sky-blue dragon the size of a woolly mammoth bares its fangs, and sparks splatter on the floor like drool.*

### YNG ADULT BLUE DRAGON CR 10

**XP 19,200**

LE Huge dragon (earth)

**Init** +4; **Senses** dragon senses; Perception +19

**Aura** frightful presence (150 ft., DC 19)

#### DEFENSE

**AC** 25, touch 8, flat-footed 25 (+17 natural, -2 size)

**hp** 147 (14d12+56)

**Fort** +13, **Ref** +9, **Will** +11

**DR** 5/magic; **Immune** electricity, paralysis, sleep; **SR** 23

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +20 (2d8+10), 2 claws +19 (2d6+7), 2 wings +17 (1d8+3), tail slap +17 (2d6+10)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (100-ft. line, DC 21, 10d8 electricity), crush (Small creatures, DC 21, 2d8+10), desert thirst (DC 21)

**Spell-Like Abilities** (CL 14th; concentration +16)

**At will**—*ghost sound* (DC 12), *minor image* (DC 14)

**Spells Known** (CL 3rd; concentration +5, save DC 12+spell level)

**1st (6/day)**—*mage armor*, *shield*, *true strike*

**0 (at will)**—*arcane mark*, *detect magic*, *mage hand*, *read magic*, *resistance*

#### STATISTICS

**Str** 25, **Dex** 10, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +14; **CMB** +23; **CMD** 33 (37 vs. trip)

**Feats** Combat Casting, Dazzling

Display, Hover, Improved Initiative,





Multiattack, Shatter Defenses, Weapon Focus (bite)

**Skills** Bluff +19, Fly +9, Intimidate +19, Knowledge (local) +19, Perception +19, Spellcraft +19, Stealth +9, Survival +19

**Languages** Auran, Common, Draconic  
**SQ** sound imitation

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#### SPECIAL ABILITIES

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**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 14). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 21) or be destroyed.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

#### HOARD

The young adult blue dragon's magical abilities are growing steadily, but so is its size. This limits its ability to use items proportioned for ordinary races. Scrolls and spellbooks found in the young adult blue dragon's hoard are oversized and rugged enough to withstand gentle handling by the beast's fearsome claws. As it passes its first half-century, the young adult blue dragon is ready to mate for the first time. Treasure becomes a way to attract and entice mates as well as serve as a personal success scorecard.

**Slow** (18,000 gp): Blue sapphire (1,000 gp), golden yellow topaz (600 gp), violet garnet (400 gp), golden yellow topaz (300 gp),

jade (100 gp), iolite (70 gp), chrysoberyl (60 gp), peridot (50 gp), blue quartz (13 gp), turquoise (11 gp), malachite (10 gp), +2 *greataxe* (8,320 gp), *staff of healing* (6 charges, 3,330 gp), +1 *mithral shirt* (2,100 gp), arcane scroll (*jump, darkness, flaming sphere*; CL 3, 325 gp), 2 *potions of resist energy 10* (300 gp each), divine scroll (*bless water, burning disarm*; CL 2, 150 gp), *potion of hide from animals* (50 gp), 20 pp, 611 gp.

**Medium** (27,000 gp): Blue sapphire (1,000 gp), golden yellow topaz (600 gp), violet garnet (400 gp), golden yellow topaz (300 gp), jade (100 gp), iolite (70 gp), chrysoberyl (60 gp), peridot (50 gp), blue quartz (13 gp), turquoise (11 gp), malachite (10 gp), +2 *greataxe* (8,320 gp), +1 *dragonbane scimitar* (8,315 gp), *staff of healing* (6 charges; 3,330 gp), dragonhide plate armor (3,300 gp), +1 *mithral shirt* (2,100 gp), arcane scroll (*jump, darkness, flaming sphere*; CL 3, 325 gp), 2 *potions of resist energy 10* (300 gp each), divine scroll (*bless water, burning disarm*; CL 2, 150 gp), *potion of hide from animals* (50 gp), 20 pp, 96 gp.

**Fast** (40,500 gp): Blue sapphire (1,000 gp), golden yellow topaz (600 gp), violet garnet (400 gp), golden yellow topaz (300 gp), jade (100 gp), iolite (70 gp), chrysoberyl (60 gp), peridot (50 gp), blue quartz (13 gp), turquoise (11 gp), malachite (10 gp), *flame tongue* (20,715 gp), +2 *greataxe* (8,320 gp), +1 *dragonbane scimitar* (8,315 gp), +1 *dragonhide plate armor* (3,300 gp), *staff of healing* (6 charges; 3,330 gp), +1 *mithral shirt* (2,100 gp), arcane scroll (*jump, darkness,*

*flaming sphere*; CL 3, 325 gp), 2 *potions of resist energy 10* (300 gp each), divine scroll (*bless water, burning disarm*; CL 2, 150 gp), *potion of hide from animals* (50 gp), 20 pp, 196 gp.

#### UPPING THE ANTE

The young adult blue dragon still uses kobolds and wererats as spies, informers, and sentries. These low-level minions keep out wandering nuisances and overly ambitious junior adventurers. They are barely distractions to dragon slayers equal to the challenge of a young adult blue dragon. As a result, such heroes rarely see the lurking sentries and spies.

If the dragon needs more power, it calls on its tutors and allies: demons, efreeti, sphinxes, and rakshasas. In addition, the young adult blue dragon makes full use of any arcane magic items in its hoard.

#### ALTERNATIVE BUILDS

These two builds provide more focused, easier to run, builds for the young adult blue dragon.

#### FURIOUS BITER

This young adult blue dragon focuses on melee combat. It casts *mage armor*, *shield*, and *true strike* before combat starts and then uses its bite to deadly effect courtesy of *Cleave*, *Great Cleave*, *Improved Natural Weapon* (bite), and *Power Attack*.

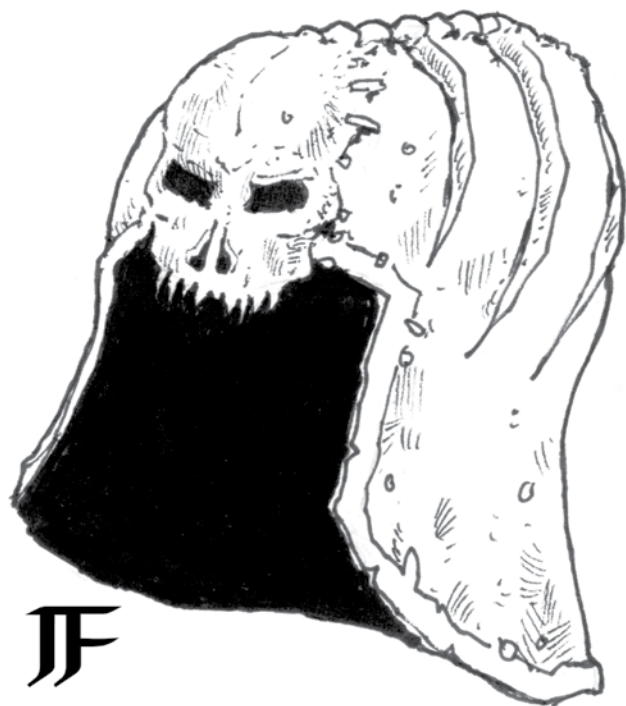
**Changes:** Initiative +1; AC 36, touch 8, flat-footed 35 (+1 Dex, +18 natural, +4 *mage armor*, +4 *shield*, -1 size); hp 161 (14d12+70); *Melee bite* +20 (+40 on first attack, *true strike*; 3d8+10), 2

claws +16 (2d6+7), 2 wings +14 (1d8+3), tail slap +14 (2d6+10); Feats Cleave, Great Cleave, Improved Natural Armor, Improved Natural Weapon (bite), Power Attack, Toughness, Weapon Focus (bite)

## ELDRITCH NOVICE

The arcane studies of the young adult blue dragon continue to advance. Now it makes its own potions and scrolls.

**Changes:** Skills Fly +9, Intimidate +19, Knowledge (arcana) +19, Knowledge (local) +19, Perception +19, Spellcraft +19, Steal +9, Survival +19; Feats Brew Potion, Combat Casting, Improved Initiative, Multiattack, Scribe Scroll, Weapon Focus (bite), Widen Spell



## BLUE DRAGON, ADULT

*A sky-blue dragon shows its fangs as it growls, and its scales gleam in the available light.*

### ADULT BLUE DRAGON

CR 13

XP 25,600

LE Huge dragon (earth)

**Init** +4; **Senses** dragon senses; Perception +22

**Aura** electricity (5 ft., 1d6 elect.), frightful presence (180 ft., DC 21)

#### DEFENSE

**AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)

**hp** 184 (16d12+80)

**Fort** +15, **Ref** +10, **Will** +13

**DR** 5/magic; **Immune** electricity, paralysis, sleep; **SR** 24

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +23 (2d8+12), 2 claws +22 (2d6+8), 2 wings +20 (1d8+4), tail slap +20 (2d6+12)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (100-ft. line, DC 23, 12d8 electricity), crush, desert thirst (DC 21)

**Spell-Like Abilities** (CL 16th, concentration +18)

At will—*ghost sound* (DC 13), *minor image* (DC 14), *ventriloquism* (DC 14)

**Spells Known** (CL 5th, concentration +7, save DC 13+spell level )

2nd (5/day)—*invisibility*, *resist energy*,  
1st (7/day)—*alarm*, *mage armor*, *shield*, *true strike*,  
0 (at will)—*arcane mark*, *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

#### STATISTICS

**Str** 27, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16

**Base Atk** +16; **CMB** +26; **CMD** 36 (40 vs. trip)

**Feats** Combat Casting, Dazzling Display, Deadly Stroke, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

#### Skills Bluff

+22, Fly +11, Intimidate +22, Knowledge (local) +22, Knowledge (geography) +22, Perception +22, Spellcraft +22, Stealth +11, Survival +22

**Languages** Auran, Common, Draconic, Giant  
**SQ** sound imitation

#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 24). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 29) or be destroyed.

**Electricity Aura (Su):** An adult blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take 2d6 points of electricity damage at the beginning of the dragon's turn.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

## HOARD

The adult blue dragon's magical abilities continue to grow, and its size limits its ability to manipulate things created for humanoid races. Scrolls and spellbooks found in the adult blue dragon's hoard are larger than most and can withstand the dragon's careful handling.



*Slow* (23,250 gp): Blue sapphire (1,100 gp), emerald (1,100 gp), blue sapphire (1,000 gp), alexandrite (700 gp), deep blue spinel (700 gp), silver pearl (120 gp), moonstone (50 gp), star rose quartz (20 gp), azurite (13 gp), freshwater pearl (12 gp), banded agate (10 gp), azurite (8 gp), obsidian (8 gp), freshwater pearl (5 gp), smoky quartz mask set with tourmaline (1,300 gp), crystal figurine of a mastiff (200 gp), carved wooden ring (110 gp), feathered bound book (80 gp), iron longsword (70 gp), *gloves of arrow snaring* (4,000 gp), *ring of swimming* (2,500 gp), *amulet of natural armor +1* (2,000 gp), *wand of magic missile* (26 charges; CL 5, 1,950 gp), *+1 splint mail* (1,350 gp), *dust of dryness* (850 gp), *potion of owl's wisdom* (300 gp), arcane scroll (*continual flame*; CL 3, 200 gp), *oil of bless weapon* (100 gp), arcane scroll (*detect secret doors, detect undead, expeditious retreat*; CL 1, 75 gp), *oil of magic weapon* (50 gp), *potion of sanctuary* (50 gp), arcane scroll (*message*; CL 1, 12 gp 5 sp), 300 pp, 206 gp, 5 sp.

*Medium* (11,600 gp): Blue sapphire (1,100 gp), emerald (1,100 gp), blue sapphire (1,000 gp), alexandrite (700 gp), deep blue spinel (700 gp), silver pearl (120 gp), moonstone (50 gp), star rose quartz (20 gp), azurite (13 gp), freshwater pearl (12 gp), banded agate (10 gp), azurite (8 gp), obsidian (8 gp), freshwater pearl (5 gp), smoky quartz mask set with tourmaline (1,300 gp), crystal figurine of a mastiff (200 gp), carved wooden ring (110 gp), feathered bound book (80 gp), iron longsword (70 gp), *rod of wonder* (12,000

gp), *gloves of arrow snaring* (4,000 gp), *ring of swimming* (2,500 gp), *amulet of natural armor +1* (2,000 gp), *wand of magic missile* (26 charges; CL 5, 1,950 gp), *+1 splint mail* (1,350 gp), *dust of dryness* (850 gp), *potion of owl's wisdom* (300 gp), arcane scroll (*continual flame*; CL 3, 200 gp), *oil of bless weapon* (100 gp), arcane scroll (*detect secret doors, detect undead, expeditious retreat*; CL 1, 75 gp), *oil of magic weapon* (50 gp), *potion of sanctuary* (50 gp), arcane scroll (*message*; CL 1, 12 gp 5 sp), 200 pp, 756 gp, 5 sp.

*Fast* (17,500 gp): Blue sapphire (1,100 gp), emerald (1,100 gp), blue sapphire (1,000 gp), alexandrite (700 gp), deep blue spinel (700 gp), silver pearl (120 gp), moonstone (50 gp), star rose quartz (20 gp), azurite (13 gp), freshwater pearl (12 gp), banded agate (10 gp), azurite (8 gp), obsidian (8 gp), freshwater pearl (5 gp), smoky quartz mask set with tourmaline (1,300 gp), crystal figurine of a mastiff (200 gp), carved wooden ring (110 gp), feathered bound book (80 gp), iron longsword (70 gp), *flame tongue* (20,175 gp), *rod of wonder* (12,000 gp), *gloves of arrow snaring* (4,000 gp), *ring of swimming* (2,500 gp), *amulet of natural armor +1* (2,000 gp), *wand of magic missile* (26 charges; CL 5, 1,950 gp), *+1 splint mail* (1,350 gp), *dust of dryness* (850 gp), *potion of owl's wisdom* (300 gp), arcane scroll (*continual flame*; CL 3, 200 gp), *oil of bless weapon* (100 gp), arcane scroll (*detect secret doors, detect undead, expeditious retreat*; CL 1, 75 gp), *oil of magic weapon* (50 gp), *potion of sanctuary* (50 gp), arcane scroll (*message*; CL 1, 12 gp 5 sp), 20 pp, 81 gp, 5 sp.



## UPPING THE ANTE

In addition to its breath weapon, the adult blue dragon uses the *wand of magic missile* from its hoard. As much as it would like to make its own stone golems, it lacks the caster level to do so. Suitable minions and advisors for adult blue dragons include handmaiden devils, fire giants, and armies of gnolls, wererats, and kobolds. It is beginning to prefer extraplanar, immortal allies to mortal ones, since it outlives even the longest living mortals.

## ALTERNATIVE BUILDS

These two builds provide simplified, focused alternatives to the standard adult blue dragon.

### AERIAL BITER

This adult blue dragon focuses on melee combat, but has the luxury of hovering above its opponents and using its superior reach to attack them. It casts mage armor, shield, and true strike before combat starts and then uses its bite to deadly effect courtesy of Cleave, Great Cleave, Improved Natural Weapon (bite), and Power Attack.

**Changes:** Initiative +1; AC 37, touch 8, flat-footed 37 (+21 natural, +4 mage armor, +4 shield, -2 size); hp 200 (16d12+96); Melee bite +23 (+43 on first attack, true strike; 3d8+12), 2 claws +19 (2d6+8), 2 wings +17 (1d8+4), tail slap +17 (2d6+12); Feats Cleave, Great Cleave, Hover, Improved Natural Armor, Improved Natural Weapon (bite), Power Attack, Toughness, Weapon Focus (bite)

### ELDRITCH JOURNEYMAN

By now, the arcane studies of the blue dragon allow it to become a source for magic items flowing into the hands of evil creatures. Such items serve to bind those creatures to the dragon's service. Sales of any additional items contribute to the prerequisites for creating a stone golem.

**Changes:** Skills Bluff +22, Fly +11, Intimidate +22, Knowledge (arcana) +22, Knowledge (local) +22, Perception +22, Spellcraft +22, Steal +11, Survival +22; Feats Brew Potion, Combat Casting, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Initiative, Multiattack, Scribe Scroll, Weapon Focus (bite)

## BLUE DRAGON, MATURE ADULT

*With its sky-blue scales glinting, a massive dragon hisses, sending sparks toward you.*

### MATURE ADULT BLUE DRAGON CR 14

**XP 38,400**

**LE** Huge dragon (earth)

**Init** +4; **Senses** dragon senses; Perception +24

**Aura** electricity (5ft., 1d6 electricity), frightful presence (210 ft., DC 22)

#### DEFENSE

**AC** 31, touch 8, flat-footed 31 (+23 natural, -2 size)

**hp** 207 (18d12+90)

**Fort** +16, **Ref** +11, **Will** +14

**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 25

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +26 (2d8+13), 2 claws +25 (2d6+9), 2 wings +23 (1d8+4), tail slap +23 (2d6+13)

**Space** 15 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (100-ft. line, DC 24, 14d8 electricity), crush (Small creatures, DC 24, 2d8+13), desert thirst (DC 24)

**Spell-Like Abilities** (CL 18th; concentration +21)

**At will**—*ghost sound* (DC 13), *minor image* (DC 15), *ventriloquism* (DC 14)

**Spells Known** (CL 7th; concentration +10, save DC 13+spell level)

**3rd (5/day)**—*dispel magic*, *vampiric touch*

**2nd (7/day)**—*darkness*, *invisibility*, *resist energy*

**1st (7/day)**—*alarm*, *mage armor*, *shield*, *true strike*, *unseen servant*

**0 (at will)**—*arcane mark*, *bleed*, *detect magic*, *mage hand*, *mending*, *read magic*, *resistance*

#### STATISTICS

**Str** 29, **Dex** 10, **Con** 21, **Int** 16, **Wis** 17, **Cha** 16  
**Base Atk** +18; **CMB** +29; **CMD** 39 (43 vs. trip)

**Feats** Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

**Skills** Bluff +24, Fly +13, Intimidate +24, Knowledge (geography) +24, Knowledge (local) +24, Perception +24, Spellcraft +24, Stealth +13, Survival +24

**Languages** Auran, Common, Draconic, Giant  
**SQ** sound imitation

#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 18). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 24) or be destroyed.

**Electricity Aura (Su):** A mature adult blue dragon is surrounded by an aura of electricity. Creatures within 5 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

### HOARD

With its immense wealth, its curiosity about all things arcane, and the level of foes it overcomes, the mature adult blue dragon is now acquiring very powerful magic



items. Major items might begin appearing in the hoard.

*Slow* (30,000 gp): Blue sapphire (1,000 gp), violet garnet (700 gp), golden yellow topaz (600 gp), chrysoberyl (130 gp), tourmaline (110 gp), jade (100 gp), amber (70 gp), onyx (70 gp), star rose quartz (60 gp), rock crystal (50 gp), onyx (40 gp), hematite (8 gp), freshwater pearl (8 gp), malachite (4 gp), ermine sash (1,900 gp), bronze framed painting (1,200 gp), dragonscale talisman inlaid with copper (1,200 gp), onyx ring inlaid with copper (1,200 gp), leopard fur talisman set with rhodochrosite (400 gp), small vial of rare perfume (200 gp), iron chime (60 gp), 2 *greater dragon slaying arrows* (4,057 gp each), *gauntlets of ogre power* (4,000 gp), *wand of cure moderate wounds* (35 charges; 3,150 gp), arcane scroll (*fly, magic circle against chaos*; CL 5, 750 gp), *wand of shocking grasp* (24 charges; 360 gp), *potion of eagle's splendor* (300 gp), arcane scroll (*alarm, protection from chaos, ventriloquism*; CL 1, 75 gp), 400 pp, 141 gp.

*Medium* (45,000 gp): Blue sapphire (1,000 gp), violet garnet (700 gp), golden yellow topaz (600 gp), chrysoberyl (130 gp), tourmaline (110 gp), jade (100 gp), amber (70 gp), onyx (70 gp), star rose quartz (60 gp), rock crystal (50 gp), onyx (40 gp), hematite (8 gp), freshwater pearl (8 gp), malachite (4 gp), ermine sash (1,900 gp), bronze framed painting (1,200 gp), dragonscale talisman inlaid with copper (1,200 gp), onyx ring inlaid with copper

(1,200 gp), leopard fur talisman set with rhodochrosite (400 gp), small vial of rare perfume (200 gp), iron chime (60 gp), *pale lavender ellipsoid ioun stone* (20,000 gp), *greater dragon slaying arrow* (4,057 gp), *gauntlets of ogre power* (4,000 gp), *wand of cure moderate wounds* (35 charges; 3,150 gp), arcane scroll (*fly, magic circle against chaos*; CL 5, 750 gp), *wand of shocking grasp* (24 charges; 360 gp), *potion of eagle's splendor* (300 gp), arcane scroll (*alarm, protection from chaos, ventriloquism*; CL 1, 75 gp), 300 pp, 198 gp.

*Fast* (66,000 gp): Blue sapphire (1,000 gp), violet garnet (700 gp), golden yellow topaz (600 gp), chrysoberyl (130 gp), tourmaline (110 gp), jade (100 gp), amber (70 gp), onyx (70 gp), star rose quartz (60 gp), rock crystal (50 gp), onyx (40 gp), hematite (8 gp), freshwater pearl (8 gp), malachite (4 gp), ermine sash (1,900 gp), bronze framed painting (1,200 gp), dragonscale talisman inlaid with copper (1,200 gp), onyx ring inlaid with copper (1,200 gp), leopard fur talisman set with rhodochrosite (400 gp), small vial of rare perfume (200 gp), iron chime (60 gp), *pale lavender ellipsoid ioun stone* (20,000 gp), *ring of invisibility* (20,000 gp), *greater dragon slaying arrow* (4,057 gp), *gauntlets of ogre power* (4,000 gp), *wand of cure moderate wounds* (35 charges; 3,150 gp), arcane scroll (*fly, magic circle against chaos*; CL 5, 750 gp), *wand of shocking grasp* (24 charges; 360 gp), *potion of eagle's splendor* (300 gp), arcane scroll (*alarm, protection from chaos, ventriloquism*; CL 1, 75 gp), 400 pp, 198 gp.

## UPPING THE ANTE

Aside from its physical power, what sets the blue dragon apart in the second and third centuries of its life is its intelligence. Increasing the difficulty of a dragon encounter is all about using that intelligence. That means that the dragon has used its stealth, illusions, and *invisibility* to observe the would-be dragon slayers before fighting them. It knows their strengths and their tactics, and it makes preparations accordingly. That means using its own spells, spells from scrolls, potions, and magic items from its hoard to buff itself up. It knows what kind of magic PCs bring to fight it, and it is prepared to ready actions with *dispel magic* to counter PCs' most powerful spells. It is also smart enough to ready an action to use its breath weapon when the PCs form a convenient line.

## ALTERNATIVE BUILDS

Dragons do not have to be combat encounters. These two builds provide alternatives to combat-focused mature adult blue dragons.

### OPHIDIOMANCER

The serpent dreamer focuses itself on divination. It acts as an oracle for the desert people within its domain. Of course, it lies to twist its visions and manipulate events toward its own selfish, evil, ends. The serpent dreamer can be a dangerous opponent because it knows so much about all the threats against it.

**Changes:** Skills Bluff +24, Fly +13, Intimidate +24, Knowledge (arcana) +24, Knowledge (planes) +24, Perception +24, Sense Motive +24,

Spellcraft +24, Stealth +13; Spells Known (CL 7th; concentration +10, save DC 13+spell level), 3rd (5/day)—arcane sight, clairsentience/clairvoyance; 2nd (7/day)—detect thoughts, locate object, see invisibility; 1st (7/day)—identify, mage armor, shield, true strike, unseen servant

### ELDRITCH MAKER

The eldritch maker is a source for magic items flowing into the hands of evil creatures. Such items serve to bind those creatures to the dragon's service. It can also serve as a colorful and exotic artificer for your campaign.

**Changes:** Skills Craft (alchemy) +24, Craft (armor) +24, Craft (weapons) +24, Fly +13, Knowledge (arcana) +24, Knowledge (planes) +24, Perception +24, Spellcraft +24, Stealth +13; Feats Brew Potion, Craft Magic Arms and Armor, Craft Ring, Craft Wand, Craft Wondrous Item, Improved Initiative, Multiattack, Scribe Scroll, Weapon Focus (bite)

## BLUE DRAGON, OLD

*A serpentine dragon the color of the sky and the size of a house watches you with cruel bemusement.*

### OLD BLUE DRAGON

CR 16

XP 76,800

LE Gargantuan dragon (earth)

**Init** +3; **Senses** dragon senses; Perception +27

**Aura** electricity (10ft., 1d6 electricity), frightful presence (240 ft., DC 24)

#### DEFENSE

**AC** 31, touch 5, flat-footed 31 (-1 Dex, +26 natural, -4 size)

**hp** 250 (20d12+120)

**Fort** +18, **Ref** +11, **Will** +16

**DR** 10/magic; **Immune** electricity, paralysis, sleep; **SR** 27

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

**Melee** bite +27 (4d6+15/19-20), 2 claws +26 (2d8+10), 2 wings +24 (2d6+5), tail slap +24 (2d8+15)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (120-ft. line, DC 26, 16d8 electricity), crush (Medium creatures, DC 26, 4d6+15), desert thirst (DC 26), mirage, tail sweep (Small creatures, DC 26, 2d6+15)

**Spell-Like Abilities** (CL 20th; concentration +24)

**At will**—ghost sound (DC 14), hallucinatory terrain (DC 18), minor image (DC 16), ventriloquism (DC 15)

**Spells Known** (CL 9th; concentration +13, save DC 14+spell level)

**4th (5/day)**—dimension door, enervation

**3rd (7/day)**—dispel magic, haste, vampiric touch

**2nd (7/day)**—darkness, invisibility, resist energy, shatter

**1st (7/day)**—alarm, mage armor, shield, true strike, unseen servant

**0 (at will)**—arcane mark, bleed, detect magic, light, mage hand, mending, read magic, resistance

#### STATISTICS

**Str** 31, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18

**Base Atk** +20; **CMB** +34; **CMD** 43 (47 vs. trip)

**Feats** Combat Casting, Dazzling

Display, Deadly Stroke, Extend

Spell, Hover, Improved Critical

(bite), Improved Initiative, Multiattack, Shatter Defenses, Weapon Focus (bite)

**Skills** Bluff +27, Fly +8, Intimidate +27,

Knowledge (arcana) +27,

Knowledge (geography) +27, Knowledge (local)

+27, Perception +27, Spellcraft +27, Stealth +10, Survival +27

**Languages** Auran, Common, Draconic, Giant, Ignan

**SQ** sound imitation

#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 20). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 26) or be destroyed.

**Electricity Aura (Su):** An old blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

**Mirage (Su):** An old blue dragon can make itself appear to be in two places at once as a free action for 20 rounds per day. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

### HOARD

An old dragon has seen at least four centuries pass. Everything except scrolls and other items more susceptible to time are likely to pre-date the mortal governments around the dragons. Consider that coins in such hoards are likely to be of historic as well as intrinsic value, and any art items could be masterpieces lost a century or more ago.



The old blue dragon is just as suspicious as any other type of dragon its age, and it often trades less valuable items for fewer, higher value ones that fit more easily into its lair—and that it can whisk away easily in an emergency.

*Slow* (49,500 gp): 5 blue sapphires (2,000 gp each), *helm of telepathy* (27,000 gp), *wand of owl's wisdom* (22 charges; 1,980 gp), divine scroll (*deeper darkness*, *prayer*, *poison*; CL 7, 1,450 gp), arcane scroll (*halt undead*, *minor creation*; CL 7, 1,075 gp), 700 pp, 995 gp.

*Medium* (75,000 gp): 5 blue sapphires (2,000 gp each), *lantern of revealing* (30,000 gp), *helm of telepathy* (27,000 gp), *wand of owl's wisdom* (22 charges; 1,980 gp), divine scroll (*deeper darkness*, *prayer*, *poison*; CL 7, 1,450 gp), arcane scroll (*halt undead*, *minor creation*; CL 7, 1,075 gp), 300 pp, 495 gp.

*Fast* (11,4000 gp): 6 blue sapphires (2,000 gp each), +2 *axiomatic longspear* (32,305 gp), *lantern of revealing* (30,000 gp), *helm of telepathy* (27,000 gp), *wand of owl's wisdom* (22 charges; 1,980 gp), divine scroll (*deeper darkness*, *prayer*, *poison*; CL 7, 1,450 gp), arcane scroll (*halt undead*, *minor creation*; CL 7, 1,075 gp), 800 pp, 190 gp.

## UPPING THE ANTE

Old blue dragons like to nest atop rocky spires, forcing thieves and would-be dragon slayers to use magic to reach them, to make dangerous climbs that expose them to attacks, or to stand on precarious cliff tops where the dragon's attacks can knock

the adventurers off. Caves and caverns are how the dragon protects any eggs, hides its hoard, and does arcane research.

Such research is very important to old dragons. Although only middle-aged by draconic standards, they're already considering their demise and whether they wish to die with their legends intact, want to join the ranks of the undead (lich, vampire, and wight are popular choices among evil dragons like blues), or decide to will their lives away in the apocryphal Dragon Graveyard.

## ALTERNATIVE BUILDS

Both of these alternative builds present more focused spell choices. As ninth-level casters, old blue dragons begin to access truly powerful magic.

### NECRUM DRACONIS

Living allies are no longer trustworthy enough for dragons using this build. They begin building undead armies to guard their hoards and to carry out their evil schemes. The necrum draconis observes and analyzes its undead charges, intent on joining their undead ranks.

**Changes:** Spells Known (CL 9th; concentration +13, save DC 14+spell level); 4th (5/day)—animate dead, enervation; 3rd (7/day)—dispel magic, haste, vampiric touch; 2nd (7/day)—alter self, command undead, ghoul touch, invisibility, spectral hand; 1st (7/day)—chill touch, mage armor, ray of enfeeblement, shield, unseen servant; 0 (at will)—arcane mark, bleed, detect



magic, disrupt undead, mage hand, mending, read magic, touch of fatigue; Skills Bluff +27, Fly +8, Intimidate +27, Knowledge (arcana) +27, Knowledge (local) +27, Knowledge (religion) +27, Perception +27, Spellcraft +27, Stealth +10, Survival +27

### THUNDER SERPENT

These old blue dragons reject the typical arcane learning of their kind and embrace the divine in order to control more than just the lightning of the mighty storms. While their caster levels remain the same, their spells known and spells per day draw from the cleric's list and they embrace the storm subdomain of Weather. It gains the following cleric-related special abilities:

*Channel Energy (Su):* A thunder serpent channels negative energy (5d6, Will save DC 18) as an evil cleric, up to 7 times/day.

*Spontaneous Casting:* A thunder serpent can convert prepared spells (see below) to inflict spells. It can "lose" any prepared spell that is not an orison or domain spell in order to cast an inflict spell of the same spell level or lower.

*Storm Burst (Sp):* As a standard action, a thunder serpent can create a storm burst targeting any foe within 30 feet as a ranged touch attack. The storm burst deals 1d6+4 points of nonlethal damage. In addition, the target is buffeted by winds and rain, causing it to take a -2 penalty on attack rolls for 1 round. You can use this ability a 7 times per day.

*Gale Aura (Su):* As a standard action, a thunder serpent can create a 30-foot aura of gale-like winds that slows the progress of

enemies. Creatures in the aura cannot take a 5-foot step. Enemies in the aura treat each square that brings them closer to the old blue dragon as difficult terrain. They can move normally in any other direction. The dragon can use this ability for up to 9 rounds per day. The rounds do not need to be consecutive.

**Changes:** Aura electricity (10ft., 1d6 electricity), evil (as a cleric of an evil deity), frightful presence (240 ft., DC 24); Spells Known (CL 9th; concentration +13, save DC 14+spell level) 5th (2+1/day)—call lightning storm (x2, one is a domain spell), flame strike, 4th (3+1/day)—order's wrath, sleet stormD, spell immunity, unholy blight, 3rd (4+1/day)—call lightningD, dispel magic, invisibility purge, searing light, wind wall, 2nd (5+1/day)—bear's endurance, darkness, enthrall, entropic shield, fog cloudD, hold person, shatter, 1st (5+1/day)—command, detect chaos, divine favor, obscuring mistD, protection from chaos, 0 (4/day)—bleed, detect magic, mending, read magic; Skills Bluff +27, Fly +8, Intimidate +27, Knowledge (geography) +27, Knowledge (local) +27, Knowledge (religion) +27, Perception +27, Spellcraft +27, Stealth +10, Survival +27; Languages Auran, Common, Draconic, Giant, Ignan, Infernal

### BLUE DRAGON, VERY OLD

*Scales move against scales as this blue serpentine dragon blinks slowly at you.*

#### VERY OLD BLUE DRAGON

CR 17

**XP 102,400**

LE Gargantuan dragon (earth)

**Init** +3; **Senses** dragon senses; Perception +29

**Aura** electricity (10ft., 1d6 electricity), frightful presence (270 ft., DC 25)

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#### DEFENSE

**AC** 34, touch 5, flat-footed 34 (-1 Dex, +29 natural, -4 size)

**hp** 275 (22d12+132)

**Fort** +19, **Ref** +12, **Will** +17

**DR** 15/magic; **Immune** electricity, paralysis, sleep; **SR** 28

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#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

**Melee** bite +30 (4d6+16/19-20), 2 claws +29 (2d8+11), 2 wings +27 (2d6+5), tail slap +27 (2d8+16)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (120-ft. line, DC 27, 18d8 electricity), crush (Medium creatures, DC 27, 4d6+16), desert thirst (DC 27), mirage, tail sweep (Small creatures, DC 27, 2d6+16)

**Spell-Like Abilities** (CL 22nd; concentration +26)

**At will**—ghost sound (DC 14), hallucinatory terrain (DC 18), minor image (DC 16), ventriloquism (DC 15)

**Spells Known** (CL 11th; concentration +15, save DC 14+spell level)

**5th (4/day)**—persistent image, hold monster  
**4th (7/day)**—dimension door, enervation, fire shield



**3rd (7/day)** — *dispel*

*magic, displacement, haste, vampiric touch*

**2nd (7/day)** — *darkness, false life, invisibility, resist energy, shatter*

**1st (7/day)** — *alarm, mage armor, shield, true strike, unseen servant*

**0 (at will)** — *arcane mark, bleed, detect*

*magic, light, mage hand, mending, message, read magic, resistance*

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#### STATISTICS

**Str** 33, **Dex** 8, **Con** 23, **Int** 18, **Wis** 19, **Cha** 18

**Base Atk** +22; **CMB** +37; **CMD** 46 (50 vs. trip)

**Feats** Combat Casting, Dazzling

Display, Deadly Stroke, Extend

Spell, Hover, Improved Critical (bite), Improved

Initiative, Multiattack, Quicken Spell, Shatter

Defenses, Weapon Focus (bite)

**Skills** Bluff +29, Fly +10, Intimidate +29,

Knowledge (arcana) +29,

Knowledge (geography) +29,

Knowledge (local) +29, Perception +29,

Spellcraft +29, Stealth +12, Survival +29

**Languages** Auran, Common, Draconic, Giant, Ignan

**SQ** sound imitation

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#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 22). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 27) or be destroyed.

**Electricity Aura (Su):** A very old blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take 1d6 points of electricity damage at the beginning of the dragon's turn.

**Mirage (Su):** A very old blue dragon can make itself appear to be in two places at once as a free action for 22 rounds per day. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

#### HOARD

With more than six centuries behind it, very old dragons fear little. Besides the occasional foolhardy adventuring party, very old blue dragons fear only assassination plots, entire thieves' guilds, whole dragonblood-drinking cults, and entire orders of paladins. Some very old blue dragons decide to wear more of their treasure. They continue to prefer fewer, more valuable, items to hoards with many items of lesser individual values.

*Slow* (66,000 gp): blue sapphire (2,000 gp), *mithral full plate of speed* (26,500 gp), *staff of charming* (10 charges; 17,600), *bracers of armor* +3 (9,000 gp), *periapt of health* (7,400 gp), arcane scroll (*displacement, fly, rainbow pattern*; CL 7, 1,450 gp), 200 pp, 50 gp.

*Medium* (96,000 gp): blue sapphire (2,000 gp), *mithral full plate of speed* (26,500 gp), *staff of charming* (10 charges; 17,600), *boots of speed* (12,000 gp), *bracers of armor* +3 (9,000 gp), *periapt of health* (7,400 gp), arcane scroll (*displacement, fly, rainbow pattern*; CL 7, 1,450 gp), 100 pp, 730 gp.

*Fast* (144,000 gp): blue sapphire (1,000 gp), *crystal ball with see invisibility* (50,000

gp), *mithral full plate of speed* (26,500 gp), *staff of charming* (10 charges, 17,600), *boots of speed* (12,000 gp), *bracers of armor* +3 (9,000 gp), *periapt of health* (7,400 gp), arcane scroll (*displacement, fly, rainbow pattern*; CL 7, 1,450 gp), 730 gp.

#### UPPING THE ANTE

Substitute a *ring of invisibility* and various *ioun stones*, which can orbit around the very old blue dragon's head like a floating crown, for as much of the treasure as possible. A *necklace of fireballs* (type VII) is another good substitution. This is not just a way to be cruel to PCs; it also demonstrates the paranoia that sets in with many very old dragons.

#### ALTERNATIVE BUILDS

Here are two different approaches to combat with very old blue dragons.

#### WILY BITER

The very old blue dragon must demonstrate its strength and ferocity in order to intimidate younger dragons that covet its hoard. Its preferred tactic is to buff up its defenses with mage armor and shield, cast invisibility, and then use Snatch to grab an opponent. Those opponents that survive the initial bite find themselves dropped from a great height by the dragon.

**Changes:** AC 43, Touch 5, Flat-footed 43 (-1 Dex, +30 natural, -4 size, +4 mage armor, +4 shield); hp 297 (22d12+154); Melee bite +30 (6d6+16/19-20); Feats Combat Casting, Hover, Improved Critical (bite), Improved Natural Armor, Improved Natural Weapon (bite),

Improved Initiative, Multiattack, Power Attack, Snatch, Toughness, Weapon Focus (bite)

## ELDRITCH EVOKER

The eldritch master augments its breath weapon and melee attacks with damaging evocation spells, and metamagic feats. Only when those are exhausted does it enter melee with any surviving attackers.

**Changes:** Spells Known (CL 11th; concentration +15, save DC 14+spell level) 5th (4/day) —cone of cold, mass pain strike, 4th (7/day) —ball lightning, detonate, shout, 3rd (7/day) —dispel magic, fireball, haste, vampiric touch, 2nd (7/day) —admonishing ray, burning gaze, flaming sphere, invisibility, shatter, 1st (7/day) —hydraulic push, mage armor, magic missile, shield, true strike, 0 (at will) —arcane mark, bleed, detect magic, light, mage hand, mending, message, read magic, resistance; Feats Combat Casting, Enlarge Spell, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Maximize Spell, Multiattack, Quicken Spell, Weapon Focus (bite), Widen Spell



## BLUE DRAGON, ANCIENT

*Scales move against scales as this blue serpentine dragon blinks slowly at you.*

### ANCIENT BLUE DRAGON

CR 18

XP 153,600

LE Gargantuan dragon (earth)

**Init** +3; **Senses** dragon senses; Perception +32

**Aura** electricity (10 ft., 2d6 electricity), frightful presence (300 ft., DC 27)

#### DEFENSE

**AC** 37, touch 5, flat-footed 37 (–1 Dex, +32 natural, –4 size)

**hp** 324 (24d12+168)

**Fort** +21, **Ref** +13, **Will** +19

**DR** 15/magic; **Immune** electricity, paralysis, sleep; **SR** 29

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

**Melee** bite +33 (4d6+18/19–20), 2 claws +32 (2d8+12), 2 wings +30 (2d6+6), tail slap +30 (2d8+18)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (120-ft. line, DC 29, 20d8 electricity), crush, desert thirst (DC 27), mirage, storm breath (DC 29, 20d8 electricity), tail sweep

**Spell-Like Abilities** (CL 24th, concentration +29)

At will—ghost sound (DC 15), hallucinatory terrain (DC 19), minor image (DC 16), veil, ventriloquism (DC 16)

**Spells Known** (CL 13th, concentration +18, save DC 15+spell level)

6th (4/day)—forceful hand, mislead

5th (7/day)—dream, persistent image, hold monster (DC 20)

4th (7/day)—dimension door, enervation, fire shield, stonewall

3rd (7/day)—dispel

magic, displacement, haste, vampiric touch

2nd (7/day)—darkness, false life, invisibility, resist energy, shatter

1st (7/day)—alarm, mage armor, shield, true strike, unseen servant

0 (at will)—arcane mark, bleed, detect

magic, light, mage hand, mending, message, read magic, resistance

#### STATISTICS

**Str** 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20

**Base Atk** +24; **CMB** +40; **CMD** 49 (53 vs. trip)

**Feats** Combat Casting, Dazzling

Display, Deadly Stroke, Extend

Spell, Hover, Improved

Critical (bite), Improved

Initiative, Multiattack, Quicken Spell, Silent

Spell, Shatter Defenses, Weapon Focus (bite)

**Skills** Bluff +32, Fly +10, Intimidate +32,

Knowledge (arcana) +32, Know (history) +32,

Knowledge (local) +32, Know (geography) +32,

Perception +32, Spellcraft +32, Stealth +14,

Survival +32

**Languages** Auran, Common, Draconic, Giant, Ignan, Infernal

#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 24). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 29) or be destroyed.

**Electricity Aura (Su):** An adult blue dragon is surrounded by an aura of electricity. Creatures



within 10 feet take 2d6 points of electricity damage at the beginning of the dragon's turn.

**Mirage (Su):** An ancient blue dragon can make itself appear to be in two places at once as a free action for 24 rounds per day. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

**Storm Breath (Su):** An ancient blue dragon can use its breath weapon to create a storm of lightning. This functions as *call lightning storm*, but the damage is 20d8. The dragon can call down 1 bolt per round as a free action for 1d6 rounds. The save DC is 29. Additional uses of this ability extend the duration by an additional 1d6 rounds.

## HOARD

Surviving its first millennium means forgetting the meaning of fear for ancient dragons. Other dragons, cults, orders of paladins, guilds of thieves and assassins, and uncounted parties of adventurers have been unable to kill the ancient blue dragon. Of its entire hoard, blue sapphires are its most precious possessions. Other items are likely to be extremely old, with command words in obscure and ancient dialects, if anyone remembers the language at all.

**Slow** (84,000 gp): 4 blue sapphires (2,500 gp each), *figurine of wondrous power* (obsidian steed, 28,500 gp), *ring of wizardry* (I) (20,000 gp), *goggles of night* (12,000 gp), *rod of cancellation* (11,000 gp), *wand of web* (14 of 50 charges; CL 3, 1,260 gp), 100 pp, 240 gp.

**Medium** (123,000 gp): 3 blue sapphires (2,500 gp each), *Frode's Folly* (see below, 41,808 gp), *figurine of wondrous power* (obsidian steed, 28,500 gp), *ring of wizardry* (I) (20,000 gp), *goggles of night* (12,000 gp), *rod of cancellation* (11,000 gp), *wand of web* (14 of 50 charges; CL 3, 1,260 gp), 90 pp, 32 gp.

**Fast** (186,000 gp): 4 blue sapphires (2,500 gp each), *ring of spell storing* (50,000 gp), *Frode's Folly* (see below, 41,808 gp), *figurine of wondrous power* (obsidian steed, 28,500 gp), *ring of wizardry* (I) (20,000 gp), *goggles of night* (12,000 gp), *rod of cancellation* (11,000 gp), *wand of web* (14 of 50 charges; CL 3, 1,260 gp), 1,100 pp, 432 gp.

## FRODE'S FOLLY

When first found, *Frode's Folly* appears to be a throwing axe. Anyone who casts *identify* on it or similarly examines it must succeed on a Will saving throw (DC 25) or believe that it is simply a throwing axe with no special qualities.

In fact, *Frode's Folly* is much more.

### FRODE'S FOLLY

CN +1 returning dragonbane throwing axe

Int 10, Wis 14, Cha 10, Ego 11

**Languages:** Common; **Senses and Communication:** *Frode's Folly* can see and hear normally within 30 ft.; it can communicate empathically with its owner, and can speak; **Perception** +15

### SPECIAL ABILITIES

**Skill:** *Frode's Folly* has 10 ranks in Perception.

**Magic Aura (Sp):** *Frode's Folly* casts *magic aura* on itself until it knows it has found an

owner in keeping with its own alignment and purpose (see below). Will DC 25.

### Special Purpose: Dragon slayer

*Frode's Folly* "lives" to kill dragons. It can sense creatures with the dragon type from up to 60 feet away.

## HISTORY AND PERSONALITY

Frode was a gnome wizard who lived one thousand years ago. He focused on making magic weapons and armor. Adventurers who purchased his creations often used them to hunt dragons. Eventually, a blue dragon realized that one person was equipping all the most annoying would-be dragon slayers. That blue dragon tracked down Frode's workshop and destroyed it, as well as the surrounding village. Frode was leading his apprentices in gathering supplies for more projects when the dragon attacked. Returning to the shattered remains of his home, Frode vowed revenge against all dragons and set out to create the greatest weapon against dragonkind ever made. The result was an intelligent, talking, +2 returning throwing axe. Customers mocked Frode for not creating a larger, more powerful, weapon. At last, a ranger took pity on Frode and carried off the throwing axe on a quest to slay a dragon. *Frode's Folly*, as the weapon came to be remembered, vanished into a dragon's lair along with the forgotten ranger who bore it.

*Frode's Folly* is of only average intelligence, and it possesses something of an inferiority complex. It desperately wants to be part of killing a dragon, but is very aware of its limitations. It hesitates to offer advice or suggestions, not believing in its own worth. Once it is within 60

feet of a creature of the dragon type, it urges its owner to attack.

If thwarted in its desires, *Frode's Folly* is perfectly capable of raising its voice to attract a dragon's attention and force an encounter. It can also refuse to return when thrown. It can even use *magic aura* to make itself appear more valuable than it is. If it attracts the attention of a thief, it might find its way to a more amenable owner.

## UPPING THE ANTE

An ancient blue dragon uses the *rod of cancellation* and the *ring of wizardry (I)* (if you are using fast advancement, it also uses the *ring of spell storing*). It drops into the middle of the attackers and starts using the rod on their magic items.

## ALTERNATIVE BUILDS

The challenge for the DM with more powerful dragons is keeping track of everything that they can do. Here are two more focused builds to make your job easier. The first, big game hunter, makes the dragon a good competitor for your PCs' prey. The second dragon is very hard to reach because of the magic walls it creates and all its defensive spells.

### BIG GAME HUNTER

Rather than devouring whole herds of animals, this ancient blue dragon seeks out the biggest challenges in the world, and relishes dining on the most exotic – and biggest – animals and monsters. In addition to mage armor and shield, big game hunters start combat with displacement and haste in effect.

**Changes:** AC 47, touch 6, flat-footed 46 (–1 Dex, +33 natural, –4 size, +4 mage armor, +4 shield, +1 dodge); hp 348 (24d12+192); Ref +14; Melee bite +34 (6d6+18/19–20), 2 claws +34 (3d8+12/19–20), 2 wings +31 (2d6+6), tail slap +31 (2d8+18); Feats Hover, Improved Critical (bite), Improved Critical (claw), Improved Initiative, Improved Natural Armor, Improved Natural Weapon (Bite), Improved Natural Weapon (Claw), Multiattack, Power Attack, Toughness, Weapon Focus (bite), Weapon Focus (Claw); Skills Bluff +32, Fly +10, Intimidate +32, Knowledge (arcana) +32, Knowledge (dungeoneering) +32, Knowledge (local) +32, Knowledge (nature) +32, Perception +32, Spellcraft +32, Stealth +14, Survival +32

### ELDRITCH FORTRESS

This ancient blue dragon focuses its spell casting on layers of defensive measures.

**Changes:** Spells Known (CL 13th, save DC 15+spell level) 6th (4/day) – disintegrate, wall of iron; 5th (7/day) – interposing hand, wall of force, wall of stone; 4th (7/day) – fire shield, mass reduce person, stoneskin, wall of fire; 3rd (7/day) – dispel magic, displacement, haste, wind wall; 2nd (7/day) – darkness, false life, invisibility, mirror image, resist energy; 1st (7/day) – alarm, hold portal, mage armor, protection from good, shield; 0 (at will) – arcane mark, bleed, detect magic, light, mage hand, mending, message, read magic, resistance

## BLUE DRAGON, WYRM

*Though this blue-scaled dragon is as big as a castle's gatehouse, its form is graceful and deadly.*

### WYRM BLUE DRAGON

CR 19

XP 204,800

LE Gargantuan dragon (earth)

**Init** +2; **Senses** dragon senses; Perception +34

**Aura** electricity (10ft., 2d6 electricity), frightful presence (330 ft., DC 28)

#### DEFENSE

**AC** 39, touch 4, flat-footed 39 (–2 Dex, +35 natural, –4 size)

**hp** 351 (26d12+182)

**Fort** +22, **Ref** +13, **Will** +20

**DR** 20/magic; **Immune** electricity, paralysis, sleep; **SR** 30

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

**Melee** bite +36 (4d6+19/19–20), 2 claws +35 (2d8+13), 2 wings +33 (2d6+6), tail slap +33 (2d8+19)

**Space** 20 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** breath weapon (120-ft. line, DC 30, 22d8 electricity), crush (Medium creatures, DC 30, 4d6+19), desert thirst (DC 30), mirage, storm breath (DC30, 22d8 electricity), tail sweep (Small creatures, DC 30, 2d6+19)

**Spell-Like Abilities** (CL 26th; concentration +31)

**At will** – *ghost sound* (DC 15), *hallucinatory terrain* (DC 19), *minor image* (DC 17), *veil* (DC 21), *ventriloquism* (DC 16)

**Spells Known** (CL 15th; concentration +20, save DC 15+spell level)

**7th (4/day)** – *insanity*, *simulacrum*

**6th (6/day)** – *forceful hand*, *mislead*, *mass hold person*



**5th (7/day)**—*dream, persistent image, hold monster, teleport*

**4th (7/day)**—*dimension door, enervation, fire shield, stonewall*

**3rd (7/day)**—*dispel magic, displacement, haste, vampiric touch*

**2nd (7/day)**—*darkness, false life, invisibility, resist energy, shatter*

**1st (8/day)**—*alarm, mage armor, shield, true strike, unseen servant*

**0 (at will)**—*arcane mark, bleed, detect magic, light, mage hand, mending, message, read magic, resistance*

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#### STATISTICS

**Str** 35, **Dex** 8, **Con** 25, **Int** 20, **Wis** 21, **Cha** 20  
**Base Atk** +24; **CMB** +40; **CMD** 49 (53 vs. trip)

**Feats** Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Hover, Improved

Critical (bite), Improved

Initiative, Multiattack, Quicken Spell, Silent Spell, Shatter Defenses, Weapon Focus (bite)

**Skills** Bluff +32, Fly +10, Intimidate +32, Knowledge (arcana) +32, Know (history) +32, Knowledge (local) +32, Know (geography) +32, Perception +32, Spellcraft +32, Stealth +14, Survival +32

**Languages** Auran, Common, Draconic, Giant, Ignan, Infernal

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#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 24). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 29) or be destroyed.

**Electricity Aura (Su):** An adult blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take 2d6 points of electricity damage at the beginning of the dragon's turn.

**Mirage (Su):** An ancient blue dragon can make itself appear to be in two places at once as a free action for 24 rounds per day. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

**Sound Imitation (Ex):** A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

**Storm Breath (Su):** An ancient blue dragon can use its breath weapon to create a storm of lightning. This functions as *call lightning storm*, but the damage is 20d8. The dragon can call down 1 bolt per round as a free action for 1d6 rounds. The save DC is 29. Additional uses of this ability extend the duration by an additional 1d6 rounds.

#### HOARD

Wyrms are over one thousand years old, and they feel every minute of those years. The only creatures that remember what the world was like when the wyrm first hatched are immortals and other dragons. The wyrm considers no one its "peer." For the most part, it wallows in its isolation and loneliness, preparing to die, to rise again as undead, or to go out in a blaze of glory. Wyrms blue dragons often secretly sponsor contests of "champions," hoping to find legendary individuals capable of giving the wyrm an honorable death.

Wyrms blue dragons do not yet possess artifacts, though some plot and scheme for how to acquire an orb of blue dragonkind.



**Slow (105,000 gp):** 4 blue sapphires (3,000 gp each), *rapier of puncturing* (50,320 gp), *breastplate of command* (25,400 gp), *wand of magic missile* (26 charges; CL 9, 3,510 gp), *potion of bear's endurance* (300 gp), *potion of delay poison* (300 gp), 1,300 pp, 170 gp.

**Medium (159,000 gp):** 4 blue sapphires (3,000 gp each), *cube of force* (62,000 gp), *rapier of puncturing* (50,320 gp), *breastplate of command* (25,400 gp), *wand of magic missile* (26 charges; CL 9, 3,510 gp), *potion of bear's endurance* (300 gp), *potion of delay poison* (300 gp), 500 pp, 170 gp.

**Fast (237,000 gp):** 4 blue sapphires (3,000 gp each), *amulet of shock mighty fists* +3 (80,000 gp), *cube of force* (62,000 gp), *rapier of puncturing* (50,320 gp), *breastplate of command* (25,400 gp), *wand of magic missile* (26 charges; CL 9, 3,510 gp), *potion of bear's endurance* (300 gp), *potion of delay poison* (300 gp), 300 pp, 170 gp.

## UPPING THE ANTE

As with other wyrms, the blue wyrm's reputation thrives among dragonkind. A wyrm is so revered (and feared) that other younger dragons offer loyal service. Some do this in hopes of learning from the older, wiser dragon, planning to eventually take these lessons and build their own hoard while carving out their own legends. Others are more pragmatic, knowing that a dragon's worst enemies are often other dragons, and they consider that having the blue wyrm as a patron will vastly increase their life expectancies. Have the wyrm's draconic retinue consist of one or two juvenile dragons, a half dozen young dragons, and ten or more wyrmlings—all of them blue dragons.

## ALTERNATIVE BUILDS

The blue wyrm's greatest threat is often solitude. Only other dragons can withstand its fearsome presence. It no longer has commerce with the outside world, entrusting that duty to lesser creatures. Sometimes the wyrm misses the hustle and bustle of two-legged races and seeks opportunities to interact with them, spreading evil by twisting truths and passing along rumors.

## BLUE DRAGON, GREAT WYRM

*The earth shudders when this dragon, the size of a mountain but the color of the sky, breathes.*

### GREAT WYRM BLUE DRAGON CR 21

**XP** 409,600

**LE** Colossal dragon (earth)

**Init** +2; **Senses** dragon senses; Perception +37

**Aura** electricity (10ft., 2d6 electricity), frightful presence (360 ft., DC 30)

#### DEFENSE

**AC** 38, touch 0, flat-footed 38 (-2 Dex, +38 natural, -8 size)

**hp** 406 (28d12+224)

**Fort** +24, **Ref** +14, **Will** +22

**DR** 20/magic; **Immune** electricity, paralysis, sleep; **SR** 32

#### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 250 ft. (clumsy)

**Melee** bite +35 (4d8+21/19-20), 2 claws +34 (4d6+14), 2 wings +32 (2d8+7), tail slap +32 (4d6+21)

**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** breath weapon (140-ft. line, DC 32, 24d8 electricity), crush (Large creatures, DC 32, 4d8+21), desert thirst (DC 32), mirage, sandstorm, storm breath (DC 32, 24d8 electricity), tail sweep (Medium creatures, DC 32 half, 4d8+21)

**Spell-Like Abilities** (CL 28th; concentration +34, save DC 16+spell level)

**At will**—ghost sound, hallucinatory terrain, minor image, mirage arcana, veil, ventriloquism

**Spells Known** (CL 17th; concentration +23, save DC 16+spell level)

**8th (4/day)** — iron body, prismatic wall

**7th (6/day)**—insanity, reverse gravity, simulacrum

**6th (7/day)**—forceful hand, mislead, shadow walk

**5th (7/day)** — dream, persistent image, hold monster, teleport

**4th (7/day)**—dimension door, enervation, fire shield, stonewall

**3rd (7/day)**—dispel

magic, displacement, haste, vampiric touch

**2nd (8/day)**—darkness, false life, invisibility, resist energy, shatter

**1st (8/day)**—alarm, mage armor, shield, true strike, unseen servant

**0 (at will)**—arcane mark, bleed, detect

magic, light, mage hand, mending, message, read magic, resistance

#### STATISTICS

**Str** 39, **Dex** 6, **Con** 27, **Int** 22, **Wis** 23, **Cha** 22

**Base Atk** +28; **CMB** +50; **CMD** 58 (62 vs. trip)

**Feats** Combat Casting, Dazzling

Display, Deadly Stroke, Extend

Spell, Flyby Attack, Hover,

Improved Critical (bite), Improved

Initiative, Multiattack, Quicken Spell, Silent

Spell, Shatter Defenses, Vital Strike, Weapon

Focus (bite)

**Skills** Bluff +37, Diplomacy +37, Fly +13,

Intimidate +37, Knowledge (arcana) +37,

Knowledge (geography) +37,

Knowledge (history) +37,

Knowledge (local) +37, Perception +37,

Spellcraft +37, Stealth +13, Survival +37

**Languages** Auran, Common, Draconic, Giant,

Ignan, Infernal, Terran

**SQ** sound imitation

#### SPECIAL ABILITIES

**Desert Thirst (Su):** A blue dragon can cast *create water* at will (CL 28). Alternatively, it can destroy an equal amount of liquid in a 10-foot



burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 32) or be destroyed.

*Electricity Aura (Su):* A great wyrm blue dragon is surrounded by an aura of electricity. Creatures within 10 feet take 2d6 points of electricity damage at the beginning of the dragon's turn.

*Mirage (Su):* A great wyrm blue dragon can make itself appear to be in two places at once as a free action for 28 rounds per day. This ability functions as *project image* but the dragon can use its breath weapon through the mirage.

✦ *Sandstorm (Su):* As a standard action, a great wyrm blue dragon can create a sandstorm centered on itself with a radius of 1,200 feet. Creatures other than the dragon inside the storm take 2d6 points of damage per round in addition to the normal sandstorm penalties (*Pathfinder RPG Core Rulebook* 431). This sandstorm lasts for up to 1 hour, but can be dismissed by the dragon as a free action.

*Sound Imitation (Ex):* A very young or older blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

*Storm Breath (Su):* A wyrm blue dragon can use its breath weapon to create a storm of lightning. This functions as *call lightning storm* but the damage is 24d8. The dragon can call down 1 bolt per round as a free action for 1d6 rounds. The save DC is 32. Additional uses of this ability extend the duration by an additional 1d6 rounds.

## HOARD

A great wyrm has seen more than twelve centuries fade to dust. At the peak of its mental, magical, and physical prowess, great wyrms have ambitions and concerns far beyond the understanding of most mortals. For them, mortal affairs are a vast game played out over centuries. Even demigods are just pieces in the great wyrm's ultimate strategy.

Great wyrm blue dragons are beyond obsessing over mere hoards, except for their precious blue sapphires. Everything else is a way to purchase influence with mortals and sway the affairs of entire kingdoms. The dragon cannot use many of these items, though it could easily set a trap with, or throw, the *absorbing shield*.

*Slow* (165,000 gp): 4 blue sapphires (4,500 gp each), +3 *heavy mace of disruption* (50,312), *absorbing shield* (50,170 gp), *mithral full plate of speed* (26,500 gp), 2,000 pp, 18 gp.

*Medium* (234,000 gp): 4 blue sapphires (4,500 gp each), +4 *anarchic longsword* (72,315 gp), +3 *heavy mace of disruption* (50,312), *absorbing shield* (50,170 gp), *mithral full plate of speed* (26,500 gp), 1,600 pp, 703 gp.

*Fast* (333,000 gp): 3 blue sapphires (4,500 gp each), *orb of blue dragonkind* (artifact), *ring of three wishes* (120,000 gp), +4 *anarchic longsword* (72,315 gp), +3 *heavy mace of disruption* (50,312), *absorbing shield* (50,170 gp), *mithral full plate of speed* (26,500 gp), 203 gp.

## UPPING THE ANTE

The alternative stat blocks presented below provide different, increased, threats for the PCs. If that is not enough for you, give the great wyrm blue dragon the *ring of three wishes* that appears in the fast progression hoard.

## ALTERNATIVE BUILDS

These builds do some of the preparation for battle for the DM.

### DRACONIAN WARLORD

The draconian warlord has a number of divination spells that it uses to spy on attackers, gathering information on the PCs' strengths and weaknesses. Any allies, minions, or cohorts use their divination and stealth abilities to report on the PCs to warlord. As a result, the great wyrm blue dragon tunes spells like *resist energy* and *fire shield* to defend it appropriately against the PCs' preferred form of attacks.

This build shows the great wyrm blue dragon's preparations, starting with the order in which it casts them. The stat block includes benefits gained from spells and from magic items, assuming that the dragon makes all its preparations.

Round	Spell Cast	Remaining Duration When Encounter Begins
1	<i>false life</i>	Almost 3 hours
2	<i>mage armor</i>	Almost 3 hours
3	<i>resist energy</i>	28 minutes, 15 seconds
4	<i>spell turning</i>	28 minutes, 15 seconds
5	<i>simulacrum</i>	lasts until destroyed
6	<i>invisibility</i>	almost 3 minutes
7	<i>persistent image</i>	almost 3 minutes
8	<i>shield</i>	almost 3 minutes
9	<i>displacement</i>	13 rounds
10	<i>fire shield</i>	14 rounds
11	<i>haste</i>	15 rounds
12	<i>transformation</i>	16 rounds
13	<i>iron body</i>	17 minutes*
*The great wyrm casts <i>iron body</i> last due to the spell failure chance it imposes.		

In addition to the stat changes described below, there are a *simulacrum* and a *persistent image* of the great wyrm dragon to distract its assailants.

**Init** +1; **Senses** dragon senses; Perception +37  
**Aura** electricity (10ft., 2d6 electricity), frightful presence (360 ft., DC 30), *fire shield* (half or no damage from cold-based spells, 1d6+15 points of damage)

#### DEFENSE

**AC** 39, touch 0 (+4 vs. noncorporeal touch attacks, due to *shield*), flat-footed 38 (-3 Dex, +42 natural, -8 size, +1 dodge, +4 *mage armor*, +4 *shield*)

**hp** 477 (28d12+295)

**Fort** +31, **Ref** +15, **Will** +22

**DR** 20/magic, 15/adamantine; **Immune** ability score damage, blindness, critical hits, deafness, disease, drowning, electricity, *magic missile* (due to *shield*) paralysis, poison, sleep, stunning; **SR** 32; resist fire 10; *spell turning* (8 levels of spells); 50% miss chance (*displacement*)

#### OFFENSE

**Speed** 70 ft., burrow 40 ft., fly 280 ft. (clumsy)

**Melee** bite +41 (4d8+26/19-20), 2 claws +40 (4d6+19), 2 wings +38 (2d8+9), tail slap +38 (4d6+26); one extra attack at full attack bonus with any one of these attacks when using the full attack action due to *haste*

**Space** 30 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** breath weapon (140-ft. line, DC 34, 24d8 electricity), crush (Large creatures, DC 34, 4d8+21), desert thirst (DC 34, mirage, sandstorm, storm breath (DC 34, 24d8 electricity), tail sweep (Medium creatures, DC 34 half, 4d8+26)

**Spell-Like Abilities** (CL 28th; concentration +34, save DC 16+spell level)

**At will**—ghost sound, hallucinatory terrain, minor image, mirage arcana, veil, ventriloquism

**Spells Known** (CL 17th; concentration +23, save DC 16+spell level) struck-through spell names have been cast when the encounter begins, and generally won't need to be cast again unless dispelled, or an encounter lasts an unusually long time. If the draconian warlord has been using divination spells to observe the PCs prior to the battle, the DM can cross those spells off as well.

**8th (4/day)**—greater prying eyes, *iron body*

**7th (6/day)**—greater scrying, *simulacrum*, *spell turning*

**6th (7/day)**—enemy hammer, ~~*transformation*~~, *true seeing*

**5th (7/day)**—baleful polymorph, ~~*persistent image*~~, prying eyes, teleport

**4th (7/day)**—ball lightning, dimension door, ~~*fire shield*~~, scrying

**3rd (7/day)**—clairaudience/clairvoyance, dispel magic, ~~*displacement*~~, *haste*

**2nd (8/day)**—darkness, detect thoughts, ~~*false life*~~, ~~*invisibility*~~, ~~*resist energy*~~

**1st (8/day)**—alarm, ~~*mage armor*~~, ~~*shield*~~, true strike, unseen servant

**0 (at will)**—arcane mark, bleed, detect magic, light, *mage hand*, mending, message, read magic, resistance

#### STATISTICS

**Str** 49, **Dex** 4, **Con** 31, **Int** 22, **Wis** 23, **Cha** 22  
**Base Atk** +28; **CMB** +50; **CMD** 58 (62 vs. trip)

**Feats** Combat Casting, Dazzling Display, Deadly Stroke, Extend Spell, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Multiattack, Quicken Spell, Silent Spell, Shatter Defenses, Vital Strike, Weapon Focus (bite)

**Skills** Bluff +37, Diplomacy +37, Fly +7\*, Intimidate +37, Knowledge (arcana) +37, Knowledge (geography) +37, Knowledge (history) +37, Knowledge (local) +37, Perception +37, Spellcraft +37, Stealth +7\*, Survival +37.

\*Includes armor check penalty from *iron body*.

#### SNAKE CHARMER

This build substitutes a number of spells and feats, focusing the great wyrm blue dragon on being able to charm, dominate, and otherwise lead allies. Typically, a snake charmer of this CR possesses an *orb of blue dragonkind*, and uses that artifact to dominate younger blue dragons as if using *dominate monster*. Such a dragon might have 5 old blue dragons, 4 very old blue dragons, and 3 ancient blue dragons at its command.



In addition, its magic allows it to command creatures as deadly as pit fiends and rune giants.

Although such a dragon could use its enchantments against the PCs, DMs should consider them expended on allies and minions before the PCs arrive.

**Changes:** Spells Known (CL 17th; concentration +23, save DC 16+spell level); 8th (4/day)—*binding, mass charm monster*; 7th (6/day)—*forcecage, mass hold person, power word blind*; 6th (7/day)—*geas/quest, mass suggestion, unwilling shield*; 5th (7/day)—*dominate person, persistent image, hold monster, teleport*; 4th (7/day)—*charm monster, dimension door, greater invisibility, lesser geas*; 3rd (7/day)—*dispel magic, displacement, haste, suggestion*; 2nd (8/day)—*darkness, hideous laughter, invisibility, resist energy, touch of idiocy*; 1st (8/day)—*alarm, mage armor, shield, true strike, unseen servant*; 0 (at will)—*arcane mark, bleed, detect magic, light, mage hand, mending, message, read magic, resistance*;

**Feats:** Combat Casting, Deceitful, Extend Spell, Hover, Improved Critical (bite), Improved Initiative, Leadership, Multiattack, Persuasive, Quicken Spell, Silent Spell, Vital Strike, Weapon Focus (bite); Skills Bluff +39, Diplomacy +39, Disguise +39, Fly +13, Intimidate +39, Knowledge (arcana) +23, Knowledge (local) +23, Perception +37, Sense Motive +39, Spellcraft +37, Stealth +13, Survival +37



# WE ERR ON THE SIDE OF AWESOME!

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