

FAERIE DRAGON

Tiny Dragon

Hit Dice: 4d6-4 (10)

Initiative: +9 (+4 Improved Initiative, +5 Dex)

Speed: 10 ft., fly 60 ft. (good)

AC: 21 (+2 size, +5 Dex, +4 natural)

Attacks: Bite +7 melee

Damage: Bite 1d6-3

Face/Reach: 2 ½ ft. by 2 ½ ft./0 ft.

Special Attacks: Breath weapon, spells

Special Qualities: Natural invisibility, telepathy, SR 15, darkvision (90 ft.)

Saves: Fort +3, Ref +9, Will +5

Abilities: Str 5, Dex 20, Con 9, Int 16, Wis 12, Cha 16

Skills: Hide +14, Move Silently +14, Spot +12, Listen +12

Feats: Alertness, Improved Initiative, Flyby Attack, Weapon Finesse (bite)

Climate/Terrain: Temperate, Tropical and Subtropical forests

Organization: Solitary, pair, or clutch (3-5)

Challenge Rating: 2

Treasure: 1d8 minor potions, 1d4 minor scrolls, 1 minor item

Alignment: Chaotic Good

Advancement: See below



A chaotic offshoot of the pseudodragon, the faerie dragon lives in peaceful, tangled forests and thrives on pranks, mischief, and practical jokes.

Faerie dragons resemble miniature dragons with thin bodies, long prehensile tails, gossamer butterfly wings, and huge smiles. Their colors range through the spectrum, changing as they age, from the red of a hatchling to the black of a great wyrm (see chart). The hides of females have a golden tinge that sparkles in the sunlight; males have a silver tinge.

FAERIE DRAGON SOCIETY: Faerie dragons make their lairs in the hollows of high trees, preferably near a pond or stream, because they are quite fond of swimming and diving. They often live in the company of a group of pixies or sprites.

Faerie dragons take advantage of every opportunity to wreak mischief on passersby frequently using forest creatures to help them in their pranks. Though many of these pranks are spontaneous, months of preparation can go into a single spectacular practical joke. A telltale giggle, which sounds like the tinkling of tiny silver bells, often alerts potential victims to the presence of invisible faerie dragons.

Faerie dragons eat fruit, vegetables, nuts, roots, honey, and grains. They are especially fond of fruit pastries and have been known to go to great lengths to get a fresh apple pie.

COMBAT: Faerie dragons avoid combat and never intentionally inflict damage unless cornered or defending their lairs. If attacked, however, they engage in spirited

defense, ably supported by sprite and pixie friends, until the opponents are driven away. A faerie dragon can but rarely will bite for 1d6-3 points of damage.

Spells: Most (65%) faerie dragons employ sorcerer spells as indicated on the accompanying chart; 35% employ druid spells. Regardless which discipline a faerie dragon draws its spells from, it uses sorcerer rules and charisma to determine advancement and spell strength. Almost all spells are chosen for mischief potential. Some favorite faerie dragon spells include the various illusion spells, *water breathing*, *legend lore*, *ventriloquism*, *unseen servant*, *suggestion*, *limited wish*, *obscuring mist*, *animal growth*, and *animate rope*.

Breath weapon (Su): A Faerie Dragon can breath a cloud of euphoria gas in a 5 ft. cone every 1d4 rounds. A victim in the area failing a Will save enters a state of euphoria for the next 3d4 minutes and cannot attack, cast spells, concentrate on spells, or do anything else requiring concentration. The only action the character can take is a single move (or move equivalent action) per turn.

Natural Invisibility (Su): A Faerie dragon remains invisible even when it attacks. This ability is constant, but the faerie dragon can suppress or resume it as a free action.

Telepathy (Su): All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak Draconic and Sylvan.

Skills: A faerie dragon gets a +4 racial bonus to Hide, Move Silently, Listen, and Spot checks.

Age Category*	Color	Hit Dice (hp)	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	SR	Sorcerer Level	Druid Level
Wyrmling	Red	4d6-4 (10)	+7	+3	+9	+5	12	15	1	1
Very young	Red-orange	5d6-5 (13)	+7	+3	+9	+5	14	16	2	3
Young	Orange	6d6-6 (15)	+8	+4	+10	+6	16	17	3	4
Juvenile†	Orange-Yellow	7d6-7 (18)	+8	+4	+10	+6	18	18	4	6
Young adult	Yellow	8d6-8 (20)	+9	+5	+11	+7	20	19	5	7
Adult	Yellow-Green	9d6-9 (23)	+9	+5	+11	+7	23	20	6	8
Mature adult	Green	10d6-10 (25)	+10	+6	+12	+8	25	21	7	9
Old†	Blue-Green	11d6-11 (28)	+10	+6	+12	+8	27	22	8	10
Very old	Blue	12d6-12 (30)	+11/+6	+7	+13	+9	29	23	10	11
Ancient	Blue-violet	13d6-13 (33)	+11/+6	+7	+13	+9	31	24	12	12
Wym	Violet	14d6-14 (35)	+12/+7	+8	+14	+10	33	25	14	13
Great wyrm†	Black	15d6-15 (38)	+12/+7	+8	+14	+10	36	26	16	14

* +9 skill points per age category

† Bonus feat

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