

Faerie Dragon

Size & Type: Tiny Dragon (Air)
Hit Dice: See Chart
Initiative: +0
Speed: 20 feet, flight 60 ft (perfect)
Armor Class: 12 (+2 size)
Attacks: Bite +5 melee
Damage: Bite 1d2
Face/Reach: 2½ ft by 2½ ft / 0 ft
Special Attacks: Breath Weapon, Spells
Special Qualities: Invisibility, Spell Resistance
Saves: Fort +5, Ref +4, Will +7
Abilities: Str 10, Dex 10, Con 13, Int 18, Wis 17, Cha 18
Skills: Listen +7, Spot +7, Search +8, Knowledge (Religion) +8, Knowledge (Arcana) +8, Concentration +5, Escape Artist +4, Scry +8, Diplomacy +8, Wilderness Lore +7, Spellcraft +8
Feats: Hover, Maximize Spell

Climate/Terrain: Temperate, Tropical, and Subtropical Forests
Organization: Solitary or Clan (2 Mature Adult, 1 - 4 Young Adult or younger)
Challenge Rating: See Chart
Treasure: Double Standard
Alignment: Always Chaotic Good
Advancement: See Chart

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 wyrmling 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.

All faerie dragons can communicate telepathically with one another at a distance of up to 2 miles. They speak their own language, along with the language of sprites, pixies, elves, and the birds and animals in their area.

Combat: Faerie dragons can become invisible at will, and can attack, use spells, and employ breath

weapons while invisible. They attack as 4-HD monsters biting for 1-2 points of damage. Most (65%) faerie dragons employ arcane spells as a sorcerer of the level indicated on the accompanying chart; 35% employ divine spells as a cleric with a focus on the following domains: Animal, Plant, Luck, and Air. Almost all spells are chosen for mischief potential. The two most common spells of faerie dragons are *water breathing* and *legend lore*; other favorites include *ventriloquism*, *unseen servant*, *suggestion*, *limited wish*, *obscuring mist*, and *animal growth*.

A faerie dragon usually begins its attacks by turning invisible and using its breath weapon, a 2-foot diameter cloud of euphoria gas. A victim failing a reflex save (DC 15) will wander around aimlessly in a state of bliss for the next 3d4 minutes, during which time he is unable to attack and his Armor Class is decreased by 2. Even though he is unable to attack, the victim can keep his mind on the situation if he succeeds on an Intelligence check (DC 14) each round; if he fails an Intelligence check, he completely loses interest in the matters at hand for the duration of the breath weapon's effect.

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.

Habitat/Ecology: 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 passers-by, 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 tell-tale giggle, which sounds like the tinkling of tiny silver bells, often alerts potential victims to the presence of invisible faerie dragons.

Ecology: 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.

Age Category	Hit Points	Color	Spell Resistance	Sorcerer Level	Cleric Level	CR
Wyrmling	1-2	Red	13	1	1	4
Very Young	3-4	Red-Orange	14	2	3	5
Young	5-6	Orange	16	3	4	6
Juvenile	7-8	Orange-Yellow	17	4	6	7
Young Adult	9-10	Yellow	19	5	7	8
Adult	11-12	Yellow-Green	21	6	8	9
Mature Adult	13-14	Green	22	7	9	10
Old	15-16	Blue-Green	24	8	10	11
Very Old	17-18	Blue	25	10	11	13
Ancient	19-20	Blue-Violet	27	12	12	15
Wyrm	21-22	Violet	29	14	13	17
Great Wyrm	23-24	Black	30	16	14	19