

SAPPHIRE DRAGON

Dragon (Psychoportation)

Climate/Terrain: Any subterranean

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2—5); adult, mature adult, old, very old, ancient, wyrm, or great wyrm: solitary, pair, or family (1—2 and 2—5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 5; juvenile 7; young adult 9; adult 11; mature adult 12; old 14; very old 16; ancient 18; wyrm 21; great wyrm 24

Treasure: Double standard

Alignment: Always lawful neutral

Advancement: Wyrmling 6—7 HD (Small); very young 9—10 HD (Medium-size); young 12—13 HD (Medium-size); juvenile 15—16 HD (Large); young adult 18—19 HD (Large); adult 21—22 HD (Huge); mature adult 24—25 HD (Huge); old 27—28 HD (Huge); very old 30—32 HD (Huge); ancient 33—34 HD (Gargantuan); wyrm 36—37 HD (Gargantuan); great wyrm 39+ HD (Gargantuan)

SAPPHIRE DRAGONS BY AGE

Age	Size	Hit Dice (hp)	AC	Attack Bonus	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fear DC	PR ¹
Wyrmling	S	5d12 + 5 (38)	15 (+1 size, +4 natural)	+6	+5	+4	+5	2d8 (13)	—	—
Very young	M	8d12 + 16 (68)	17 (+7 natural)	+10	+8	+6	+7	4d8 (16)	—	—
Young	M	11d12 + 22 (93)	20 (+10 natural)	+14	+9	+7	+9	6d8 (17)	—	—
Juvenile	L	14d12 + 42 (133)	22 (-1 size, +13 natural)	+18	+12	+9	+12	8d8 (20)	—	—
Young adult	L	17d12 + 68 (179)	25 (-1 size, +16 natural)	+23	+14	+10	+13	10d8 (22)	21	19
Adult	H	20d12 + 100 (230)	29 (-2 size, +21 natural)	+28	+17	+12	+16	12d8 (25)	24	21
Mature adult	H	23d12 + 115 (264)	30 (-2 size, +22 natural)	+32	+18	+13	+17	14d8 (26)	25	22
Old	H	26d12 + 156 (325)	33 (-2 size, +25 natural)	+36	+21	+15	+20	16d8 (29)	28	24
Very old	H	29d12 + 174 (363)	36 (-2 size, +28 natural)	+40	+22	+16	+22	18d8 (30)	29	26
Ancient	G	32d12 + 224 (432)	37 (-4 size, +31 natural)	+44	+25	+18	+25	20d8 (33)	32	28
Wyrm	G	35d12 + 280 (507)	40 (-4 size, +34 natural)	+48	+27	+19	+26	22d8 (35)	34	31
Great wyrm	G	38d12 + 342 (589)	43 (-4 size, +37 natural)	+52	+30	+21	+29	24d8 (38)	37	34

SAPPHIRE DRAGON ABILITIES BY AGE

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special Abilities	Manifester Level ²
Wyrmling	40 ft., fly 100 ft. (average), burrow 30 ft.	13	10	13	12	13	12	Ego whip, empty mind, intellect fortress	—
Very young	40 ft., fly 100 ft. (average), burrow 30 ft.	15	10	15	12	13	12		—
Young	40 ft., fly 150 ft. (poor), burrow 30 ft.	17	10	15	14	15	14	Continual light	—
Juvenile	40 ft., fly 150 ft. (poor), burrow 30 ft.	19	10	17	16	17	16	Stone shape	—
Young adult	40 ft., fly 150 ft. (poor), burrow 30 ft.	23	10	19	16	17	16	Damage reduction 5/+1, mind blast	1st (2 PSPs)
Adult	40 ft., fly 150 ft. (poor), burrow 30 ft.	27	10	21	18	19	18	Antimagic field	3rd (4 PSPs)
Mature adult	40 ft., fly 150 ft. (poor), burrow 30 ft.	29	10	21	18	19	18	Damage reduction 10/+1	5th (10 PSPs)
Old	40 ft., fly 150 ft. (poor), burrow 30 ft.	31	10	23	20	21	20	Passwall	7th (20 PSPs)
Very old	40 ft., fly 150 ft. (poor), burrow 30 ft.	33	10	23	21	22	21	Damage reduction 15/+2	9th (34 PSPs)
Ancient	40 ft., fly 150 ft. (poor), burrow 30 ft.	35	10	25	23	24	23	Wall of stone	11th (52 PSPs)
Wyrm	40 ft., fly 200 ft. (clumsy), burrow 30 ft.	37	10	27	24	25	24	Damage reduction 20/+3	13th (74 PSPs)
Great wyrm	40 ft., fly 200 ft. (clumsy), burrow 30 ft.	39	10	29	26	27	26	Sunbeam	15th (100 PSPs)

Breath weapon (Su): A sapphire dragon's breath weapon is a cone of high-pitched, almost inaudible sound. Creatures caught within the cone may make a Fortitude save to take half damage. In addition, if they fail the Fortitude save they must make a successful Will save or be affected by fear, fleeing the dragon in panic for two rounds per age level of the dragon plus 1d6 rounds.

Spell-Like Abilities: 6/day—*passwall*; 3/day—*continual light, stone shape, sunray, wall of stone*; 1/day—*antimagic field*.

Powers²: Sapphire dragons know and manifest powers as a psion (nomad) of the given level. For the purposes of determining which powers a sapphire dragon can manifest, ignore the minimum ability requirements (ie, sapphire dragons may manifest any level of power available to a psion of the given level).

Psionic Attack/Defense Modes (Sp)³: At will—*ego whip, mind blast/empty mind, intellect fortress*.

Telepathy (Su): Sapphire dragons can communicate telepathically with any creature within 100 feet that has a language.

Notes:

1-If you do not have the Psionics Handbook, then treat this entry as “SR”.

2-Alternatively, sapphire dragons may cast spells as a sorcerer of the given level, with bonus spells based upon their Charisma score.

3-These powers are found in the Psionics Handbook. If you are not using psionics, then simply ignore these abilities.