

**XIUREKSIOR CR 19**

Female very old green dragon

LE Huge dragon (air)

**Init** +8; **Senses** darkvision 120', blindsense 60', keen senses; Listen +38, Spot +38**Aura** frightful presence 270' (DC 28)

## DEFENSE

**AC** 36, touch 8, flat-footed 36**hp** 362 (29 HD); **DR** 15/magic**Immune** sleep, paralysis, acid**Resist** fire 30; **SR** 25**Fort** +25, **Ref** +21, **Will** +23

## OFFENSE

**Spd** 40', fly 150' (poor), swim 40'; Flyby Attack, Hover, Wingover**Melee\*** bite +28 (2d8+21) and

2 claws +26 (2d6+15) and

2 wings +26 (1d8+15) and

tail slap +26 (2d6+15)

**Space** 15'; **Reach** 10' (15' with bite)**Atk Options** Flyby Attack, Power Attack**Special Attacks** breath weapon (50' cone, 18d6, DC 32), crush (DC 32)**Spells Known** (CL 11th, +29 ranged touch)5th (4/day)—*baleful polymorph* (DC 19), *feblemind* (DC 19)4th (7/day)—*crushing despair* (DC 18), *hallucinatory terrain*, *stone shape*3rd (7/day)—*dispel magic*, *displacement*, *haste*, *heroism*2nd (7/day)—*bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *owl's wisdom*1st (6/day)—*identify*, *mage armor*, *protection from good*, *ray of enfeeblement*, *true strike*0 (9/day)—*arcane mark*, *dancing lights*, *detect magic*, *detect poison*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance***Spell-Like Abilities** (CL 11th)3/day—*suggestion* (DC 17)1/day—*plant growth*

\*—10-point Power Attack

## STATISTICS

**Abilities** Str 33, Dex 10, Con 23, Int 18, Wis 19, Cha 18**Base Atk** +29; **Grp** +48**Feats** Ability Focus (breath weapon), Extend Spell, Flyby Attack, Hover, Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Superior Initiative, Wingover**Skills** Concentration +38, Hide +24, Intimidate +36, Knowledge (arcana) +36, Knowledge (local) +36, Listen +36, Move Silently +32, Search +36, Sense

Motive +35, Spot +36

**Languages** Draconic, Olman, Common**SQ** water breathing**Gear** *cloak of resistance* +3, *hand of glory*, *IOUN stone* (dark blue rhomboid), *ring of greater fire resistance*

Given enough time to prepare, Xiureksior will cast *bear's endurance*, *bull's strength*, *cat's grace*, *displacement* (extended), *eagle's splendor*, *haste* (extended), *heroism*, *mage armor*, *owl's wisdom*, *protection from good*, and see *invisibility* (from her *hand of glory*), leaving *haste* and *displacement* for last; her stats change as follows.

**Init** +10; **Senses** see *invisibility*; Listen +40, Spot +40**Aura** frightful presence 270' (DC 30)**AC** 43, touch 11, flat-footed 40 (45/13/42 vs. good); miss chance 50%**hp** 420**Fort** +29, **Ref** +26, **Will** +27**Defensive Abilities** mental control effects suppressed**Melee\*** 2 bites +33 (2d8+23) and

2 claws +31 (2d6+16) and

2 wings +31 (1d8+16) and

tail slap +31 (2d6+16)

**Special Attacks** breath weapon (DC 34), crush (DC 34)**Spells Known** (+31 ranged touch)

(all save DCs increase by +2)

**Spell-Like Abilities**

(all save DCs increase by +2)

**Abilities** Str 37, Dex 14, Con 27, Int 18, Wis 23, Cha 22**Grp** +50**Skills** Concentration +42, Hide +28, Intimidate +40, Knowledge (arcana) +38, Knowledge (local) +38, Listen +40, Move Silently +36, Search +38, Sense Motive +39, Spot +40

Xiureksior very much enjoys terrifying and toying with her targets. She does not feel any need to attack "unprepared" to prove any kind of point; she rightly considers her magical powers to be as much a part of her as her bite or breath weapon. She considers the *cloak of resistance* +3 flapping along her neck to be dignified.

Xiureksior will initially stay aloft and attempt to take out identified spellcasters with *feblemind* and *baleful polymorph*, weaken melee attackers with *ray of enfeeblement*, and use *greater dispel magic* to bring down her opponents' magical defenses. She will then use her breath weapon before casting *true strike* and beginning melee. Aside from the above, she tends

not to cast spells which require a saving throw, knowing that they are often not effective against worthy opponents. When she must, or when the benefit is worth the risk, she knows to target apparent arcane spellcasters with Fortitude saves, melee fighters with Will saves, and so forth.

If stalking targets, she finds it funny to land ahead of the group, cast *hallucinatory terrain* to make a marsh appear as solid land, and wait underwater for them to stumble in, at which point they will be at a (further) disadvantage to her.

When entering her lair, she casts *plant growth* on the brambles growing around the entrance, causing them to fill up the passage as far as possible. She simply crashes through them on her way out, which while unpleasant is not particularly difficult, and provides plenty of scrap to cover the remaining floors and make quiet travel very difficult. (She has not lived several hundred years by luck alone.) The tunnels and rooms in her lair were natural stone, which she has smoothed via *stone shape*.

Xiureksior will flee if her foes seem to have held up reasonably well after three or four rounds of combat, or when she has lost at least half her hit points. If necessary, she will flee even from her lair, reasonably certain that her attackers won't be able to steal much of her wealth before she returns.

**XIUREKSIOR CR 23**

Female half-fiend very old green dragon/sorcerer 1  
 NE Huge outsider (augmented dragon, air, native)  
**Init** +11; **Senses** darkvision 120', blindsense 60', keen  
 senses; Listen +37, Spot +37

**Aura** frightful presence 270' (DC 34)

**DEFENSE**

**AC** 49, touch 15, flat-footed 48

**hp** 520 (30 HD); **DR** 15/magic

**Immune** sleep, acid, paralysis, poison

**Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 35

**Fort** +29, **Ref** +20, **Will** +26

**OFFENSE**

**Spd** 40', fly 150' (poor), swim 40'

**Melee**\* bite +35 (2d8+26) and

2 claws +33 (2d6+18) and

2 wings +33 (1d8+18) and

tail slap +33 (2d6+18)

**Space** 15'; **Reach** 10' (15' with bite)

**Atk Options** smite good (1/day, +20 damage), Awesome Blow, Flyby Attack, Power Attack

**Special Attacks** breath weapon (DC 37), crush

**Spells Known** (CL 11th, +30 ranged touch)

6th (5/day)—*greater dispel magic*

5th (7/day)—*baleful polymorph* (DC 25), *feeblemind* (DC 25)

4th (8/day)—*crushing despair* (DC 24), *hallucinatory terrain, stone shape*

3rd (8/day)—*clairaudience/clairvoyance, displacement, haste, heroism*

2nd (9/day)—*bull's strength, cat's grace, fox's cunning, owl's wisdom, see invisibility*

1st (9/day)—*comprehend languages, identify, protection from good, ray of enfeeblement, true strike*

0 (9/day)—*arcane mark, dancing lights, detect magic, detect poison, mage hand, mending, open/close, read magic, resistance*

**Spell-Like Abilities** (CL 30th)

3/day—*darkness, poison* (DC 24), *unholy aura* (DC 28)

1/day—*blasphemy* (DC 27), *contagion* (DC 24), *deseccrate, destruction* (DC 27), *horrid wilting* (DC 28), *summon monster IX* (fiends only), *unhallow* (DC 25), *unholy blight* (DC 24)

**Spell-Like Abilities** (CL 11th)

3/day—*suggestion* (DC 23)

1/day—*plant growth*

\*—10-point Power Attack

**STATISTICS**

**Abilities** Str 43, Dex 12, Con 32, Int 22, Wis 21, Cha 30

**Base Atk** +29; **Grp** +51

**Feats** Ability Focus (breath weapon), Awesome Blow, Extend Spell, Improved Bull Rush, Flyby Attack, Hover, Improved Initiative, Multiattack, Power Attack, Superior Initiative, Wingover

**Skills** Bluff +39, Concentration +43, Diplomacy +46, Escape Artist +33, Hide +26, Intimidate +44, Knowledge (arcana) +38, Knowledge (local) +38, Knowledge (the planes) +38, Listen +37, Move Silently +33, Search +38, Sense Motive +37, Spot +37

**Languages** Draconic, Olman, Common, Abyssal

**SQ** water breathing

**Gear** *belt of resistance* +3, *IOUN stone* (pale blue rhomboid), *IOUN stone* (incandescent blue sphere), *cloak of proof against detection and location, amulet of health* +6, *circlet of charisma* +6, *ring of greater fire resistance, ring of protection* +5, *bracers of armor* +6

Given enough time to prepare, Xiureksior will cast *bull's strength, cat's grace, displacement* (extended), *fox's cunning, haste* (extended), *heroism, owl's wisdom, protection from good*, and *see invisibility*, leaving *haste* and *displacement* for last; her stats change as follows.

**Init** +13; **Senses** see invisibility; Listen +41, Spot +41

**AC** 54, touch 20 (50% miss chance)

**Fort** +31, **Ref** +25, **Will** +30

**Defensive Abilities** mental control effects suppressed

**Spd** 70', fly 180' (poor), swim 70'

**Melee** 2 bites +39 (2d8+27) and

2 claws +37 (2d6+18) and

2 wings +37 (1d8+18) and

tail slap +37 (2d6+18)

**Abilities** Str 45, Dex 16, Int 26, Wis 25

**Grp** +52

**Skills** Bluff +41, Concentration +45, Diplomacy +48, Escape Artist +37, Hide +28, Intimidate +46, Knowledge (arcana) +42, Knowledge (local) +42, Knowledge (the planes) +42, Listen +41, Move Silently +37, Search +44, Sense Motive +41, Spot +41

The daughter of a demon and a green dragon, the half-fiendish Xiureksior is much like her alternate pure-blooded self. She very much enjoys terrifying and toying with her targets. She does not feel any need to attack "unprepared" to prove any kind of point; she rightly considers her magical powers to be as much a part of her as her bite or breath weapon. She considers the *cloak of proof against detection and location* flapping along her neck to be dignified.

Xiureksior will initially stay aloft and attempt to take out identified spellcasters with *feeblemind* and *baleful polymorph*, weaken melee attackers with *ray of enfeeblement*, and use *greater dispel magic* to bring down

her opponents' magical defenses. She will then use her breath weapon before casting *true strike* and beginning melee. Aside from the above, she tends not to cast spells which require a saving throw, knowing that they are often not effective against worthy opponents. When she must, or when the benefit is worth the risk, she knows to target apparent arcane spellcasters with Fortitude saves, melee fighters with Will saves, and so forth. If she finds her foes to be stronger than expected (perhaps after two or three rounds, or definitely after losing one third of her hit points), she will resort to speaking a *blasphemy*; she finds it less enjoyable than tearing them apart with her claws.

If stalking targets, she finds it funny to land ahead of the group, cast *hallucinatory terrain* to make a marsh appear as solid land, and wait underwater for them to stumble in, at which point they will be at a (further) disadvantage to her.

Her lair is *unhallowed*. When entering, she casts *plant growth* on the brambles growing around the entrance, causing them to fill up the passage as far as possible. She simply crashes through them on her way out, which while unpleasant is not particularly difficult, and provides plenty of scrap to cover the remaining floors and make quiet travel very difficult. (She has not lived several hundred years by luck alone.) The tunnels and rooms in her lair were natural stone, which she has smoothed via *stone shape*. When she senses intruders, she casts *clairvoyance* to learn what manner of fools approach. If surprised in her lair, she will *blaspheme* first and ask questions later.

Xiureksior will flee if her foes seem to have held up reasonably well after three or four rounds of combat, or when she has lost at least half her hit points. If necessary, she will flee even from her lair, reasonably certain that her attackers won't be able to steal much of her wealth before she returns. She will immediately flee from any foes who are not crippled by her *blasphemy*, perhaps grabbing one or two on her way out.

**XIUREKSIO** CR 23

Female Lemorian very old green dragon/sorcerer 1  
 CE Huge outsider (augmented dragon, air, native)

**Aura** frightful presence 270' (DC 35)

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## OFFENSE

**Melee\*** bite +35 (2d8+26) and

2 claws +33 (2d6+18) and

2 wings +33 (1d8+18) and

tail slap +33 (2d6+18) and

tail sting +33 (2d6+18 plus poison)

**Atk Options** poison (Fort DC 36; Wis 1d6/Wis 1d6)

**Special Attacks** breath weapon (DC 37)

**Spells Known**

(all DCs increase by +1)

**Spell-Like Abilities** (CL 30th)

3/day—*charm monster* (DC 25), *command* (DC 22),  
*unholy aura* (DC 29)

1/day—*dominate monster* (DC 30), *dominate person*  
 (DC 26), *fear* (DC 25), *mass charm monster* (DC  
 29), *mass suggestion* (DC 27), *suggestion* (DC 24),  
*summon monster IX* (demons only), *unhallow*  
 (DC 26)

**Spell-Like Abilities** (CL 11th)

3/day—*suggestion* (DC 24)

1/day—*plant growth*

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## STATISTICS

**Abilities** Int 20, Cha 32

**Skills** Bluff +40, Concentration +43, Diplomacy +47,  
 Escape Artist +33, Hide +26, Intimidate +45,  
 Knowledge (arcana) +37, Knowledge (local) +37,  
 Knowledge (the planes) +37, Listen +37, Move Si-  
 lently +33, Search +38, Sense Motive +37, Spot +37

This version of Xiureksior traveled to Lemoriax in the past year, after learning of the process of becoming a Lemorian from Khala.

She will use *mass charm monster* to sow dissent and confusion among her foes. She will attack any who resist with her tail sting, and then reattempt to control them.