

XIUREKSOR CR 23

Female green dragon

LE Huge dragon (air), Paladin of Tyranny 4

Init +0; **Senses** darkvision 120', blindsense, keen senses; **Listen** +39, **Spot** +39**Aura** frightful presence (270', DC 28)**Aura** Despair (100', no save)

DEFENSE

AC +43, **touch** 8, **flat-footed** 43**hp** XXX (29 HD); **DR** 15/magic**Immune** acid, sleep, paralysis**SR** 25**Fort** +44, **Ref** +27, **Will** +34

OFFENSE

Spd 40', fly 150' (poor), swim 40'**Melee***[†] bite +35 (2d8+31) and

2 claws +35 (2d6+23) and

2 wings +35 (1d8+23) and

tail slap +35 (2d6+23)

Space 15'; **Reach** 10' (15' with bite)**Atk Options** Divine Might, Power Attack, Superior Expertise**Special Attacks** breath weapon, crush**Sorcerer Spells Known** (CL 11th, +47 melee

touch, +33 ranged touch)

5th (6/day)—feeblemind, waves of fatigue

4th (8/day)—crushing despair, enervation, fire shield

3rd (8/day)—arcane sight, ray of exhaustion, slow, one more

2nd (9/day)—scorching ray, touch of idiocy, three more

1st (9/day)—alarm, chill touch, ray of enfeeblement, two more

0 (6/day)—arcane mark, detect poison, ghost sound, light, mage hand, mending, open/close, read magic, resistance

Spell-Like Abilities (CL 11th)

3/day—suggestion (DC 17)

1/day—plant growth

[†]includes 7 point Superior Expertise^{*}includes 5 point Power Attack and Divine Might; Good foes take another 2d6 per attack

TACTICS

Before Combat __**During Combat** __**Morale** __

STATISTICS

Abilities Str 40 (34), Dex 10, Con 32 (26), Int 21, Wis 16, Cha 31 (25)**Base Atk** +33; **Grp** +55**Feats** Multiattack, Improved Multiattack, Power Attack, Combat Expertise, Superior Expertise, Unholy Strike, Spell Penetration, Greater Spell Penetration, Epic Spell Penetration, Widen Aura of Despair, Improved Aura of Despair, Divine Might**Skills** Bluff 32, Concentration 44, Hide 36, Intimidate 43, Knowledge: Religion 29, Listen 39, Move Silently 36, Sense Motive 37, Spot 39, Use Magical Device 43**Languages** Draconic, Abyssal, Common, Olman**SQ** water breathing**Combat Gear** __**Other Gear** __**Breath Weapon (Su)** As a standard action, Xiureksior can breathe a 50' long cone of corrosive (acid) gas, dealing 18d6 acid damage (Reflex DC 32 half). She can't breathe again for 1d4 rounds.**Combat (and Superior) Expertise (Ex)** When Xiureksior makes an attack or a full attack, she may take a penalty to her attack roll up to her BAB and add the same number as a dodge bonus to her Armor Class. The changes to her attack rolls and AC last until her next action.**Crush (Ex)** When flying or jumping, Xiureksior can land on opponents as a standard action, using her whole body to crush them. Crush attacks are effective only against Small or smaller opponents. A crush attack affects as many creatures as can fit under her body. Creatures in the affected area must succeed on a Reflex save (DC 15) or be pinned, automatically taking bludgeoning damage during the next round unless the dragon moves off them. If Xiureksior chooses to maintain the pin, treat it as a normal grapple attack. Pinned opponents take damage from the crush each round if they don't escape. A crush attack deals 2d8+15 damage.**Deadly Touch (Su)** Xiureksior may deliver wounds as a touch attack. She may do this any number of times per day, for a total of 28 damage. Her target(s) take

half damage if they succeed in a DC 19 Will save.

Detect Good Xiureksior may detect good at will, as the spell.

Divine Grace (Su) Tiamat's blessing gives Xiureksior a +7 untitled bonus on all saving throws.

Divine Health (Ex) Xiureksior is immune to all diseases, including supernatural and magical.

Divine Might As a free action, Xiureksior may use one of her daily rebuke undead attempts to add her Charisma bonus (+10) to her damage. This bonus lasts until the end of the round.

Frightful Presence (Su) Xiureksior can unsettle foes with her mere presence. The ability takes effect automatically whenever she attacks, charges, or flies overhead. Creatures within a radius of 270' are subject to the effect if they have fewer than 29 HD. A potentially affected creature that succeeds on a Will save (DC 28) remains immune to that dragon's frightful presence for 24 hours. On a failure, creatures with 4 or less HD become panicked for 4d6 rounds and those with 5 or more HD become shaken for 4d6 rounds. Dragons ignore the frightful presence of other dragons.

Power Attack (Ex) On her action, before making attack rolls for a round, Xiureksior may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls, up to 29. The penalty on attacks and bonus on damage apply until her next turn.

Rebuke Undead Thirteen times per day, Xiureksior may rebuke undead as a 1st level cleric.

Smite Good Once per day, Xiureksior may attempt to smite a good foe, gaining +7 to hit and +4 to damage.

Spell Penetration (also Greater and Epic) (Ex) Xiureksior has a cumulative +6 to her rolls to overcome her targets' Spell Resistance (effectively d20+17).

Unholy Strike (Ex) Xiureksior's attacks are considered evil for the purpose of penetrating damage reduction, and deal an additional 2d6 damage to foes of any good alignment.

Widened, Improved Aura of Despair (Su) Xiureksior radiates a malign aura that

causes all enemies within 100' of her to take a -4 penalty on all saving throws.

Water Breathing (Ex) Xiureksior can breathe underwater indefinitely and can freely use her breath weapon, spells, and other abilities while submerged.

loot:

46,000 gp

86 works of art

5 major magic items (~40k ea.)

3 medium magic items (~10k ea.)