



## CERULEAN DRAGON

The smallest of dragonkind roams the faerie realm and serves as messengers between the planes for their bonded companions. Just as their name implies, these cat-sized dragons are shades of blue ranging between azure and a darker sky blue with brightly colored fur tufting along their tails, ears, and elbows. Although wingless, they are quick on their feet and love to run races.

**Bonded Companions.** Loyal and faithful to a fault, a Cerulean Dragon lives to perform tasks and will quickly grow bored if they have nothing to do. This boredom often leads to a series of pranks designed to get their companion's attention.

**Messengers and Scouts.** Cerulean Dragons are often used to scout locations, a task they are well suited to because of their innate invisibility and telepathic abilities. They are tasked most commonly as messengers between the faerie realm and other planes.

**Language of Emotion.** Cerulean Dragons can't speak, but they communicate using a limited form of telepathy that allows them to share basic ideas such as hunger, curiosity, or affection. When it bonds with a companion, a Cerulean Dragon can communicate what it sees and hears even over long distances.

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## CERULEAN DRAGON

*Tiny dragon, neutral good*

**Armor Class** 14 (natural armor)

**Hit Points** 10 (3d4 + 3)

**Speed** 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	12 (+1)	14 (+2)	10 (+0)	12 (+1)

**Skills** Perception +4, Stealth +6

**Condition Immunities** charmed

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 14

**Languages** understands Draconic and Sylvan but can't speak them

**Challenge** 1/2 (100 XP)

**Superior Invisibility.** As a bonus action, the dragon can magically turn invisible until its concentration ends (as if concentrating on a spell). Any equipment the dragon wears or carries is invisible with it.

**Magic Resistance.** The dragon has advantage on saving throws against spells and other magical effects.

**Keen Senses.** The dragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

**Limited Telepathy.** The dragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

**Familiar.** The dragon can serve another creature as a familiar, forming a magic, telepathic bond with that willing companion. While the two are bonded, the companion can sense what the dragon senses as long as they are within 1 mile of each other. While the dragon is within 10 feet of its companion, the companion shares the dragon's Magic Resistance trait. At any time and for any reason, the dragon can end its service as a familiar, ending the telepathic bond.

**Gate (2/day).** The dragon can use a bonus action to teleport itself to another plane of existence to a precise location it has been to or to the immediate vicinity of a creature it has met.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* (1d4 + 4) piercing damage.

**Hypnotic Breath (Recharge 5-6).** The dragon exhales a blast of sparkling colors and twisting patterns at a creature that is within 5 feet of it. The colors glitter for a moment before vanishing and if the creature can see them, they must make a DC 12 Wisdom saving throw. On a failed save, the creature becomes charmed for 1 minute, is incapacitated, and has a speed of 0.

The effect ends when the affected creature takes any damage or if someone else uses an action to shake the creature out of its stupor.