



Dragon 4 © Mauricio Herrera, accessed at his deviantArt page [here](#)

[Commissioned by [@wannabedemonlord](#), from [@bugctulhu](#)'s Iberian creatures list. Etsai is another name for the Aatxe, the Red Bull who is a sinister spirit in Basque mythology. It is said that Etsai taught the warring sibling gods Atarrabi and Mikelats, but one of them had to stay behind to serve him (shades of the [Scholomance](#). The only references to Etsai/Aatxe being draconic I could find are from [@bugctulhu](#)'s list and the War of The Fallen card game, but devil dragons with wizard powers are cool by me, regardless of folkloric bona fides.]

## Etsai

### CR 16 LE Dragon

*This hulking biped looks something between a dragon and a fiend, with curved horns and a maw full of jagged teeth. Each of its red and black scales is engraved with strange, arcane runes.. Its back and wings are ablaze with fire.*

The etsai, or devil dragon, is created when a young dragon sells its soul to Hell as a shortcut to power and strength, rather than waiting for age and time to empower it. All etsai are infused with fire, regardless of the type of dragon it once was, and all etsai are gifted in arcane power. They must study for this power, rather than gaining it through their blood, and an etsai carves magical glyphs into its scales, becoming a living spellbook. Some etsai teach mortals the art of wizardry using their scales, but the price for this tutelage is very steep indeed.

Even an etsai from the dimmest draconic stock is of genius intellect by humanoid standards. Thus, they are rarely unprepared for combat, having contingency plans for many occasions and having gathered intelligence on their enemies through scrying. The breath of an etsai burns with hellfire, and those burned by this breath are terribly cursed, their strengths turning into their weaknesses.

An etsai lairs in high mountains and deep caves. These lairs are typically guarded by deadly traps, bound guardians and, in some cases, the dragon's apprentices and slaves. They commune regularly with their diabolic masters, learning ever more secrets of the unseen world and furthering the plots of Hell. Etsai are prone to ordinary draconic greed, but their skin can be a great treasure in and of itself to a wizard—many etsai have rare and unusual magic collected from a lifetime of study carved into their hide, and a number of etsai are the authors of original spells.

An etsai stands thirty feet tall, with a wingspan of fifty feet or so. They are immortal unless slain. They may go abroad in disguise as a man or a bull, but always have some red component of their bodies, such as hair, skin, eyes or nails. Many etsai continue in their arcane studies, gaining levels in wizard or appropriate prestige classes such as diabolist.

## **Etsai CR 16**

### **XP 76,200**

LE Huge dragon (fire, shapechanger)

**Init** +7; **Senses** blindsense 60 ft., darkvision 120 ft., Perception +24

**Aura** frightful presence (120 ft., DC 22)

**Defense**

**AC** 31, touch 11, flat-footed 28 (-2 size, +3 Dex, +20 natural)

**hp** 232 (16d12+128)

**Fort** +18, **Ref** +13, **Will** +15

**DR** 15/good or silver; **Immune** fire, sleep and paralysis effects; **SR** 27

**Defensive Qualities** *fire shield, freedom of movement*; **Weakness** vulnerable to cold

**Offense**

**Speed** 40 ft., fly 120 ft. (average)

**Melee** bite +25 (2d6+11), 2 claws +25 (1d8+11), tail slap +20 (2d8+16), 2 wings +20 (1d8+5)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** breath weapon (120 ft. line, 8d8 fire and 8d8 typeless, Ref DC 26 half, 1d4 rounds), powerful blows (tail)

**Spells** CL 14<sup>th</sup>, concentration +22 (+26 casting defensively)

7<sup>th</sup>—*banishment* (DC 25), *greater arcane sight*, *waves of exhaustion*

6<sup>th</sup>—*flesh to stone* (DC 24), *greater heroism*, *mass suggestion* (DC 24), *true seeing*

5<sup>th</sup>—*cone of cold* (DC 23), *feeblemind* (DC 23), *hold monster* (DC 23). quickened *shield*, *teleport*

4<sup>th</sup>—*confusion* (DC 22), *dimensional anchor*, *enervation* (x2), *greater invisibility*(x2)

3<sup>rd</sup>—*dispel magic* (x2), *displacement*, *haste*, *vampiric touch* (x2)

2<sup>nd</sup>—*bull's strength*, *fox's cunning*, *resist energy* (x2), *scorching ray* (x2)

1<sup>st</sup>—*alarm*, *mage armor*, *magic missile* (x2), *ray of enfeeblement* (DC 19), *true strike*

0<sup>th</sup>—*detect magic*, *message*, *read magic*, *resistance*

**Spell-like Abilities** CL 16<sup>th</sup>, concentration +22 (+26 casting defensively)

Constant—*fire shield* (warm shield), *freedom of movement* (self only)

3/day—*greater dispel magic*, *magic circle vs. good* (DC 19)

1/day—*geas/quest*, *greater scrying* (DC 23), *planar binding* (DC 22)

1/week—*commune*

**Statistics**

**Str** 32, **Dex** 17, **Con** 27, **Int** 27, **Wis** 20, **Cha** 22

**Base Atk** +16; **CMB** +29; **CMD** 42

**Feats** Arcane Strike, Combat Casting, Combat Expertise, Hover, Improved Initiative, Improved

Vital Strike, Quicken Spell, Scribe Scroll (B), Spell Penetration (B), Vital Strike

**Skills** Appraise +27, Bluff +25, Diplomacy +25, Fly +20, Intimidate +25, Knowledge (arcana) +31, Knowledge (history) +27, Knowledge (planes) +27, Linguistics +27, Perception +24, Sense Motive +24, Spellcraft +31, Stealth +14, Use Magic Device +29; **Racial Modifiers** +4 Knowledge (arcana), +4 Spellcraft, +4 Use Magic Device

**Languages** Common, Draconic, Infernal, Undercommon, 16 others

**SQ** change shape (aurochs or humanoid, *polymorph*), self-scribing

Ecology

**Environment** any mountains and underground

**Organization** solitary

**Treasure** triple standard

Special Abilities

**Breath Weapon (Su)** A creature that takes damage from an etsai's breath weapon must succeed a DC 22 Will save or take a -12 penalty to its highest ability score. This cannot reduce a creature's ability score below 1. This is a curse effect, and the duration is permanent until removed. A creature that fails its save a second time against this effect has its next-highest ability score reduced in this fashion, and so on. A creature can be affected by this curse a maximum of six times, once per ability score. The save DC for the breath weapon is Constitution based, and the curse effect is Charisma based.

**Self-Scribing (Ex)** An etsai treats its own body as a spellbook, and can carve spells into its skin. It treats itself as if it were made of 500 pages of spellbooks, but must expend material components to scribe spells into itself as normal.

**Spells** An etsai casts spells as a 14<sup>th</sup> level wizard without spell school specializations. It does not gain any other class abilities of a wizard.