



HALF-DRAGONS: TWICE AS MUCH FUN

A Bonus Web Enhancement
for *Draconomicon*

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Draconomicon is the ultimate D&D® game accessory about the legendary creatures that give the game its name. Packed into the pages of this book are new dragon prestige classes, spells, feats, dragonlike monsters, and full statistics for 120 sample dragons—all ten of the chromatic and metallic dragons at all 12 age categories. A few pages of new material on half-dragons round out the book's offerings, but there just wasn't room to include samples of those.

This article presents ten sample half-dragons, one spawned from each of the ten true dragons presented in the *Monster Manual*. Each description includes a brief personality profile and some background notes, plus a full statistics block for the creature and sample treasure appropriate for the encounter.

TIBULLIAX, HALF-COPPER DRAGON/ HALF-ANDROSPHINX

Copper dragons and androsphinxes share the same terrain options and alignment. Thus, it comes as no surprise that an androsphinx tired of dealing with troublesome gynosphinxes might turn to an adult copper dragon for companionship instead, resulting in offspring such as Tibulliax.

Tibulliax lives in warm, hilly terrain, enjoying a life of comfort. Perhaps ironically, he seeks a gynosphinx as a mate because he appreciates riddles more than his father ever did.

➤ **Tibulliax:** Male half-copper dragon/half-androsphinx; CR 11; Large dragon; HD 12d12+60; hp 138; Init +0; Spd 50 ft., fly 100 ft. (average); AC 26, touch 9, flat-footed 26; Base Atk +12; Grp +27; Atk +22 melee (2d4+11, claw); Full Atk +22 melee (2d4+11, 2 claws) and +17 melee (1d8+5, bite); Space/Reach 10 ft./5 ft.; SA breath weapon (60-ft. line of acid), pounce, rake 2d4+5, roar, spells; SQ darkvision 60 ft., immunities (acid, paralysis, sleep), low-light vision; AL CG; SV Fort +13, Ref +8, Will +7; Str 33, Dex 10, Con 21, Int 18, Wis 17, Cha 19.

Skills and Feats: Appraise +10, Diplomacy +13, Hide -4, Intimidate +19, Jump +17, Knowledge (geography) +11, Knowledge (history) +5, Knowledge (local) +19, Listen +20, Search +10, Sense Motive +9, Spot +20, Survival +15, Alertness, Cleave, Flyby Attack, Great Cleave, Power Attack.

Breath Weapon (Su): Once per day, Tibulliax can breathe a 60-foot line of acid. Each creature in the area takes 6d8 points of acid damage (Reflex DC 21 half).

Pounce (Ex): When Tibulliax charges a foe, he can follow with a full attack, including two rake attacks.

Rake (Ex): If Tibulliax pounces on an opponent, he can make two rake attacks with his hind legs (+22 melee, damage 2d4+5).

Roar (Su): Three times per day, Tibulliax can loose a mighty roar. The first time he does so, each creature within 500 feet must succeed on a DC 20 Will save or be affected as though by a fear spell for 12 rounds.

If Tibulliax roars a second time during the same encounter, every creature within 250 feet must succeed on a DC 20 Fortitude save or be paralyzed for 1d4 rounds, and all those within 90 feet are deafened for 2d6 rounds (no save).

If Tibulliax roars a third time during the same encounter, every creature within 250 feet must succeed on a DC 20 Fortitude save or take 2d4 points of Strength damage for 2d4 rounds. In addition, any Medium or smaller creature within 90 feet must succeed on a DC 20 Fortitude save or be thrown to the ground and take 2d8 points of damage. The force of this roar is so great that it deals 50 points of damage to any stone or crystalline object within 90 feet. A magic item or a held or carried item can avoid damage with a successful DC 20 Reflex save.

Androsphinxes are immune to Tibulliax's roar.

Spells: Tibulliax can cast divine spells as a 6th-level cleric from the cleric spell list and the Good, Healing, and Protection domains.

Cleric Spells Prepared (5/4/4/3; save DC 13 + spell level): 0—*cure minor wounds, detect magic, mending, purify food and drink, read magic*; 1st—*comprehend languages, cure light wounds, divine favor, sanctuary*; 2nd—*bear's endurance, bull's strength, cure moderate wounds, zone of truth*; 3rd—*cure serious wounds, dispel magic, protection from energy*.

Sample Treasure: 237 gp, 11 gold trade bars (50 gp each), three pieces of hematite (10 gp each), one zircon (50 gp), two amethysts (100 gp each), two golden-yellow topazes (500 gp each), *potion of lesser restoration*, scroll of *arcane lock*, scroll of *color spray* and *silent image*.

ARTURIREX, HALF-BLACK DRAGON/ HALF-BASILISK

Also known as a dracolisk, Arturirex is an abhorrent creature spawned of magical crossbreeding. Though she is more cunning and vicious than a normal basilisk,

she is hardly the equal of her draconic parent. The dracolisk cares nothing for treasure of any kind, since she doesn't possess any of the greed common to dragons.

Arturirex: Female half-black dragon/half-basilisk; CR 7; Medium dragon; HD 6d12+18; hp 57; Init -1; Spd 20 ft.; AC 20, touch 9, flat-footed 20; Base Atk +6; Grp +12; Atk +12 melee (1d4+6, claw); Full Atk +12 melee (1d4+6, 2 claws) and +7 melee (1d8+3, bite); SA breath weapon (60-ft. line of acid), petrifying gaze; SQ dark-vision 60 ft., immunities (acid, paralysis, sleep), low-light vision; AL CE; SV Fort +10, Ref +4, Will +3; Str 23, Dex 8, Con 17, Int 4, Wis 12, Cha 13.

Skills and Feats: Hide +7, Intimidate +2, Listen +11, Search -2, Sense Motive +2, Spot +11; Alertness, Blind-Fight, Great Fortitude.

Breath Weapon (Su): Once per day, Arturirex can breathe a 60-foot line of acid. Each creature in the area takes 6d8 points of acid damage (Reflex DC 16 half).

Petrifying Gaze (Su): Any creature within 30 feet of Arturirex that meets her gaze turns to stone permanently (Fortitude DC 14 negates).

Sample Treasure: None.


AZURIA, HALF-SILVER DRAGON/ HALF-DJINNI

Despite their differing alignments, djinn and silver dragons share a heritage of elemental air. In fact, some sages have argued that genies and dragons may be distantly linked in some way, pointing to the elemental nature of each creature as evidence.

Whatever of the reason, it is not uncommon for a djinni and a silver dragon to find purpose and meaning in a common goal. Occasionally such a relationship results in children who, while undoubtedly genies, nevertheless display their draconic heritage.

Azuria is such a creature, born of the union of dragon and djinni. She served in the court of Bahamut for a short while, but left when she began to find the surroundings too confining for her taste. Since then, she has wandered the planes, searching for a place where she feels comfortable and accepted. Though friendly with both her parents' races, she nevertheless knows that she doesn't really belong with either.

Azuria: Female half-silver dragon/half-djinni; CR 7; Large dragon (air, extraplanar); HD 7d10+21; hp 59; Init +8; Spd 20 ft., fly 60 ft. (perfect); AC 20, touch 13, flat-footed 16; Base Atk +7; Grp +19; Atk +14 melee (1d8+8, slam) or +14 melee (1d6+8, claw); Full Atk +14



melee (1d8+8, 2 slams) or +14 melee (1d6+8, 2 claws) and +9 melee (1d8+4, bite); Space/Reach 10 ft./10 ft.; SA air mastery, breath weapon (30-ft. cone of cold), spell-like abilities, whirlwind; SQ darkvision 60 ft., immunities (acid, cold, paralysis, sleep), low-light vision, *plane shift*, telepathy 100 ft.; AL LG; SV Fort +8, Ref +9, Will +7; Str 26, Dex 19, Con 16, Int 16, Wis 15, Cha 17.

Skills and Feats: Appraise +11, Concentration +13, Diplomacy +5, Escape Artist +14, Hide +0, Knowledge (the planes) +13, Listen +12, Move Silently +14, Sense Motive +12, Spellcraft +8, Spot +8; Combat Casting, Combat Reflexes, Dodge, Improved Initiative.

Air Mastery (Ex): An airborne creature takes a –1 penalty on attack and damage rolls against Azuria.

Breath Weapon (Su): Once per day, Azuria can breathe a 30-foot cone of cold. Each creature in the area takes 6d8 points of cold damage (Reflex DC 16 half).

Spell-Like Abilities: At will—*invisibility* (self only); 1/day—*create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 19), *wind walk*. Caster level 20th. The save DCs are Charisma-based.

Whirlwind (Su): Azuria can transform herself into a whirlwind once every 10 minutes and remain in that form for up to 7 rounds. In this form, she can move through the air or along a surface at her fly speed. The whirlwind is 5 feet wide at the base up to 30 feet wide at the top, and up to 50 feet tall (at least 10 feet).

Azuria's movement while in whirlwind form does not provoke attacks of opportunity, even if she enters another creature's space. Another creature might be caught in the whirlwind if it touches or enters it, or if Azuria moves into or through the creature's space. Any Medium or smaller creature might take damage when caught in the whirlwind and be lifted into the air.

An affected creature must succeed on a DC 24 Reflex save upon coming into contact with the whirlwind or take 3d6 points of damage. It must also succeed on a DC 24 Reflex save or be picked up bodily and held suspended in the powerful winds, automatically taking 1d8 points of damage each round. A creature with a fly speed is allowed a DC 24 Reflex save each round to escape the whirlwind. The creature still takes damage but can leave if the save is successful. The save DC is Strength-based and includes a +3 racial adjustment.

A creature trapped in the whirlwind cannot move except to go where Azuria carries it or to escape the whirlwind. It can otherwise act normally but must

make a Concentration check (DC 15 + spell level) to cast a spell. A creature caught in the whirlwind takes a –4 penalty to Dexterity and a –2 penalty on attack rolls.

Azuria can have only as many creatures trapped inside a whirlwind at one time as will fit inside the whirlwind's volume. She can eject any carried creatures whenever she wishes, depositing them wherever the whirlwind happens to be.

If the whirlwind's base touches the ground, it creates a swirling cloud of debris. This cloud is centered on Azuria and has a diameter equal to half the whirlwind's height. The cloud obscures all vision, including darkvision, beyond 5 feet. Creatures 5 feet away have concealment, while those farther away have total concealment. Anyone caught in the cloud must succeed on a Concentration check (DC 15 + spell level) to cast a spell. While in whirlwind form, Azuria cannot make melee attacks and does not threaten the area around her.

Plane Shift (Sp): Azuria can enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability transports her and up to eight other creatures, provided they all link hands with her. This effect is otherwise similar to the spell of the same name (caster level 13th).

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

Sample Treasure: Bloodstone (50 gp), two silver pearls (100 gp each), one star sapphire (1,000 gp), *potion of blur*.

GUSTINIAN, HALF-BRONZE DRAGON/ HALF-STORM GIANT

Though storm giants and bronze dragons differ in their approach to battling evil, they respect one another greatly. Every few generations, a bronze dragon takes giant form and serves as a royal consort to the giant ruler, cementing the traditional alliance between these two ancient races. This practice has resulted in a fair number of half-bronze dragon/half-storm giants, including Gustinian.

Once a prince of the storm giants that lived in a sunken realm, Gustinian left home in his youth to wander the world. When he returned years later, nothing remained of his palatial home except a few heirlooms. He now searches everywhere for clues about the fate of his people.

➤ **Gustinian:** Male half-bronze dragon/half-storm giant; CR 15; Huge dragon; HD 19d10+133; hp 237; Init +2; Spd 50 ft., swim 40 ft., fly 100 ft. (average); AC 31, touch 10, flat-footed 29; Base Atk +14; Grp +40; Atk +30 melee (1d6+18, 2 slams) or +30 melee (1d8+18, 2 claws) and +25 melee (2d6+9, bite) or +30/+25/+20 melee (2d6+18/19–20, greatsword) or +15/+10/+5 ranged (1d8+19/×3, +1 *composite longbow* [+18 Str bonus]); Space/Reach 15 ft./15 ft.; SA breath weapon (60-ft. line of lightning), spell-like abilities; SQ darkvision 60 ft., freedom of movement, immunities (electricity, paralysis, sleep), low-light vision, rock catching, water breathing; AL LG; SV Fort +18, Ref +8, Will +13; Str 47, Dex 14, Con 25, Int 18, Wis 20, Cha 17.

Skills and Feats: Climb +39, Concentration +29, Diplomacy +14, Hide –7, Intimidate +25, Jump +40, Knowledge (arcana) +15, Listen +25, Perform (sing) +25, Search +15, Sense Motive +15, Spot +25, Swim +28, Awesome Blow, Cleave, Combat Reflexes, Improved Bull Rush, Improved Sunder, Iron Will, Power Attack.

Breath Weapon (Su): Once per day, Gustinian can breathe a 60-foot line of lightning. Each creature in the area takes 6d8 points of electricity damage (Reflex DC 26 half).

Spell-Like Abilities: Caster level 15th. 2/day—*control weather, levitate*. Caster level 20th. 1/day—*call lightning* (DC 16), *chain lightning* (DC 19).

Freedom of Movement (Su): Gustinian has a continuous *freedom of movement* ability, as the spell. The effect can be dispelled, but he can create it again on his next turn as a free action.

Rock Catching (Ex): Gustinian can catch Small, Medium, or Large rocks (or projectiles of similar shape). Once per round, he can make a Reflex save to catch a projectile that would normally hit him. The DC is 15 (Small rock), 20 (Medium rock), or 25 (Large rock). (If the projectile has an enhancement bonus on attack rolls, the DC increases by that amount.) Gustinian must be ready for and aware of the attack.

Water Breathing (Ex): Gustinian can breathe underwater indefinitely and can freely use his spell-like abilities while submerged.

Sample Treasure: +1 *chain shirt*, +1 *composite longbow* (+18 Str bonus), *potion of cure light wounds*, *potion of eagle's splendor*, *potion of invisibility*, scroll of *darkvision*, scroll of *minor image*, *Quaal's feather token* (tree), *bag of holding* (type I), 3,603 gp, 5 gold trade bars (50 gp each), ten 1-gallon

casks of fine ale (16 gp per cask), one blue quartz (10 gp), three moonstones (50 gp each), two white pearls (100 gp each), three aquamarines (500 gp each), one fire opal (1,000 gp), a pair of bronze bracers set with small emeralds (900 gp each), two matched marble busts of an ancient king and queen (500 gp each), three gold chains (110 gp each), three huge tankards depicting giants riding bronze dragons (300 gp each), satin cloak threaded with platinum and studded with tiny pearls (1,400 gp), a shell horn inlaid with mother-of-pearl (1,800 gp), a circlet of coral and gold (5,000 gp), and a crown of coral and platinum (6,000 gp).

ASPHIXILORIC, HALF-GREEN DRAGON/ HALF FIVE-HEADED HYDRA

As if the deadly power of the hydra wasn't frightening enough, the mad wyrm Asphixias spent several years fathering half-green dragon/half-hydras across the continent. Now his spawn, including Asphixiloric, terrorize vast areas. Thanks to his acid immunity and increased intelligence, Asphixiloric is particularly difficult to defeat.

➤ **Asphixiloric:** Male half-green dragon/half five-headed hydra; CR 6; Huge dragon; HD 5d12+33; hp 65; Init +1; Spd 20 ft., swim 20 ft., fly 40 ft. (average); AC 19, touch 9, flat-footed 18; Base Atk +5; Grp +20; Atk +10 melee (1d8+7, claw); Full Atk +10 melee (1d8+7, 2 claws) and +5 melee (2d6+3, 5 bites); Space/Reach 15 ft./10 ft.; SA breath weapon (30-ft. cone of corrosive gas); SQ darkvision 60 ft., fast healing 15, immunities (acid, paralysis, sleep), low-light vision, scent; AL LE; SV Fort +10, Ref +5, Will +3; Str 25, Dex 12, Con 22, Int 4, Wis 10, Cha 11.

Skills and Feats: Bluff +2, Hide –7, Intimidate +2, Listen +6, Sense Motive +2, Spot +7, Swim +15; Combat Reflexes, Iron Will, Toughness.

Breath Weapon (Su): Once per day, Asphixiloric can breathe a 30-foot cone of corrosive gas. Each creature in the area takes 6d8 points of acid damage (Reflex DC 18 half).

Fast Healing (Ex): Asphixiloric regains hit points at the rate of 5 per round. Fast healing does not restore hit points lost from starvation, thirst, or suffocation, and it does not allow him to regrow or reattach lost body parts.

Sample Treasure: 110 gp, one peridot (50 gp), one red spinel (100 gp).

VILYAKIS, HALF-WHITE DRAGON/ HALF-MEDUSA

Because the savage, bestial white dragons often find unusual mates, half-white dragons may be the most common half-dragons in existence. Nevertheless, each is unique in its own way.

No one truly knows the origin of Vilyakis, and she prefers it that way. She lairs in a labyrinthine cavern high in the icy peaks, luxuriating in her vast pile of treasure. If she becomes aware of intruders in her lair, she either stalks them through the tunnels or pretends to be a comely maiden long enough to expose them to her petrifying gaze.

➤ **Vilyakis:** Female half-white dragon/half-medusa; CR 9; Medium dragon; HD 6d10+12; hp 45; Init +2; Spd 30 ft.; AC 19, touch 12, flat-footed 17; Base Atk +6; Grp +10; Atk +10 melee (1d4+4, claw) or +9 ranged (1d6+5/×3, composite shortbow [+4 Str bonus] with +1 arrows); Full Atk +10 melee (1d4+4, 2 claws) and +5 melee (1d6+2, bite) and +5 melee (1d4+2 plus poison, snakes) or +9/+4 ranged (1d6+5/×3, composite shortbow [+4 Str bonus] with +1 arrows); SA breath weapon (30-ft. cone of cold), petrifying gaze, poison; SQ darkvision 60 ft., immunities (cold, paralysis, sleep), low-light vision; AL CE; SV Fort +4, Ref +7, Will +6; Str 18, Dex 15, Con 14, Int 14, Wis 13, Cha 17.

Skills and Feats: Bluff +12, Climb +5, Diplomacy +10, Disguise +12, Hide +6, Intimidate +10, Listen +5, Move Silently +11, Spot +10; Point Blank Shot, Precise Shot, Weapon Finesse.

Breath Weapon (Su): Once per day, Vilyakis can breathe a 30-foot cone of cold. Each creature in the area takes 6d8 points of cold damage (Reflex DC 15 half).

Petrifying Gaze (Su): Anyone within 30 feet who meets Vilyakis's gaze turns to stone permanently (Fortitude DC 16 negates).

Poison (Ex): Vilyakis delivers her poison (Fortitude DC 15) with each successful snakes attack. The initial damage is 1d6 Str, and the secondary damage is 2d6 Str.

Sample Treasure: Composite shortbow (+4 Str bonus), 20 +1 arrows, *potion of levitate*, 54,192 cp, 1,357 gp, one moss agate (10 gp), two rose quartz (50 gp), silver ring (100 gp), silver amulet set with hematite (600 gp), pair of platinum bracers studded with jade (1,500 gp each).

AURUMPENTE, HALF-GOLD DRAGON/ HALF-GUARDIAN NAGA

Nagas and dragons share many attributes, including high intelligence, magical aptitude, and an appreciation of solitude. Thus, alliances between them are relatively common, and some of these pairings give rise to half-breed offspring, such as Aurumpente.

Sometimes mistaken for a couatl or even a legless dragon, the winged Aurumpente lives a secluded existence deep in the trackless jungle. From time to time, he emerges from his cave to thwart the plans of evil creatures in the area or to assist good-aligned creatures in need.

➤ **Aurumpente:** Male half-gold dragon/half-guardian naga; CR 12; Large dragon; HD 11d10+55; hp 115; Init +2; Spd 40 ft., fly 80 ft. (average); AC 22, touch 11, flat-footed 20; Base Atk +7; Grp +21; Atk +16 melee (1d6+9, claw) or +9 ranged touch (poison, spit); Full Atk +16 melee (1d6+9, 2 claws) and +11 melee (2d6+4 plus poison, bite) or +9 ranged touch (poison, spit); Space/Reach 10 ft./5 ft.; SA breath weapon (30-ft. cone of fire), poison, spells, spit; SQ darkvision 60 ft., immunities (fire, paralysis, sleep), low-light vision; AL LG; SV Fort +8, Ref +7, Will +11; Str 29, Dex 14, Con 21, Int 18, Wis 19, Cha 20.

Skills and Feats: Bluff +19, Concentration +19, Diplomacy +18, Gather Information +12, Hide -2, Intimidate +16, Listen +20, Search +11, Sense Motive +18, Spellcraft +18, Spot +20; Alertness, Combat Casting, Dodge, Eschew Materials, Lightning Reflexes.

Breath Weapon (Su): Once per day, Aurumpente can breathe a 30-foot cone of fire. Each creature in the area takes 6d8 points of fire damage (Reflex DC 20 half).

Poison (Ex): Aurumpente delivers his poison (Fortitude DC 20) with each successful bite attack. The initial damage is 1d10 Con, and the secondary damage is the same.

Spells: Aurumpente casts spells as a 9th-level sorcerer. He has access to spells from the cleric list and from the Good and Law domains.

Spit (Ex): Aurumpente can spit his venom up to 30 feet as a standard action. This ranged touch attack has no range increment. Any opponent hit by this attack must attempt a Fortitude save (DC 20) against Aurumpente's poison, as above.

Sorcerer Spells Known (6/8/7/7/5; save DC 15 + spell level): 0—*create water, cure minor wounds, dancing lights, daze, detect magic, disrupt undead, mage hand, read magic*; 1st—*command, cure light wounds, detect evil, magic missile, sleep*; 2nd—*detect thoughts, enthrall, invisibility, resist energy*; 3rd—*dispel magic, nondetection, tongues*; 4th—*charm monster, polymorph*.

Sample Treasure: 1,993 gp, one violet garnet (600 gp), *wand of fireball* (18 charges).

KELOTRIK, HALF-RED DRAGON/ HALF-NOBLE SALAMANDER

Though red dragons and salamanders rarely share territory, they can make excellent allies. Sometimes a powerful red dragon keeps a cluster of salamanders as bodyguards, knowing that it can breathe fire without risking the lives of its protectors. Likewise, mighty noble salamanders sometimes raise red dragons as steeds or cohorts.

One such alliance led to the birth of Kelotrik, the son of a noble salamander and a red dragon. Immediately upon reaching adulthood, Kelotrik set out to seek his fortune and prove his worth to his father, the lord of a great stronghold on the Elemental Plane of Fire. Kelotrik plans to amass a small army of evil minions with which to carve out his own kingdom and, if necessary, claim his birthright by force.

➔ **Kelotrik:** Male half-red dragon/half-noble salamander; CR 12; Large dragon (extraplanar, fire); HD 15d10+60; hp 142; Init +1; Spd 20 ft., fly 40 ft. (average); AC 22, touch 10, flat-footed 21; Base Atk +15; Grp +29; Atk +24 melee (1d6+10 plus 1d8 fire, claw) or +27 melee (1d8+18 plus 1d8 fire/×3, +3 *longspear*); Full Atk +24 melee (1d6+10 plus 1d8 fire, 2 claws) and +22 melee (1d8+5 plus 1d8 fire, bite) and +22 melee (2d8+5 plus 1d8 fire, tail slap) or +27/+22/+17 melee (1d8+18 plus 1d8 fire/×3, +3 *longspear*) and +22 melee (2d8+5 plus 1d8 fire, tail slap); Space/Reach 10 ft./10 ft. (20 ft. with tail or *longspear*); SA breath weapon (30-ft. cone of fire), constrict 2d8+15 plus 1d8 fire, heat, improved grab, spell-like abilities; SQ damage reduction 15/magic, darkvision 60 ft., fire subtype, immunities (fire, paralysis, sleep), low-light vision, vulnerability to cold; AL CE; SV Fort +13, Ref +10, Will +11; Str 30, Dex 13, Con 18, Int 18, Wis 15, Cha 17.

Skills and Feats: Appraise +15, Bluff +21, Concentration +13, Craft (blacksmithing) +29, Diplomacy +25,

Escape Artist +10, Gather Information +12, Hide +15, Intimidate +23, Knowledge (geography) +13, Knowledge (history) +13, Knowledge (local) +13, Knowledge (the planes) +13, Listen +20, Move Silently +19, Search +13, Sense Motive +11, Spellcraft +7, Spot +20, Survival +11, Use Magic Device +12; Cleave, Combat Reflexes, Great Cleave, Multiattack, Power Attack, Skill Focus (Craft [blacksmithing]).

Breath Weapon (Su): Once per day, Kelotrik can breathe a 30-foot cone of fire. Each creature in the area takes 6d8 points of fire damage (Reflex DC 21 half).

Constrict (Ex): Kelotrik deals automatic tail slap damage with successful grapple checks against creatures up to Huge size, and he can constrict multiple creatures of up to Small size.

Heat (Ex): Each of Kelotrik's attacks deals 1d8 points of additional fire damage.

Improved Grab (Ex): To use this ability, Kelotrik must hit a Huge or smaller creature with his tail slap attack. He can then attempt to start a grapple as a free action without provoking an attack of opportunity. If he wins the grapple check, he establishes a hold and can constrict.

Spell-Like Abilities: 3/day—*burning hands* (DC 14), *fireball* (DC 16), *flaming sphere* (DC 15), *wall of fire* (DC 17). 1/day—*dispel magic, summon monster VII* (Huge fire elemental). Caster level 15th.

Sample Treasure: +3 *longspear, potion of detect thoughts, potion of hiding*, 1,575 gp, 210 pp, one blue quartz (10 gp), three carnelians (50 gp each), two red garnets (100 gp each), two black pearls (500 gp each), two rubies (1,000 gp each).

SCYTHIA, HALF-BRASS DRAGON/ HALF-WYVERN

While half-dragon/half-wyverns aren't terribly uncommon, most derive their draconic heritage from evil dragons, often white or black. Scythia is a rarity—a half-dragon/half-wyvern born of a metallic dragon parent. Scythia never knew her wyvern father, and her mother told her nothing about him. Scythia often suspects that her hatching was a surprise to her mother and wonders why her egg wasn't crushed in the nest.

Today, bereft of both parents, Scythia wanders alone in the wilderness, seeking her own place in the world. Though a bit slow-witted, she realizes that she doesn't fit in with her father's kind or with any of the metallic dragons.

➤ **Scythia:** Female half-brass dragon/half-wyvern; CR 8; Large dragon; HD 7d12+21; hp 66; Init +1; Spd 20 ft., fly 60 ft. (average); AC 22, touch 10, flat-footed 21; Base Atk +7; Grp +19; Atk +14 melee (2d6+8, 2 claws) and +12 melee (1d8+4, 2 wings) and +12 melee (2d8+4, bite) and +12 melee (1d6+4 plus poison, sting); Space/Reach 10 ft./5 ft.; SA breath weapon (60-ft. line of fire), improved grab, poison; SQ darkvision 60 ft., immunities (fire, paralysis, sleep), low-light vision, scent; AL CG; SV Fort +8, Ref +6, Will +6; Str 27, Dex 12, Con 17, Int 8, Wis 12, Cha 11.

Skills and Feats: Diplomacy +5, Hide +7, Listen +13, Move Silently +11, Spot +16; Ability Focus (poison), Alertness, Flyby Attack, Multiattack.

Breath Weapon (Su): Once per day, Scythia can breathe a 60-foot line of fire. Each creature in the area takes 6d8 points of fire damage (Reflex DC 16 half).

Improved Grab (Ex): To use this ability, Scythia must hit with her claws. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and stings.

Poison (Ex): Scythia delivers her poison (Fortitude DC 18) with each successful sting attack. The initial damage is 2d6 Con, and the secondary damage is the same.

Sample Treasure: 4,919 sp, arcane scroll of *disguise self*, *jump*, and *tongues*.

KALIVIA, HALF-BLUE DRAGON/ HALF-YUAN-TI ABOMINATION

A small faction among the yuan-ti seeks to increase the race's power by strengthening bloodlines. One forward-thinking abomination in this group bargained with a blue dragon to bear his young, believing that the offspring would become natural leaders who could take the serpent folk to even greater heights of power.

He was partially correct. Soon after the eggs hatched, the half-dragon spawn displayed even greater physical and mental abilities than their father had. However, they also had a disturbing tendency to slay one another. Only one of the children, Kalivia by name, survived to reach the age of six. By maturity, she had murdered her father and set up an organized interbreeding program between yuan-ti and dragonkind. Though the program is yet in its infancy, Kalivia plans to create an army of dragonspawn to wipe the continent clean of humanoid infestation.

➤ **Kalivia:** Female half-blue dragon/half-yuan-ti abomination; CR 9; Large dragon; HD 9d10+36; hp 85; Init +5; Spd 30 ft., climb 20 ft., swim 20 ft.; AC 26, touch 10, flat-footed 25; Base Atk +9; Grp +21; Atk +16 melee (1d6+8, claw) or +17 melee (1d8+8/18–20, masterwork scimitar) or +10 ranged (2d6+8/×3, masterwork composite longbow [+8 Str bonus]); Full Atk +16 melee (1d6+8, 2 claws) and +11 melee (2d6+4 plus poison, bite) or +17/+12 melee (1d8+8/18–20, masterwork scimitar) and +11 melee (2d6+4 plus poison, bite) or +10/+5 ranged (2d6+8/×3, masterwork composite longbow [+8 Str bonus]); Space/Reach 10 ft./10 ft.; SA *aversion*, breath weapon (60-ft. line of lightning), constrict 1d6+12, improved grab, poison, *produce acid*, spell-like abilities; SQ *alternate form*, *chameleon power*, darkvision 60 ft., *detect poison*, immunities (electricity, paralysis, sleep), low-light vision, scent, spell resistance 18; AL LE; SV Fort +7, Ref +7, Will +11; Str 27, Dex 13, Con 19, Int 22, Wis 20, Cha 20.


Skills and Feats: Bluff +11, Climb +15, Concentration +16, Diplomacy +13, Hide +8, Intimidate +13, Knowledge (arcana) +18, Knowledge (religion) +18, Listen +19, Move Silently +12, Search +12, Spot +19, Swim +14, Alertness, Blind-Fight, Combat Expertise, Dodge, Improved Initiative, Mobility.

Aversion (Sp): Kalivia can psionically create a compulsion effect targeting one creature within 30 feet. The target must succeed on a DC 22 Will save or gain an aversion to snakes for 10 minutes. Affected creatures must stay at least 20 feet away from any snake or yuan-ti, alive or dead; if already within 20 feet, they move away. A subject unable to move away, or one attacked by snakes or yuan-ti, is overcome with revulsion. This revulsion reduces the creature's Dexterity score by 4 points until the effect wears off or the subject is no longer within 20 feet of a snake or yuan-ti. This ability is otherwise similar to *antipathy* as the spell (caster level 16th).

Breath Weapon (Su): Once per day, Kalivia can breathe a 60-foot line of lightning. Each creature in the area takes 6d8 points of electricity damage (Reflex DC 19 half).

Constrict (Ex): Kalivia deals 1d6+12 points of damage with a successful grapple check.

Improved Grab (Ex): To use this ability, Kalivia must hit a Large or smaller creature with her bite attack. She can then attempt to start a grapple as a free action without provoking an attack of opportunity. If she wins the grapple check, she establishes a hold and can constrict.



Poison (Ex): Kalivia delivers her poison (Fortitude DC 18) with each successful bite attack. The initial damage is 1d6 Con, and the secondary damage is the same.

Produce Acid (Sp): Kalivia has the psionic ability to exude acid from her body, dealing 3d6 points of acid damage to the next creature she touches, including a creature hit by her bite attack. If she is grappling, constricting, or pinning a foe when she uses this power, her grasp deals 5d6 points of acid damage. The acid becomes inert when it leaves her body, and she is immune to its effects.

Spell-Like Abilities: At will—*animal trance* (DC 17), *entangle* (DC 16); 3/day—*deeper darkness*, *neutralize poison* (DC 19), *suggestion* (DC 18); 1/day—*baleful polymorph* (DC 20, into snake form only), *fear* (DC 19). Caster level 10th.

Alternate Form (Sp): Kalivia can assume the form of a Tiny to Large viper as a psionic ability. This ability is similar to a *polymorph* spell (caster level 19th), but Kalivia does not regain any hit points for changing form and she can assume only viper forms. Kalivia loses her

natural weapons and gains the natural weapon of the viper form she assumes. She uses her own poison or the viper's with her bite attack, whichever is more potent.

Chameleon Power (Sp): Kalivia can psionically change her own coloration and that of her equipment to match her surroundings, granting her a +10 circumstance bonus on Hide checks.

Detect Poison (Sp): Kalivia has the psionic ability to use *detect poison* as the spell (caster level 6th).

Sample Treasure: +1 composite longbow (+8 Str bonus), masterwork heavy steel shield, masterwork scimitar, scroll of *cure light wounds*, *potion of bear's endurance*, 2,573 gp, two smoky quartz (50 gp each), one deep blue spinel (500 gp), one sapphire (1,000 gp).

ABOUT THE AUTHOR

By day, Andy Collins works as a senior designer in the Roleplaying R&D department at Wizards of the Coast, Inc. His credits include the *Player's Handbook* v.3.5 and the *Epic Level Handbook*. By night, however, he fights crime as a masked vigilante. Or maybe not.