

Draconic Hybrids **and** **Other Reptilian Monstrosities**

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Being a conversion of some creatures from the 2e accessory *Cult of the Dragon* along with some half-dragons and assorted conversions.

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Introduction

Why Convert?

You might wonder why I would go through the trouble of converting draconic hybrids that, at first glance, might not seem much different than half-dragons obtained through application of the template. The answer is that the old monsters just give different results, which feed directly into different flavor. (One thing you'll notice is that the different dragon varieties have a greater impact on the hybrids than the half-dragons.) It's also nice to see some "classics" brought back to life. Mostly, though, it's just a labor of love.

As an aside, you'll see "designer's notes" every so often in this document set off in shaded regions, like this one.

Half-Dragons vs. Hybrids

Those uninitiated into draconic mysteries may never realize the subtle and glorious variety manifest in dragonkind. Possibly the greatest lack of understanding regards the distinction between half-dragons, the offspring of an unsupervised mating between a dragon and some other beast, and draconic hybrids, products of magical experimentation resulting in entirely different breeds at times. The wise know that half-dragons tend very much toward their non-dragon heritage; hybrid dragons have stronger ties to their draconic lineage. As a result, they tend to be larger than all but the most powerful of their half-dragon cousins, and their abilities vary more strongly among the different varieties. While only the very foolish or brave would dare to confront the monsters described in this tome, they would be wise to investigate the differences.

As a further witness to my magnificent scholarship, I have also decided to include the descriptions of several other obscure but nonetheless interesting reptiles. I am sure you will delight in their exposition.

— *High Scribe Malarthon Telubius of Kelbath*

Declaration of Open Game Content

With the exception of offset shaded boxes (not including table rows, which are shaded for reading convenience), this entire document is designated as Open Game Content (OGC).

Half-Dragons

Half-Dragon Chimera

Half-Dragon Chimera
Large Dragon (Augmented Magical Beast)
Hit Dice: 9d12+36 (94 hp)
Initiative: +1
Speed: 30 ft., fly 60 ft. (average)
Armor Class: 23 (-1 size, +1 Dex, +13 natural), touch 10, flat-footed 22
Base Attack/Grapple: +9/+17
Attack: Bite +17 melee (2d6+8)
Full Attack: Bite +17 melee (2d6+8) and bite +17 melee (1d8+8) and gore +17 melee (1d8+8) and 2 claws +15 melee (1d6+4)
Space/Reach: 10 ft./5 ft.
Special Attacks: Breath weapon (see table)
Special Qualities: Darkvision 60 ft., low-light vision, scent, immunity to *sleep*, paralysis effects, and energy (see table)
Saves: Fort +10, Ref +7, Will +6
Abilities: Str 27, Dex 13, Con 19, Int 6, Wis 13, Cha 12
Skills: Hide +9*, Listen +17, Spot +17, Intimidate +7
Feats: Alertness, Hover, Iron Will, Multiattack
Environment: Temperate hills
Organization: Solitary, pride (1 plus 2-4 chimera), or flight (1 plus 5-12 chimerae)
Challenge Rating: 9
Treasure: Standard
Alignment: Always lawful or chaotic evil (see table)
Advancement: 10-13 HD (Large); 14-27 HD (Huge)
Level Adjustment: +5 (cohort)

HALF-DRAGON CHIMERA CR 9
Always LE or CE Large Dragon
Init +1; **Senses** Darkvision 60ft, Low-light Vision, Scent, Listen +17, Spot +17
Languages Draconic

AC 23 (-1 size, +1 Dex, +13 natural), touch 10, flat-footed 22
HP 94 (9d12+36)
Immune *sleep*, paralysis effects, energy (see table)
Fort +10 **Ref** +7 **Will** +6

Speed 30ft (6sq), fly 60ft (average, 12sq)
Melee Bite +17 (2d6+8) and Bite +17 (1d8+8) and Gore +17 (1d8+8) and 2 Claws +15 (1d6+4)
Space 10ft; **Reach** 5ft
Base Atk +9; **Grapple** +17
Special Actions Breath Weapon (see table)
Abilities Str 27 Dex 13 Con 19 Int 6 Wis 13 Cha 12
Feats Alertness, Hover, Iron Will, Multiattack
Skills Hide +9*, Listen +17, Spot +17, Intimidate +7
Advancement 10-13 HD (Large); 14-27 HD (Huge)

This is a strange creature, perhaps 5 feet tall and 10 feet long, probably weighing several tons. It has the body of a very large lion with wings and the back legs of a goat. Where its head should be are three heads: a fiendish-looking goat's head, a feral lion's head, and a dragon's head. The entire body is covered in scales.

A half-dragon chimera is the offspring of a pairing between a chimera and a dragon. Good or neutral dragons will only very rarely mate with the already rare good or neutral chimera, so good or neutral half-dragon chimera are unheard-of.

An oddity of half-dragon chimeras is that they have two dragon varieties: one associated with the chimera parent and one with the dragon parent. The dragon head of the half-dragon chimera will resemble the chimera parent's dragon head, but all the heads and body of the half-dragon will take on some characteristics of the dragon parent.

Combat Strategies and Tactics

A half-dragon chimera is a brute, pure and simple, much as its parent chimera would be. It typically prefers to closed to hover just out of melee reach to use its breath weapons and then close the distance. In melee, the half-dragon chimera will make full attacks every round possible, using its breath weapon to deal with foes that keep at distance. Since a half-dragon chimera is not particularly bright, it might use its greater breath weapon on a less powerful foe if that opponent keeps at a great range.

Breath Weapon (Su): A half-dragon chimera has two breath weapons based on the varieties of its dragon head and its dragon parent (see the table). The chimera's breath weapon is usable every 1d4 rounds and does 3d8 points of damage (lines are 40 feet

Alignment, Breath Weapon, and Immunity

Variety	Alignment	Breath Weapon	Immunity
Black	CE	Line of acid	Acid
Blue	LE	Line of lightning	Electricity
Green	LE	Cone of corrosive (acid) gas	Acid
Red	CE	Cone of fire	Fire
White	CE	Cone of cold	Cold

in length, while cones are 20 feet in length). The half-dragon breath weapon can be used once per day (and not within 1d4 rounds of the other breath weapon) and deals 6d8 points of damage (lines are 60 feet long and cones 30 feet). A successful DC18 Reflex save (DC 10 + 1/2 racial HD + Con modifier) reduces damage by half for either breath weapon.

Skills: A half-dragon chimera has a +2 bonus on Spot and Listen checks due to its three heads. *A half-dragon chimera has a +4 racial bonus on Hide checks in areas of scrubland or brush.

Sample Encounters

Half-dragon chimera are often found by themselves, but they also might live with their chimera brethren. Every once in a while, one may be a servant to its dragon parent and can be found as one of a number of creatures guarding the dragon's lair.

Pride (EL 11-12): A half-dragon chimera is the natural leader of a pride (family unit) of chimera, just because it is usually much stronger than its half-syblings. However, the half-dragon, while smarter than a normal chimera, isn't all that bright, so the chimerae will follow their usual group tactics — each for itself.

EL 11: A half-dragon chimera and two syblings haved moved in near a small town on the Rezghed Plain, and they're demanding tribute. Since the town is running short on money, the leaders are worried that they'll have to flee or else start handing over sacrifices. What will the party do?

Flight (EL 13-15): A flight is a large grouping of several chimera families, numbering into the teens. They are that much more devastating when they include a half-dragon.

EL 15: A large flight (12 chimerae plus the half-dragon) has rampaged through a pastoral nation for over a fortnight. When the PCs try to strike at one of the chimerae alone, the half-dragon chimera brings its flight together and counterattacks. The half-dragon leads the charge, closing quickly with the most powerful appearing character.

Ecology and Society

Half-dragon chimerae, like their chimera parents, prefer to live in temperate hills, usually in brushy areas, where they can take advantage of their Hide bonus to set up ambushes. However, they can be found in almost any environment, especially warmer ones. As a result, half-white-dragon chimerae are rare, and half-red-dragon chimerae are the most common. Like chimerae, half-dragon chimerae speak Draconic, though they don't usually bother.

A chimera parent is often quite proud to have a half-dragon child, and it is common for the parent to feed its half-dragon child the choicest food and to favor the half-dragon over its other offspring. As a result, the half-dragon typically assumes a brutish form of control over its pride once it reaches adulthood, and it is relatively normal for the half-dragon to be advanced by a hit die or more.

If the dragon is the mother, however, she will typically keep the half-dragon chimera as a sort of pet, much as a human might keep a particularly vicious, foul-tempered dog. Dragons are certainly smart enough to value an effective guardian! As the dragon ages, though, the half-dragon chimera will be pushed to the periphery of the dragon's territory, guarding less and less important areas. At this point, the half-dragon chimera will likely head off on its own, becoming a solitary hunter. The dragon mother will usually not be bothered with such a trivial matter by that point.

Half-dragon chimerae speak Draconic.

Alignment: The half-dragon chimera has the alignment of its dragon parent (see table).

Treasure: Half-dragon chimerae keep standard treasure, usually in their lairs. While they might not need weapons, they are just as likely to keep magic or mundane weapons as they are gold or jewels to serve as reminders of past victories.

Lore

A Knowledge (Arcana) check reveals

DC	Result
15	This appears to be a chimera, a fearsome blend of dragon, goat, and lion.
20	Actually, it is a half-dragon. Reveals dragon traits and type of dragon parent.
25	This half-dragon has two breath weapons, one weaker and one stronger. It can use the stronger one only once a day.

The half-dragons in this chapter are relatively straightforward applications of the half-dragon template. The flavor text depends quite a bit on the base creature, which is where the fun come in!

Half-Dragon Manticore

Half-Dragon Manticore

Large Dragon (Augmented Magical Beast)

Hit Dice: 6d12+30 (63 hp)

Initiative: +2

Speed: 30 ft., fly 60 ft. (average)

Armor Class: 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19

Base Attack/Grapple: +6/+19

Attack: Claw +14 melee (2d4+9) or 6 spikes +8 ranged (1d8+4/19-20)

Full Attack: 2 claws +14 melee (2d4+9) and bite +12 melee (1d8+4); or 6 spikes +8 ranged (1d8+4/19-20)

Space/Reach: 10 ft./5 ft.

Special Attacks: Spikes, breath weapon (see table)

Special Qualities: Darkvision 60 ft., low-light vision, scent, immunity to *sleep*, paralysis effects, and energy (see table)

Saves: Fort +10, Ref +7, Will +3

Abilities: Str 28, Dex 15, Con 21, Int 9, Wis 12, Cha 9

Skills: Hide +2, Listen +10, Spot +14, Survival +11, Intimidate +4

Feats: Flyby Attack, Multiattack, Track^B, Weapon Focus (spikes)

Environment: Warm marshes

Organization: Solitary or pride (1 plus 1d6 manticores)

Challenge Rating: 7

Treasure: Standard

Alignment: Always lawful or chaotic evil (see table)

Advancement: 7-16 HD (Large); 17-18 HD (Huge)

Level Adjustment: +6 (cohort)

HALF-DRAGON MANTICORE CR7

Always LE or CE Large Dragon (Augmented Magical Beast)

Init +2; **Senses** Darkvision 60ft, Low-light Vision, Scent, Listen +5, Spot +9

Languages Common or Draconic

AC 21 (-1 size, +2 Dex, +10 natural), touch 11, flat-footed 19

HP 63 (6d12+30)

Immune *sleep*, paralysis effects, energy (see table)

Fort +10 **Ref** +7 **Will** +3

Speed 30ft (6sq), Fly 60ft (average, 12sq)

Melee 2 Claws +14 (2d4+9) and Bite +12 (1d8+4), or

Ranged 6 Spikes +8 (1d8+4/19-20)

Space 10ft; **Reach** 5ft

Base Atk +6; **Grapple** +19

Atk Options Flyby Attack

Special Actions Breath Weapon (see table)

Abilities Str 28 Dex 15 Con 21 Int 9 Wis 12 Cha 11

Feats Flyby Attack, Multiattack, Track^B, Weapon Focus (Spikes)

Skills Hide +2, Listen +10, Spot +14, Survival +11, Intimidate +4

Advancement 7-16 HD (Large); 17-18 HD (Huge)

You see before you a four-legged, winged beast with spikes along its back and tail. As it hisses a feline warning at you, you notice reptilian scales under its short, bristly fur.

A half-dragon manticore is the offspring of a pairing between a manticore and a dragon. Good or neutral dragons will only very rarely mate with the already rare good or neutral manticore, so good or neutral half-dragon manticores are unheard-of.

Combat Strategies and Tactics

A half-dragon manticore uses **Alignment, Breath Weapon, and Immunity** a bit more strategy when

attacking than a pure manticore. Against most opponents, the half-dragon manticore relies on its flyby attack and superior melee abilities, reserving its breath weapon and spikes to soften up more difficult opponents.

Variety	Alignment	Breath Weapon	Immunity
Black	CE	60-foot line of acid	Acid
Blue	LE	60-foot line of lightning	Electricity
Green	LE	30-foot cone of corrosive (acid) gas	Acid
Red	CE	30-foot cone of fire	Fire
White	CE	30-foot cone of cold	Cold

Spikes (Ex): A half-dragon mantichore can release a volley of spikes as a standard action, attacking up to 6 targets within 30ft of each other. The attack has a range of 180ft with no range increments. A half-dragon mantichore can release up to twenty-four spikes in a given day.

Breath Weapon (Su): A half-dragon mantichore has a breath weapon based on the dragon variety (see the table), usable once per day. A half-dragon mantichore's breath weapon deals 6d8 points of energy damage (as specified). A successful DC18 Reflex save (DC 10 + 1/2 racial HD + Con modifier) reduces damage by half. Lines are 60 ft. long, and cones are 30 ft. long.

Skills: A half-dragon mantichore has a +4 racial bonus on Spot checks.

Sample Encounters

Half-dragon manticores are usually encountered alone, but sometimes they cooperate with a number of manticores. Every once in a while, one may be a servant to its dragon parent and can be found as one of a number of creatures guarding the dragon's lair.

Individual (EL 7): A single half-dragon mantichore is hunting through its territory. Is it being forced closer to civilization by some greater predator?

Pride (EL 7-11): A half-dragon mantichore is the natural leader of a pride of manticores. A pride led by a half-dragon mantichore is likely to use more cooperative hunting tactics due to the superior intelligence of its leader. The fact that the half-dragon mantichore is far above average physically means that the other manticores are more likely to obey orders — or face its wrath.

EL 10: A half-dragon mantichore and three of its mantichore half-siblings harass the PCs over the course of a day. Rather than closing for melee, the manticores make consistent use of flyby attacks to wear down the PCs. Every so often, one of the manticores will pepper the party with spikes, and the half-dragon mantichore will use its breath weapon when it can catch the most victims in its range.

Ecology and Society

Like the mantichore, a half-dragon mantichore usually lives in and around warm marshes. However, all manticores, half-dragon or not, are voracious hunters, and they must travel widely to meet their dietary needs. It is not unlikely to spot — or, much more dangerous, to be spotted by — a half-dragon mantichore miles from a marsh, in forests, mountains, or plains. Because of their environment, half-black-dragon manticores are most common, followed by red and green. Half-blue-dragon and half-white-dragon manticores are quite rare but not absolutely unknown.

Usually, the half-dragon mantichore is abandoned and ignored by the dragon parent, and it may or may not be allowed to remain in the pride of its mantichore parent. Most half-dragon manticores are left on their own, and, being uncommon themselves, almost never mate with each other. When they live with a mantichore pride, they eventually assume leadership of the pride due to their superior strength and intelligence. These prides are a great threat to the local wildlife, and they can become dangerous even to small towns and large caravans. In these cases, the half-dragon mantichore speaks Common.

Sometimes, the dragon parent will keep the half-dragon mantichore as a servant, usually a lair guard. In this context, a half-dragon mantichore may be found among other half-dragons or reptilian humanoids and monstrous humanoids. In this case, the half-dragon mantichore speaks Draconic.

Alignment: The half-dragon mantichore has the alignment of its dragon parent (see table above).

Treasure: Half-dragon manticores keep standard treasure, usually in their lairs. They prefer coins and jewels to weapons (which they don't feel they need), but they sometimes acquire other magical items that enhance their combat abilities.

Lore

A Knowledge (Arcana) check reveals

DC	Result
15	This appears to be a mantichore, which can shoot spikes.
18	Actually, it is a half-dragon. Reveals dragon traits and type of dragon parent.
23	This creature can use a breath weapon once a day. Reveals type of breath.

Half-Dragon Wyvern

Half-Dragon Wyvern

Large Dragon

Hit Dice: 7d12+21 (66 hp)

Initiative: +1

Speed: 20 ft., fly 60 ft. (average)

Armor Class: 22 (1 size, +1 Dex, +12 natural), touch 10, flat-footed 21

Base Attack/Grapple: +7/+19

Attack: Sting +14 melee (1d6+8 plus poison) or talon +14 melee (2d6+8) or bite +14 melee (2d8+8)

Full Attack: Sting +14 melee (1d6+8 plus poison) and bite +12 melee (2d8+8) and 2 wings +12 melee (1d8+4) and 2 talons +12 melee (2d6+8)

Space/Reach: 10 ft./5 ft.

Special Attacks: Poison, improved grab, breath weapon (see table)

Special Qualities: Darkvision 60 ft., low-light vision, scent, immunity to *sleep*, paralysis effects, and energy (see table)

Saves: Fort +7, Ref +6, Will +6

Abilities: Str 27, Dex 12, Con 17, Int 8, Wis 12, Cha 11

Skills: Hide +7, Intimidate +3, Listen +13, Move Silently +11, Spot +16*

Feats: Ability Focus (poison), Alertness, Flyby Attack, Multiattack^B

Environment: Warm hills

Organization: Solitary, flight (1 plus 2d4 wyverns), or clutch (1d4)

Challenge Rating: 8

Treasure: Standard

Alignment: As dragon parent

Advancement: 8-10 HD (Huge); 11-21 HD (Gargantuan)

Level Adjustment: -

HALF-DRAGON WYVERN CR8

Always LG, CG, LE, or CE Large Dragon

Init +1; **Senses** Darkvision 60 ft, Low-light Vision, Scent, Listen +13, Spot +16

Languages Draconic

AC 22 (1 size, +1 Dex, +12 natural), touch 10, flat-footed 21

HP 66 (7d12+21)

Immune *sleep*, paralysis effects, energy (see table)

Fort +7 **Ref** +6 **Will** +6

Speed 20ft (4sq), Fly 60ft (12sq, average)

Melee Sting +14 (1d6+8 plus poison) and Bite +12 (2d8+8) and 2 Wings +12 (1d8+4) and 2 Talons +12 (2d6+8)

Space 10ft; **Reach** 5ft

Base Atk +7; **Grapple** +19

Atk Options Flyby Attack, Improved Grab

Special Actions Breath Weapon (see table)

Abilities Str 27 Dex 12 Con 17 Int 8 Wis 12 Cha 11

Feats Ability Focus (poison), Alertness, Flyby Attack, Multiattack^B

Skills Hide +7, Intimidate +3, Listen +13, Move Silently +11, Spot +16

Advancement 8-10 HD (Huge); 11-21 HD (Gargantuan)

Whatever this large beast is, it sure is ugly! It's the size of a very large horse, with a tail as long as its body, a grayish-brown in color, with wrinkled reptilian skin and membranous wings twenty feet wide. The only thing inspiring about it is the somewhat draconic look of its face.

A half-dragon wyvern results from the mating of a true dragon and a wyvern in the wild. Unlike the other half-dragons described in this document, because wyverns tend toward neutrality on the good–evil scale, half-metallic-dragon wyverns are nearly as common as half-chromatic-dragon wyverns.

Combat Strategies and Tactics

While half-dragon wyverns are somewhat more intelligent than their pure wyvern syblings, they are nonetheless physiologically constrained to fight in a similar style to pure wyverns. Before landing and closing to fight with bite and wing attacks, half-dragon wyverns take advantage of their flyby attack to soften up opponents with their poison and talon attacks. In addition, when a half-dragon wyvern establishes a hold on an opponent that it can carry, it may lift them to a great height and then let go. Half-dragon wyverns save their breath weapon for dealing with the most dangerous foes.

Like the wyvern, the only time a half-dragon wyvern can use its talons is during a flyby attack.

Improved Grab (Ex): To use this ability, a wyvern must hit with its talons. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and stings.

Poison (Ex): Injury, Fortitude DC18, initial and secondary damage 2d6 Con. The save DC is Constitution-based.

Breath Weapon (Su): A half-dragon wyvern has a breath weapon based on the dragon variety (see the table), usable once per day. A half-dragon wyvern's breath weapon deals 6d8 points of energy damage (as specified). A successful DC16 Reflex save (DC 10 + 1/2 racial HD + Con modifier) reduces damage by half. Lines are 60 ft. long, and cones are 30 ft. long.

Skills: Half-dragon wyverns have a +3 racial bonus to Spot checks.

Alignment, Breath Weapon, and Immunity

Variety	Alignment	Breath Weapon	Immunity
Black	CE	Line of acid	Acid
Blue	LE	Line of lightning	Electricity
Green	LE	Cone of corrosive (acid) gas	Acid
Red	CE	Cone of fire	Fire
White	CE	Cone of cold	Cold
Brass	CG	Line of fire	Fire
Bronze	LG	Line of lightning	Electricity
Copper	CG	Line of acid	Acid
Gold	LG	Cone of fire	Fire
Silver	LG	Cone of cold	Cold

Sample Encounters

Half-dragon wyverns are often solitary, particularly if they are raised by their dragon parent. On the other hand, those that grow up with wyverns may find themselves as the *de facto* leaders of their flight.

Individual (EL 8): A half-dragon wyvern is usually a fairly aggressive hunter, even if good-aligned.

EL 8: A half-gold-dragon wyvern is unaware that it has been eating the food supply of a group of centaurs. The PCs are hired to discover why the centaurs are low on food, only to find a rather judgmental but kind-hearted adversary.

Flight (EL 10-13): Wyverns often hunt in flights, and every so often, a half-dragon appears along with them.

EL 11: A half-white-dragon wyvern and three wyverns based in a cold mountain have slowly denuded the mountainside of large game and even some of the large-game hunters. As they get hungry, they will brave the defenses of some of the outlying herding settlements this winter.

Ecology and Society

Perhaps because dragons tend to look down upon their smaller, less intelligent cousins, half-dragon wyverns are less appreciated by their dragon parents than other half-dragons (particularly half-dragon magical beasts), and they are even less common. However, because of the close relation between dragons and wyverns, a single dragon-wyvern mating can occasionally produce a whole clutch of half-dragon wyverns at a time. As a result, adventurers might be wary of finding a number of half-dragon wyverns in a short time period and small area.

Half-dragon wyverns raised by their dragon parent often strike off on their own at a relatively early age, and the somewhat anti-social wyvern personality often leads those raised by their wyvern parents to solitary lives, as well. However, every so often, a particularly personable half-dragon wyvern (this trait does seem to be correlated with the type of dragon parent) will take charge of its family. Half-dragon wyverns speak Draconic.

Alignment: The half-dragon wyvern has the alignment of the dragon parent (see table above).

Treasure: Half-dragon wyverns usually gain a love of treasure of all types from their draconic heritage, but they aren't usually powerful enough to own more than standard treasure (kept in their lairs).

Lore

A Knowledge (Arcana) check reveals

DC	Result
16	This appears to be a wyvern, which has a poison sting.
19	Actually, it is a half-dragon. Reveals dragon traits and type of dragon parent.
24	This creature can use a breath weapon once a day. Reveals type of breath.

Other Half-Dragons

There are, of course, many other half-dragon terrors lurking in the wilds of the world. This tome presents but a few; others may be found in other lost books of lore.

Where to Find Other Half-Dragons

Following is a list of other stats for specific types of half-dragons.

Human Half-Black Dragon: MM

Golden Protector (Half-Gold Dragon Lammasu): MM

Half-Bronze Dragon/Half-Griffon: WotC Elite Opponents Archive

Half-Dragon Rakshasa: *Dragons of Eberron* (and excerpts on WotC web site)

Half-Copper Dragon/Half-Androsphinx: WotC *Draconomicon* web enhancement

Half-Black Dragon/Half-Basilisk: WotC *Draconomicon* web enhancement

Half-Silver Dragon/Half-Djinni: WotC *Draconomicon* web enhancement

Half-Bronze Dragon/Half-Storm Giant: WotC *Draconomicon* web enhancement

Half-Green Dragon/Half-Five-Headed Hydra: WotC *Draconomicon* web enhancement

Half-White Dragon/Half-Medusa: WotC *Draconomicon* web enhancement

Half-Gold Dragon/Half-Guardian Naga: WotC *Draconomicon* web enhancement

Half-Red Dragon/Half-Noble Salamander: WotC *Draconomicon* web enhancement

Half-Brass Dragon/Half-Wyvern: WotC *Draconomicon* web enhancement

Half-Blue Dragon/Half-“Serpent-Person” Abomination: WotC *Draconomicon* web enhancement

Half-Dragon Dwarf: *Dragon Magazine* # 284

Half-Dragon Elf: *Dragon Magazine* # 284

Half-Dragon Gnome: *Dragon Magazine* # 284

Half-Dragon Halfling: *Dragon Magazine* # 284

Half-Dragon Human: *Dragon Magazine* # 284

Half-Dragon Mage: WotC Chainmail Battlesheets Archive

Half-Dragon Roc: *Dungeon Magazine* # 93

There are of course a few other sources for half-dragon stats; I have not listed mini stats or several variant templates for different dragon types.

Draconic Hybrids

Dracimera

Dracimera

Large Dragon

Hit Dice: 12d12+72 (150 hp)

Initiative: +2

Speed: 30 ft., fly 60 ft. (poor)

Armor Class: see table

Base Attack/Grapple: +12/+24

Attack: Bite +20 melee (2d6+8)

Full Attack: Bite +20 melee (2d6+8) and bite +20 melee (1d8+8) and gore +20 melee (1d8+8) and 2 claws +18 melee (1d6+4)

Space/Reach: 10 ft./5 ft.

Special Attacks: Breath weapon (see table)

Special Qualities: Darkvision 120 ft., low-light vision, scent, immunity to sleep, paralysis, and energy (see table)

Saves: Fort +14, Ref +10, Will +11

Abilities: Str 27, Dex 14, Con 23, Int 7, Wis 13, Cha 12

Skills: Hide +13*, Listen +18, Spot +18, Intimidate +16

Feats: Alertness, Hover, Iron Will, Multitask, Power Attack

Environment: Temperate hills

Organization: Solitary

Challenge Rating: see table

Treasure: None or double standard

Alignment: Always LE or CE (see table)

Advancement: 12-18 HD (Large); 19-29 HD (Huge); 30-36 HD (Gargantuan)

Level Adjustment: -

DRACIMERA CR VARIABLE (SEE TABLE)

Always LE or CE Large Dragon

Init +2; **Senses** Darkvision 120ft, Low-light Vision, Scent, Listen +18, Spot +18

Languages Draconic or Common

AC see table

HP 150 (12d12+72)

Immune *sleep*, paralysis effects, energy (see table)

Fort +14 **Ref** +10 **Will** +11

Speed 30ft (6sq), fly 60ft (poor, 12sq)

Melee Bite +20 (2d6+8) and Bite +20 (1d8+8) and Gore +20 (1d8+8) and 2 Claws +18(1d6+4)

Space 10ft; **Reach** 5ft

Base Atk +12; **Grapple** +24

Special Actions Breath Weapon (see table)

Abilities Str 27 Dex 14 Con 23 Int 7 Wis 13 Cha 12

Feats Alertness, Hover, Iron Will, Multitask

Skills Hide +13*, Listen +18, Spot +18, Intimidate +16

Advancement 12-18 HD (Large); 19-29 HD (Huge); 30-36 HD (Gargantuan)

This strange beast seems pieced together from several monsters. It has goat's hooves, lion's claws, reptilian wings, and three heads — a demonic goat's head and two dragon heads, one surrounded by a lion's mane. Scales glisten under its feline fur as it prepares to pounce.

The dracimera originated as a hybrid of evil dragons and chimerae, but magical assistance and selective breeding have created a self-perpetuating race. While they have the general external physical characteristics of chimerae, their internal anatomy is considerably more draconic than even a half-dragon chimera. As a result, dracimerae have only a single dragon variety.

Combat Strategies and Tactics

Due to their great melee prowess, dracimerae relish the thrill of direct confrontation. However, they are certainly aware of their surroundings and are more than happy to use their breath weapon, which can be devastating at range. Usually they are fairly generous with the use of their greater breath weapon due to the high frequency at which they can use it.

Breath Weapon (Su): The breath weapon of a dracimera is the same as that of a young dragon of the same variety and can be used every 1d4 rounds. In addition, 6 times a day, a dracimera may make its breath weapon more potent. This greater breath weapon is the same as the breath weapon of a juvenile dragon of the same variety. See the table above. A successful DC22 Reflex save (DC 10 + 1/2 racial HD + Con modifier) reduces damage by half.

Skills: Dracimerae have a +2 racial bonus to Spot and Listen checks due to their three heads. *Dracimerae receive a +4 racial bonus on Hide checks in areas of scrubland or brush.

Breath Weapon

Values in parentheses are for the greater breath weapon

Variety	Weapon	Damage
Black	60-foot line of acid	6d4 (8d4)
Blue	60(80)-foot line of lightning	6d8 (8d8)
Green	30(40)-foot cone of corrosive (acid) gas	6d6 (8d6)
Red	40-foot cone of fire	6d10 (8d10)
White	30-foot cone of cold	3d6 (4d6)

Alignment, AC, Immunity, and CR

Variety	Align.	AC	Immunity	CR
Black	CE	19 (-1 size, +2 dex, +8 natural) touch 11, flat-footed 17	Acid	13
Blue	LE	20 (-1 size, +2 dex, +9 natural) touch 11, flat-footed 18	Electricity	14
Green	LE	20 (-1 size, +2 dex, +9 natural) touch 11, flat-footed 18	Acid	14
Red	CE	23 (-1 size, +2 dex, +12 natural) touch 11, flat-footed 21	Fire	14
White	CE	19 (-1 size, +2 dex, +8 natural) touch 11, flat-footed 17	Cold	13

Sample Encounters

Wild dracimerae are usually solitary creatures, much like many dragons, but they can be found in family units when there are young to be raised. Many dracimerae are raised in captivity, however, and they can be found with a great variety of other monsters.

Individual (EL 13-14): Like dragons, wild dracimerae spend much time in their lairs and scouting their territories, even if they aren't hunting most of the time.

EL 14: A mining operation has recently set up shop on a shrubby mountainside. Unbeknownst to the miners, a green dracimera lives in a nearby grove of trees. One by one, the miners are disappearing, but they don't know why.

Attack Party (EL 13-20): Captive, or domesticated (not really tame, though), dracimerae are often forced to work with other creatures in the service of their masters. These attack parties can become quite dangerous.

EL 18: A cabal of aboleths near the surface world have decided to exact tribute from a small city near their settlement. They send two black dracimera along with 10 chuul (advanced to 23 HD each) and roughly a dozen skum to cow the town council into submission.

Ecology and Society

The dracimera originated as a hybrid of a dragon and a chimera, which can rarely occur naturally but was also developed over the years through selective breeding of half-dragon chimerae and magical manipulation. Due to the semi-draconic nature of chimerae, the dracimera hybrid worked extremely successfully, eventually resulting in a new species that breeds true. The internal anatomy of the dracimera resembles that of an adolescent dragon, which accounts for the power of the breath weapon compared to other dragon hybrids. Since dracimerae are a bred species,

they come in all varieties (a somewhat higher percentage are blue and red than the other varieties, due to their combat power), and they are commonly servitor animals for cults and other organizations. Over the years, though, dracimerae have slowly escaped their bondage, leading to a small but self-sustaining wild population. Wild dracimerae usually speak Draconic.

Captive or “domestic” dracimerae can be found in all environments, depending on where their “owners” or captors want them to live. They usually serve as guards, but they also commonly appear as heavy hitters in raids against difficult opponents. Depending on the particulars, dracimerae may work with other creatures; their natural tendency to devour or even just to maim the other monsters (or each other!) is suppressed by their fear of their masters. It is certainly a wise idea for the master of a dracimera to keep up the intimidation of its charges! Domestic dracimerae typically have no treasure of their own. It is also possible that a domestic dracimera will speak Common (or its master’s language) in addition to or instead of Draconic.

Wild dracimerae, regardless of their variety, gravitate toward the same temperate and warm hills that their chimera relatives inhabit. They are particularly fond of brushland, as it provides many opportunities for ambushes. Like many dragons, dracimerae live solitary lives, meeting only to mate and raise young. At other times, they patrol their territories, flying up to 200 miles per day round trip (and still managing to sleep in their lairs). When hunting, a dracimera picks about an eighth of its territory (approximately 25 square miles) to hunt each day, usually lying in wait for some hapless victim. Due to the dracimera’s love of treasure, merchant caravans and the like are favored targets, but reports of dracimerae are nonetheless rare due to their scarcity. A dracimera is exclusively carnivorous, but they do not need to eat often due to their reptilian anatomy.

Dracimera matings almost always result in a single offspring, which matures over a few years. Because they have become their own species, dracimerae are not cross-fertile with chimerae or half-dragon chimerae (although about 1% of all chimera-dragon pairings result in a dracimera rather than a half-dragon when both parents are the same dragon variety).

Alignment: A dracimera always has the alignment of its dragon variety (see table).

Treasure: Captive dracimerae have no treasure of their own, but wild dracimerae have the typically draconic fondness for treasure. They keep double standard treasure. A surprising number of the articles found in a dracimera lair are of giant-make, a testament to the power of the dracimera.

Lore

A Knowledge (Arcana) check reveals

DC	Result
23	This rare creature is a dracimera. Reveals dragon traits.
28	Dracimerae have a potent breath weapon, which they can enhance several times per day. Reveals type of breath weapon.
33	Dracimerae are a successful hybrid of dragons and chimerae, which can breed independently. Usually they are kept as servants for a powerful organization.
38	This level of success reveals organizations which might make use of a dracimera.

The original statistics for the dracimera were not that different from the half-dragon chimera, but the dracimera has more hit dice, so I decided to bump Constitution up, as well. Otherwise, the main change is to go with the young and juvenile dragons’ breath weapons rather than the breath weapons from the chimera and half-dragon template.

Mantidrake

Mantidrake

Huge Dragon

Hit Dice: 10d12+70 (135 hp)

Initiative: +1

Speed: 30 ft., fly 60 ft. (clumsy)

Armor Class: see table

Base Attack/Grapple: +10/+27

Attack: Claw +20 melee (1d8+12) or 6 spikes +11 ranged (1d8+6/19-20)

Full Attack: 2 claws +20 melee (1d8+12) and bite +18 melee (2d6+6); or 6 spikes +11 ranged (1d8+6/19-20)

Space/Reach: 15 ft./10 ft.

Special Attacks: Spikes, breath weapon (see table)

Special Qualities: Darkvision 120 ft., low-light vision, scent, immunity to *sleep*, paralysis effects, and energy (see table)

Saves: Fort +14, Ref +8, Will +9

Abilities: Str 34, Dex 13, Con 25, Int 7, Wis 14, Cha 11

Skills: Hide -7, Listen +15, Spot +19, Survival +15, Intimidate +13

Feats: Flyby Attack, Multiattack, Track^B, Weapon Focus (spikes), Snatch

Environment: Any

Organization: Solitary

Challenge Rating: see table

Treasure: None or double standard

Alignment: Always lawful or chaotic evil (see table)

Advancement: 11-20 HD (Huge); 21-30 HD (Gargantuan)

Level Adjustment: -

MANTIDRAKE CR VARIABLE (SEE TABLE)

Always LE or CE Huge Dragon

Init +1; **Senses** Darkvision 120ft, Low-light Vision, Scent, Listen +10, Spot +14

Languages Common or Draconic

AC see table

HP 135 (10d12+70)

Immune *sleep*, paralysis effects, energy (see table)

Fort +14 **Ref** +8 **Will** +9

Speed 30ft (6sq), Fly 60ft (clumsy, 12sq)

Melee 2 Claws +20 (1d8+12) and Bite +18 (2d6+6), or

Ranged 6 Spikes +11 (1d8+6/19-20)

Space 15ft; **Reach** 10ft

Base Atk +10; **Grapple** +27

Atk Options Flyby Attack

Special Actions Breath Weapon (see table)

Abilities Str 28 Dex 15 Con 21 Int 9 Wis 12 Cha 11

Feats Flyby Attack, Multiattack, Track^B, Weapon Focus (Spikes), Snatch

Skills Hide -7, Listen +15, Spot +19, Survival +15, Intimidate +13

Advancement 11-20 HD (Huge); 21-30 HD (Gargantuan)

A beast the size of a merchant's wagon turns toward you. It is covered with spines, including its tail, which swishes back and forth. Thin, bristly fur covers scales over its hide. As it raises its great wings and turns, a great dragon head surrounded by a lion's mane looks straight at you with an expression of utter malice.

With magical assistance, the offspring of a manticore and an evil dragon is a mantidrake, rather than a half-dragon. Mantidrakes are larger, stronger, cannier, and more vicious than their half-dragon cousins, but they are less intelligent, perhaps because the mages who create them don't want to be outwitted by their servants. Physically, a mantidrake could be mistaken for a very large manticore, if viewed from a distance, but its detailed features are much more draconic.

Combat Strategies and Tactics

Mantidrakes use fairly predictable tactics, opening combat with a volley of spikes, usually from the air (or better yet, from an ambush). Then they close for melee; typically, they are too voracious and violent to take full advantage of their Flyby Attack. Most of a mantidrake's cunning, inherited from its draconic parent, is committed to using its breath weapon only when vital. The mantidrake will not waste a use of its breath weapon.

Spikes (Ex): A mantidrake can release a volley of spikes as a standard action, attacking up to 6 targets within 30ft of each other. The attack has a range of 180ft with no range increments. A mantidrake can release up to twenty-four spikes in a given day.

Breath Weapon (Su): A mantidrake has the same breath weapon as a young dragon of the same variety (see the table), usable every 1d4 rounds (up to 4 times per day). A successful DC22 Reflex save (DC 10 + 1/2 racial HD + Con modifier) reduces damage by half.

Skills: A mantidrake has a +4 racial bonus on Spot checks.

Breath Weapon

Variety	Weapon	Damage
Black	60-foot line of acid	6d4
Blue	60-foot line of lightning	6d8
Green	30-foot cone of corrosive (acid) gas	6d6
Red	40-foot cone of fire	6d10
White	30-foot cone of cold	3d6

Alignment, AC, Immunity, and CR

Variety	Align.	AC	Immunity	CR
Black	CE	19 (-2 size, +1 dex, +10 natural) touch 9, flat-footed 18	Acid	9
Blue	LE	20 (-2 size, +1 dex, +11 natural) touch 9, flat-footed 19	Electricity	10
Green	LE	20 (-2 size, +1 dex, +11 natural) touch 9, flat-footed 19	Acid	10
Red	CE	23 (-2 size, +1 dex, +14 natural) touch 9, flat-footed 22	Fire	10
White	CE	19 (-2 size, +1 dex, +10 natural) touch 9, flat-footed 18	Cold	9

Sample Encounters

Mantidrakes are most commonly encountered as protectors of wizards' lairs, and they may therefore be found in combination with many other types of monsters or constructs. Wild mantidrakes are almost always encountered alone, especially since they will only rarely tolerate other predators in their territories.

Individual (EL 9-10): A solitary mantidrake is terrorizing a large area, devouring not just animals but humanoids, as well. This mantidrake might be feral, recently escaped from its creator, or it could be serving as a distraction for the mage's other schemes.

EL 10: A red mantidrake has tracked the party to its resting spot for the night. It flies in, showering the party with spikes and then closes for melee with the strongest fighter. If it reaches half its hit points, it takes to the air again, attacking with spikes and breath weapon before returning to melee.

Guardian (EL 10-16): A wizard with an extensive hideout guards her laboratory with a mantidrake and one or two constructs.

EL 12: The wizard Shellantha keeps her laboratory, loaded with valuable equipment, and a modest library of spellbooks, scrolls, and historical tomes under a marsh, accessible by a teleportation circle from her residence. The entrance chamber to this lair is inhabited by a foul-tempered, ill-fed black mantidrake and an iron golem (whose orders include keeping the mantidrake out of the lab). Both will attack any intruder mercilessly, the mantidrake especially because he is ravenous.

Ecology and Society

Mantidrakes are not naturally occurring creatures; the usual result of a dragon-manticore pairing is a half-dragon manticore, which are typically smaller and weaker than mantidrakes. Mantidrakes are bred with magical assistance to form a more draconic hybrid, with more uses of the breath weapon. Since mages usually intend to keep mantidrakes as servants, they breed for low intelligence. These captive mantidrakes (not tamed, however), often serve to protect some area of the mage's or organization's hideout or act as a distraction from whatever the mage may be trying to accomplish.

Wild mantidrakes, those that escape their creators and captors, are usually solitary brutes, requiring vast territories to hunt, at least 25 square miles. Mantidrakes favor the flesh of intelligent creatures, especially humans, though they will eat anything to survive. They are vicious predators and unlikely to form a relationship with any other creature, unless that partnership will bring them more food or treasure.

Mantidrakes favor the same climates as manticores, and they mate for life, like manticores. The offspring of a mantidrake and a manticore is a half-dragon

manticore of the same variety as the mantidrake, and the pairing of a mantidrake with a half-dragon manticore or another mantidrake results in a mantidrake, with a 50% chance of the variety of either parent. The rare mating of a dragon and a mantidrake produces a mantidrake (60%), a half-dragon mantidrake (30%), or a dragon (10%), always of the same variety as the dragon parent.

Captive mantidrakes can be trained, provided that they are reared from birth. Usually, this requires separation from the parents and does not require a Handle Animal check (unless some special task is the purpose). Using a reared mantidrake as a mount requires special training, however, requiring 6 weeks of work and a DC25 Handle Animal check.

The supply hide of a mantidrake can be used in much the same way as dragonhide for the purpose of crafting armor, and it can be sold for the same price as dragonhide.

Captive mantidrakes typically speak Common (or their creator's language), but wild mantidrakes may speak Draconic instead (or in addition), depending on whether they keep the company of dragons.

Alignment: A mantidrake has the alignment of its dragon parent (see table above).

Treasure: Wild mantidrakes keep double standard treasure in their lairs, having inherited the draconic love of treasure of all types. On the other hand, those kept by mages or arcane organizations typically have no treasure of their own; however, they do often guard many valuable magic items.

Lore

A Knowledge (Arcana) check reveals

DC	Result
20	This rare creature is a mantidrake. Reveals dragon traits and spike attack
25	Mantidrakes can use their breath weapon 4 times a day. Reveals type of breath weapon.
30	Mantidrakes are bred from dragons and manticores with magical assistance. Usually they are kept as servants for a spellcaster or arcane organization.
35	This level of success reveals organizations or spellcasters who might make use of a mantidrake.

The mantidrake is a larger, more physically powerful version of the half-dragon manticore. However, rather than just advance the half-dragon, I wanted to stick more closely to the original. As a result, the AC is a bit low, though I bumped up the hit dice to fit the recommendation for a Huge creature. Also, the breath weapon is that of a young dragon.

Wyvern Drake

Wyvern Drake

Gargantuan Dragon

Hit Dice: 10d12+80 (145 hp)

Initiative: +1

Speed: 20 ft., fly 60 ft. (average)

Armor Class: see table

Base Attack/Grapple: +10/+37

Attack: Sting +21 melee (2d6+15 plus poison) or talon +21 melee (2d8+7) or bite +21 melee (4d6+7)

Full Attack: Sting +21 melee (2d6+15 plus poison) and bite +19 melee (4d6+7) and 2 wings +19 melee (2d6+7) and 2 talons +19 melee (2d8+7)

Space/Reach: 20 ft./15 ft.

Special Attacks: Poison, breath weapon (see table), crush 4d6+22, bombing

Special Qualities: Darkvision 60 ft., low-light vision, scent, immunity to *sleep*, paralysis effects, and energy (see table)

Saves: Fort +15, Ref +8, Will +8

Abilities: Str 40, Dex 13, Con 27, Int 10, Wis 12, Cha 11

Skills: Bluff +13, Intimidate +15, Listen +14, Move Silently +14, Search +13, Spot +18

Feats: Alertness, Flyby Attack, Snatch, Wingover, Multiattack^B

Environment: Warm hills

Organization: Solitary

Challenge Rating: see table

Treasure: Standard

Alignment: Always lawful or chaotic evil (see table)

Advancement: 11-15 HD (Gargantuan); 16-30 HD (Colossal)

Level Adjustment: -

WYVERN DRAKE CR VARIABLE (SEE TABLE)

Always LE or CE Gargantuan Dragon

Init +1; **Senses** Darkvision 60 ft, Low-light Vision, Scent, Listen +14, Spot +18

Languages Draconic

AC see table

HP 145 (10d12+80)

Immune *sleep*, paralysis effects, energy (see table)

Fort +15 **Ref** +8 **Will** +8

Speed 20ft (4sq), Fly 60ft (12sq, average)

Melee Sting +21 (2d6+15 plus poison) and Bite +19 (4d6+7) and 2 Wings +19 (2d6+7) and 2 Talons +19 (2d8+7)

Space 20ft; **Reach** 15ft

Base Atk +10; **Grapple** +37

Atk Options Flyby Attack, Snatch

Special Actions Breath Weapon (see table), Crush 4d6+22

Abilities Str 40 Dex 13 Con 27 Int 10 Wis 12 Cha 11

Feats Alertness, Flyby Attack, Snatch, Wingover, Multiattack^B

Skills Bluff +13, Intimidate +15, Listen +14, Move Silently +14, Search +13, Spot +18

Advancement 11-15 HD (Gargantuan); 16-30 HD (Colossal)

This massive monster must be a dragon, though it is hardly as majestic as you had expected. Its hide is an ugly dull brown in color, and why does it only have two legs? Still, it's impressive enough, with large scales, long talons, and a wicked barb at the end of its long, muscular tail.

Larger and stronger than all but the largest wyverns, wyvern drakes might be the missing link between wyverns and true dragons. However, some conflict long ago seems to have wiped out the metallic wyvern drakes and driven the chromatics nearly to extinction. Recently, though, mages have learned to infuse wyvern eggs with draconic essence, recreating the mighty wyvern drake. Perhaps they were inspired by sighting one of these rare creatures and wished to harness the power of a dragon without dealing with its forceful personality.

Combat Strategies and Tactics

Wyvern drakes are intelligent and canny fighters, especially compared to the average wyvern. Despite their formidable size and strength, they are somewhat frail, so they prefer to attack from a distance by bombing or their breath weapon, especially to soften up opponents. When they close to melee distance, they will usually attack the most annoying opponents with their sting first on a fly-by attack, reserving full attacks and their crush ability for the end of a fight.

Poison (Ex): Injury, Fortitude DC23 (DC 10+1/2 racial HD+ Con modifier), initial damage death, secondary damage 2d6 Con.

Crush (Ex): A flying or jumping wyvern drake can land on opponents as a standard action, using its whole body to crush them. Crush attacks are effective only against opponents of Medium size or smaller (Large or smaller for Colossal wyvern drakes).

A crush attack affects as many creatures as can fit under the wyvern drake's body. Creatures in the affected area must succeed on a DC23 Reflex save (DC 10+1/2 racial HD+Con modifier) or be pinned, automatically taking bludgeoning damage during the next round unless the wyvern drake moves off them. If the 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 4d6+22 hp (4d6+1-1/2 Str bonus) of damage.

Bombing (Ex): A wyvern drake is skilled at dropping rocks on its opponents. This attack follows the rules for splash weapons in the System Reference Document; the wyvern drake targets a space equal to the space of the rock, choosing any grid intersection in that space as the target. The range increment for this attack is 20 ft.

Any creature occupying the space hit by the rock takes damage, although it is allowed a DC 15 Reflex save to avoid damage (by moving to a space adjacent to the rock).

Although a typical wyvern drake can carry rocks of up to 16000 lb, they generally use rocks weighing from 200 to 1000 lb, as these are more common. Damage follows the rules for falling objects in the System Reference Document.

Breath Weapon (Su): A wyvern drake has the same breath weapon as an adult dragon of the same dragon variety (see the table), usable every 1d4 rounds

Skills: Wyvern drakes have a +4 racial bonus to Spot checks.

Breath Weapon

Variety	Weapon	Damage
Black	80-foot line of acid	12d4
Blue	100-foot line of lightning	12d8
Green	50-foot cone of corrosive (acid) gas	12d6
Red	50-foot cone of fire	12d10
White	40-foot cone of cold	6d6

Alignment, AC, Immunity, and CR

Variety	Align.	AC	Immunity	CR
Black	CE	21 (-4 size, +1 dex, +14 natural) touch 7, flat-footed 20	Acid	13
Blue	LE	22 (-4 size, +1 dex, +15 natural) touch 7, flat-footed 21	Electricity	14
Green	LE	22 (-4 size, +1 dex, +15 natural) touch 7, flat-footed 21	Acid	14
Red	CE	25 (-4 size, +1 dex, +18 natural) touch 7, flat-footed 24	Fire	15
White	CE	21 (-4 size, +1 dex, +14 natural) touch 7, flat-footed 20	Cold	12

Sample Encounters

Most wyvern drakes, wild or “domesticated,” are solitary creatures. In the wild, they come together only infrequently to mate and raise young, while it is rare that a wizard or sorcerer has enough resources — and patience — to replace any companions that a wyvern drake might devour.

Destroyer (EL 12-15): It is usually a delicate issue to keep something as large as a full-grown wyvern drake a secret, so most of their masters don’t try.

EL 14: A druidic circle learned the secrets of wyvern drake breeding from a wizard that they “convinced” to aid them. Now they control a blue wyvern drake, and they have several frontier towns in their sights. Will the heroes be able to stop them?

Family (EL 14-17): You don’t want to run into a family of wyvern drakes, since the parents are very protective of their children.

EL 14: While exploring ancient ruins in the tundra, the PCs stumble across a large cave filled with the gathered treasure of the lost city — a wyvern drake lair. Unfortunately, a young white wyvern drake (use the statistics for a half-white-dragon wyvern) is at home, and its parents, so far willing to ignore the party, become more than a little aggravated.

Ecology and Society

Wild wyvern drakes live a solitary life, usually coming together only for a few months or a year at a time to mate and raise young to a fledgling state. Wyvern drakes need to eat the equivalent of a cow or horse per day, which necessitates a large hunting range. They can fly up to 300 miles in a day searching for food, though they typically pick a 25 mile-square region to hunt at a given time. Despite their appetites, wyvern drakes rarely fight each other and view cannibalism as a last resort, more distasteful even than eating carrion. Therefore, they tend to lair in hills or mountains overlooking well-used trade routes, which ensures a steady supply of food and treasure.

Wild wyvern drakes are still exceedingly rare, though their numbers have increased as more mages have begun breeding them (and inevitably losing a few). Captive wyvern drakes are usually considered too large to be effective guardians, except outside a fortress, so they are more often used as aerial combatants or even mounts.

Wyvern drakes usually only speak Draconic, though intelligent specimens may speak Common or other human languages in addition.

Alignment: A wyvern drake always has the alignment of its dragon variety (see table above).

Treasure: Wild wyvern drakes keep double standard treasure in their lairs, hoarding it just like true dragons. Captive wyvern drakes usually have no treasure of their own, though they usually work for masters with a great deal of wealth.

Lore

A Knowledge (Arcana) check reveals

DC	Result
20	This is a wyvern drake, a rare dragon hybrid. Reveals dragon traits.
25	A wyvern drake has a breath weapon, based on its variety
30	Wyvern drakes were nearly wiped out in a long-ago draconic war, but they are now bred by mages as powerful servants.
35	This level of success reveals organizations or spellcasters who might control a wyvern drake.

The wyvern drake is much larger version of the half-dragon wyvern, and it presented some unique issues. For one, it originally had few physical attacks (compared to the 3e wyvern), just as the 2e wyvern did. I added talon and wing attacks, then, following the thinking that these should be very draconic, added the appropriate crush attack for a Gargantuan dragon. Bombing was inspired by the original flavor text. Rather than weaken the poison, I decided to bump up the the breath weapon and keep AC and hp low, so they favor ranged attacks to melee.

Dracohydra

Dragon (Water)

Climate/Terrain: Temperate and cold mountains

Organization: Wyrmling, very young, young, juvenile, and young adult: solitary or clutch (2-5); adult, mature adult, old, very old, ancient, wyrm, great wyrm: solitary, pair, or family (1-2 and 2-5 offspring)

Challenge Ratings: Wyrmling 3; very young 4; young 6; juvenile 8; young adult 11; adult 14; mature adult 16; old 18; very old 19; ancient 21; wyrm 23; great wyrm 25

Treasure: Triple Standard

Alignment: Always chaotic evil

Advancement: Wyrmling 4-5 HD (Small); very young 7-8 HD (Medium); young 10-11 HD (Medium); juvenile 13-14 HD (Large); young adult 16-17 HD (Large); adult 19-20 HD (Huge); mature adult 22-23 HD (Huge); old 25-26 HD (Huge); very old 28-29 HD (Huge); ancient 31-32 HD (Gargantuan); wyrm 34-35 HD (Gargantuan); great wyrm 37+ HD (Gargantuan)

Dracohydrae are hideous creatures that combine the worst aspects of hydrae and evil dragons. Dracohydrae have muddy brown scales, with a nearly cream-colored brown on their underbellies. They have draconic wings, and have from two to five heads. Their eyes glow red. Dracohydras only speak Draconic.

Combat Strategies and Tactics

Dracohydrae, as expected, combine the best fighting capabilities of dragons and hydras.

A dracohydra can be killed either by severing all of its heads or by slaying its body. To sever a head, an opponent must hit the monster's neck with a slashing weapon and deal damage equal to the hydra's original hit point total, divided by its original number of heads, in one blow. (See the entry for hydras in the SRD for more information. In particular, a dracohydra does regrow heads exactly as a hydra. Because a dracohydra is immune to acid, acid damage does not prevent the regrowth of heads, but electricity damage does.)

Superior Multiattack (Ex): A dracohydra can attack with any head that does not use its breath weapon at no penalty, even if the monster moves or charges during the round.

Breath Weapon (Su): A dracohydra has one type of breath weapon, a line of acid, which each head can use as a standard action once per round.

Spell-Like Abilities (Sp): 3/day - *darkness* (Adult & older); 2/day - *obscuring mist* (Juvenile & older), *stinking cloud* (Old & older); 1/day - *cloudkill* (Ancient & older).

Immunities (Ex): Dracohydras are immune to acid.

Fast Healing (Ex): Each round, a dracohydra heals damage equal to 10 + its original number of heads + its age category.

Skills: Dracohydras receive a +2 racial bonus to Listen and Spot checks, thanks to their multiple heads. They do not need to make Swim checks to move through the water except to perform special actions and may always take 10 on Swim checks. They receive a +8 racial bonus on Swim checks. Dracohydrae have Jump, Swim, and Survival as class skills, in addition to the class skills of all true dragons.

Feats: A dracohydra with the Combat Reflexes feat is capable of using all its heads for attacks of opportunity each round.

Challenge Rating: The challenge ratings listed are for dracohydrae with 2-3 heads. A dracohydra with 4-5 heads should have CR+1.

Sample Encounters

Because dracohydrae are such nasty, brutish creatures, they are usually solitary and act on their own. While many organizations might wish to make use of a dracohydra, they're most often forced to manipulate the dracohydra indirectly.

Pest (EL 3-5): A pair of mated dracohydrae have just kicked a wyrmling or very young dracohydra out of their lair. During its "fledging" period, the youngster finds a town to prey on.

EL 3: A wyrmling dracohydra has been butchering a small community's livestock for months, and no one has been able to drive it off. It's starting to get a bit more bold...

Dracohydrae by Age

Age	Size	Hit Dice (hp)	Str	Dex	Con	Int	Wis	Cha	Base Atk/ Grapple	Atk	Fort Save	Ref Save	Will Save	Breath Weapon (DC)	Fright. Pres. DC
Wyrmling	S	3d12+3 (22)	12	10	13	7	12	7	+3/+0	+5	+4	+3	+4	2d4 (12)	—
Very Young	M	6d12+12 (51)	14	10	15	7	12	7	+6/+8	+8	+7	+5	+6	4d4 (15)	—
Young	M	9d12+18 (76)	16	10	15	7	12	7	+9/+12	+12	+8	+6	+7	6d4 (16)	—
Juvenile	L	12d12+36 (114)	18	10	17	9	12	9	+12/+20	+15	+11	+8	+9	8d4 (18)	—
Young Adult	L	15d12+60 (157)	22	10	19	9	12	9	+15/+25	+20	+13	+9	+10	10d4 (21)	16
Adult	H	18d12+90 (207)	26	10	21	11	12	11	+18/+34	+24	+16	+11	+12	12d4 (24)	19
Mature Adult	H	21d12+105 (241)	28	10	21	13	14	13	+21/+38	+28	+17	+12	+14	14d4 (25)	21
Old	H	24d12+144 (300)	30	10	23	13	14	13	+24/+42	+32	+20	+14	+16	16d4 (28)	23
Very Old	H	27d12+162 (337)	32	10	23	15	16	15	+27/+46	+36	+21	+15	+18	18d4 (29)	25
Ancient	G	30d12+210 (405)	34	10	25	15	16	15	+30/+54	+38	+24	+17	+20	20d4 (32)	27
Wyrmling	G	33d12+264 (478)	36	10	27	15	16	15	+33/+58	+42	+26	+18	+21	22d4 (34)	28
Great Wyrmling	G	36d12+288 (522)	38	10	27	19	20	19	+36/+62	+46	+28	+20	+25	24d4 (36)	32

Dracohydra Abilities by Age

Age	Speed	Init	AC	Special Abilities	CL	SR
Wyrmling	30 ft, fly 60 ft (average), swim 30 ft	+0	13, 11 touch, 14 flat-footed (+1 size, +2 natural)	Acid Immunity Fast Healing	—	—
Very Young	30 ft, fly 100 ft (poor), swim 30 ft	+0	15, 10 touch, 15 flat-footed (+5 natural)		—	—
Young	30 ft, fly 100 ft (poor), swim 30 ft	+0	18, 10 touch, 18 flat-footed (+8 natural)		—	—
Juvenile	30 ft, fly 100 ft (poor), swim 30 ft	+0	20, 9 touch, 20 flat-footed (-1 size, +11 natural)	Obscuring Mist	—	—
Young Adult	30 ft, fly 100 ft (poor), swim 30 ft	+0	23, 9 touch, 23 flat-footed (-1 size, +14 natural)	DR 5/magic	—	20
Adult	30 ft, fly 100 ft (poor), swim 30 ft	+0	25, 8 touch, 25 flat-footed (-2 size, +17 natural)	Darkness	—	23
Mature Adult	30 ft, fly 100 ft (poor), swim 30 ft	+0	28, 8 touch, 28 flat-footed (-2 size, +20 natural)	DR 10/magic	—	25
Old	30 ft, fly 100 ft (poor), swim 30 ft	+0	31, 8 touch, 31 flat-footed (-2 size, +23 natural)	Stinking Cloud	—	27
Very Old	30 ft, fly 100 ft (poor), swim 30 ft	+0	34, 8 touch, 34 flat-footed (-2 size, +26 natural)	DR 15/magic	—	28
Ancient	30 ft, fly 150 ft (clumsy), swim 30 ft	+0	35, 6 touch, 35 flat-footed (-4 size, +29 natural)	Cloudkill	—	30
Wyrmling	30 ft, fly 150 ft (clumsy), swim 30 ft	+0	38, 6 touch, 38 flat-footed (-4 size, +32 natural)	DR 20/magic	—	32
Great Wyrmling	30 ft, fly 150 ft (clumsy), swim 30 ft	+0	41, 6 touch, 41 flat-footed (-4 size, +35 natural)		—	34

Beast (EL 23-26): A wyrmling or great wyrmling dracohydra can be a holy terror in combat, even if they're not that smart by draconic standards.

EL 26: A five-headed great wyrmling dracohydra has conquered a small kingdom, slowly eating its way through the now-enslaved population. The heroes will have to fight through a crowded city, since the dracohydra isn't afraid to smash a few of its slaves to rid itself of a problem.

Ecology and Society

Dracohydrae lair far from civilization, usually in inaccessible mountain passes covered in snow, or in similarly barren areas, largely because they destroy much of what they see. Like white dragons, they are avaricious, selfish, and vicious, avoiding plans and acting in a direct manner. They often kill for sport, and act as sadistic bullies in their territory, though they are truly cowards against superior foes. Given the chance, they tend to enslave humanoids for a brief time before eating them.

Dracohydrae hate all other dragon types and will kill any they encounter if they think they can get away with it. Their main enemies are storm giants and stone giants, though they hate red dragons who eat their young (and consider them delicacies, as a matter of fact). Dracohydrae are not even very fond of each other, though some mated pairs will stay together for many years. Most of the

Lore

A Knowledge (Arcana) check reveals

DC	Result
15	This is a type of hydra. Reveals fast healing and head regrowth abilities.
20	This is a dracohydra, a true dragon. Reveals dragon traits & age.
25	Dracohydrae have an acid breath weapon, so fire and electricity “seal” severed necks.
30	Reveals spell-like abilities for age category. Also reveals known dracohydrae in region.

time, though, a clutch of dracohydrae will be forced out of their parents' lair fairly quickly; whether they stick together or take their own paths is largely a matter of chance.

Unlike many of the creatures described in this tome, the dracohydra is a distinct species and not a magically created hybrid. In fact, it is a true dragon species, though it lacks the spell-casting abilities of its cousins. The origin of the dracohydra is mysterious, but it is not believed that they are a result of the two species mating. Some sages consider them an evolutionary throwback, while others consider them a next step in dragon evolution. Another theory with much credence suggests that they are actually the result of experiments by evil deities, or even Tiamat herself.

Among dracohydrae, about 25% have 2 heads, 50% have 3, 15% have 4, and 10% have 5 heads. These voracious monsters can eat nearly anything, including rocks and gems. However, they by far prefer to eat fresh meat, so their hunger is a great burden on local wildlife and their slave populations (while they have slaves).

Alignment: A dracohydra is always chaotic evil.

Treasure: Like other true dragons, dracohydrae are rather avaricious and keep triple standard treasure in their lairs.

This dracohydra conversion is a 3.5 update based on a 3.0 conversion by Kevin Baase of the EN World Creature Catalog. To match the hydra better, though, I've added fast healing and a swim speed to go with the water subtype. I felt that this warranted a CR bump, too.

Other Draconic Hybrids

Indeed, there are other draconic hybrids, though they are rare. But I am wise enough not to claim to know all there is to know about them.

Where to Find Other Draconic Hybrids

Following is a list of other statistics for other draconic hybrid monsters.

Dracolisk: *Tome of Horrors* (and revised version)

Dracotaur: MM3 (and excerpts on WotC web site)

Dracosphinx: EN World Creature Catalog

Other Reptilian Monstrosities

Ur-Histachii

Ur-Histachii is an acquired template that can be added to any human (henceforth the “base creature”).

Type: The base creature’s type changes to Undead (Augmented Humanoid, Reptilian). Do not recalculate base attack bonus or base saves.

Hit Dice: Current and future hit dice become d12.

Armor Class: The base creature gains a +4 natural armor bonus.

Attacks: The base creature gains 2 claws and a bite as natural weapons. The claws deal 1d4 + Str bonus damage (as primary natural weapons) and the bite deals 1d3 +1/2 Str bonus damage (secondary natural weapon).

Special Attacks: Same as base creature plus *Rage (Ex)*: Three times a day, immediately upon being injured by a nonreptilian creature, an ur-histachii enters into a berserk state similar to a barbarian’s rage. It gains +4 to Str, a +2 morale bonus to Will saves, and 6 additional hit points (these are not lost first the way that temporary hit points are), but it

takes a -2 penalty to AC. Because it is undead, an ur-histachii does not become fatigued after its rage ends. The rage lasts for 3+ Cha modifier rounds. An ur-histachii cannot control its rages.

Special Qualities: Same as base creature plus *undead traits* (see below) and *turn resistance* +2.

Abilities: Dex +2, Con -, Int -8 (to a minimum of 3), Cha -4

Skills: Adjust the total number of skill ranks for the ur-histachii’s new Int score but do not otherwise change skills.

Feats: Gains Alertness as a bonus feat.

Climate/Terrain: Underground or Warm Land

Organization: Solitary or Clutch (2d4)

Challenge Rating: As base creature +1

Treasure: None

Alignment: Usually changes to chaotic evil.

Advancement: - (and see below)

Level Adjustment: +3

Undead Traits:

- Darkvision out to 60 feet.
- Immunity to all mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects).
- Immunity to poison, sleep effects, paralysis, stunning, disease, and death effects.
- Not subject to critical hits, nonlethal damage, ability drain, or energy drain. Immune to damage to its physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects.
- Negative energy (such as an inflict spell) can heal ur-histachii.
- Immunity to any effect that requires a Fortitude save (unless the effect also works on objects or is harmless).
- Uses its Charisma modifier for Concentration checks.
- Not at risk of death from massive damage, but when reduced to 0 hit points or less, it is immediately destroyed.
- Not affected by raise dead and reincarnate spells or abilities. Resurrection and true resurrection can affect ur-histachii. These spells turn ur-histachii back into the living creatures they were before becoming undead.
- Ur-histachii do not breathe, eat, or sleep.

What at first appears to be a reptilian humanoid, almost a tail-less lizardfolk, is on closer inspection an undead abomination. This creature’s eyes are nothing more than empty voids, and mold grows from oozing wounds in its gray, scaly, lifeless skin. The scent of mildew wafts from it.

An ur-histachii is a disgusting reptilian undead created from humans in a 3-day long ritual involving magical potions, ointments, oils, and incantations. Due to the stress involved in the ritual, only eight ur-histachii can be created at one time. They are utterly loyal to their creators and other designated masters.

Combat Strategies and Tactics

An ur-histachii will use strategies as complicated as its intelligence allows, which is usually not complicated at all. Typically, they will attack any nonreptilian creature in sight, often forgetting to use any special abilities they might have in their rush to attack the offending creature. Most of the time, since they will sustain an injury, they will end up in a rage very quickly.

Sample Encounters

Ur-histachii always follow the commands of their creators and other designees, who use them in various ways.

Clutch (EL 1-10): A common use of ur-histachii is as guards in groups of 2d4, typically for areas such as tombs and meeting places. These ur-histachii are also usually based on first-level warriors, though some may have a few levels.

EL 4: Four War1 ur-histachii guard a shrine to an obscure reptilian demon lord.

Assassin (EL 4-10): The rare ur-histachii with several class levels is often used as an assassin, teleported directly into the homes of their creator's enemies. They are almost certain to enter a rage, and they can be quite deadly.

EL 6: The PCs have made an enemy of an evil wizard, and they awake one night to find themselves under attack by a fifth-level ur-histachii rogue.

Ecology and Society

Ur-histachii are extremely rare undead, since only a few spellcasters have discovered the secret of their creation. However, those who do know how to create ur-histachii seem to do so with wild abandon, so it is very possible to find a reasonable number of ur-histachii in a relatively small area. Because they are undead, they make ideal guardians for sealed crypts and similar locations that are closed off from food and fresh air.

Unlike most other undead, ur-histachii are rather impetuous, relatively noisy (grunting and hissing to themselves) unless instructed to remain silent. Also, even though they need no sustenance, ur-histachii love to “eat,” chewing on carrion, rats, worms, other vermin or small animals, or even inorganic objects. It is ill-advised to assign ur-histachii to guard anything valuable, as they may very well forget their instructions and start chewing it!

For some reason, the rage ability of ur-histachii seems to wear out their undead bodies quickly. It is quite rare for an ur-histachii to last more than a year past their creation without falling spontaneously into dust, and no ur-histachii have been known to exist more than five years after their transformation into undead. In addition, the process that transforms them into undead decreases their intelligence greatly, reducing the skills that they know and leaving them nearly mindless.

Ur-histachii cannot speak properly, but they understand Common.

Alignment: Regardless of the alignment of the original human, the ur-histachii's alignment changes to CE 99% of the time.

Advancement: Ur-histachii do not advance after their transformation into undead. However, since they are transformed humans, they are often advanced beyond “base statistics.”

Treasure: Ur-histachii have no treasure of their own, but they are often found guarding areas with valuables owned by their masters.

Lore

A Knowledge (Religion) check reveals

DC	Result
15	This disgusting creature is an undead known as an ur-histachii. Reveals undead traits.
20	Ur-histachii enter dangerous rages when they are injured by nonreptilian creatures.
25	Ur-histachii are created from human subjects in a days-long ritual.
30	Reveals organizations or spellcasters who are capable of creating ur-histachii.

Sample Ur-Histachii

Ur-Histachii War 1

Medium Undead (Augmented Humanoid, Reptilian)

Hit Dice: 1d12+3 (10hp)

Initiative: +5 (+1 Dex, +4 Imp. Init.)

Speed: 30 ft.

Armor Class: 15 (+4 natural, +1 Dex), touch 11, flat-footed 14

Base Attack/Grapple: +1/+2

Attack: Claw +2 melee (1d4+1) or bite -3 melee (1d3)

Full Attack: 2 claws +2 melee (1d4+1) and bite -3 melee (1d3)

Space/Reach: 5 ft./5 ft.

Special Attacks: Rage

Special Qualities: Undead traits, turn resistance +2

Saves: Fort +2, Ref +1, Will +0

Abilities: Str 13, Dex 13, Con -, Int 3, Wis 10, Cha 4

Skills: Climb +3, Jump +3, Listen +2, Spot +2

Feats: Improved Initiative, Toughness, Alertness^B

Environment: Underground or warm land

Organization: Clutch (2d4)

Challenge Rating: 1

Treasure: None

Alignment: CE

Advancement: -

UR-HISTACHII WAR1 CR1

CE Medium Undead (Augmented Humanoid, Reptilian)

Init +5; **Senses** Darkvision 60 ft, Listen +2, Spot +2

Languages Common

AC 15 (+4 natural, +1 Dex), touch 11, flat-footed 14

HP 10 (1d12+3)

Fort +2, **Ref** +1, **Will** +0

Speed 30ft (6 sq)

Melee 2 Claws +2 (1d4+1) and Bite -3 (1d3)

Base Atk +1; **Grapple** +2

Special Actions Rage

Abilities Str 13 Dex 13 Con - Int 3 Wis 10 Cha 4

SQ Undead Traits, Turn Resistance +2

Feats Improved Initiative, Toughness, Alertness^B

Skills Climb +3, Jump +3, Listen +2, Spot +2

This is the basic form of ur-histachii. It is most likely to be encountered as part of a clutch guarding some important area, especially because it lacks the intelligence to carry out more than the simplest commands. It is, however, still a dangerous opponent to the unwary.

During a rage, apply the following changes to the above statblocks:

Hit Dice: 1d12+9 (16hp)

Armor Class: 13 (+4 natural, +1 Dex, -2 rage), touch 9, flat-footed 12

Attack: Claw +4 melee (1d4+3) or Bite -1 melee (1d3+1)

Full Attack: 2 Claws +4 melee (1d4+3) and Bite -1 melee (1d3+1)

Saves: Fort +2, Ref +1, Will +2

Abilities: Str 17, Dex 13, Con -, Int 3, Wis 10, Cha 4

AC 13 (+4 natural, +1 Dex, -2 rage), touch 9, flat-footed 12

HP 16 (1d12+9)

Fort +2, **Ref** +1, **Will** +2

Melee 2 Claws +4 (1d4+3) and Bite -1 (1d3+1)

Abilities Str 17 Dex 13 Con - Int 3 Wis 10 Cha 4

This ur-histachii had the following abilities before applying the template: Str 13, Dex 11, Con 12, Int 9, Wis 10, Cha 8.

Ur-Histachii Rog 5
Medium Undead (Augmented Humanoid, Reptilian)
Hit Dice: 5d12 (32 hp)
Initiative: +8 (+4 Dex, +4 Imp. Init.)
Speed: 30 ft.
Armor Class: 18 (+4 natural, +4 Dex), touch 14, flat-footed 14
Base Attack/Grapple: +3/+4
Attack: Short sword +8 melee (1d6+1, 19-20/x2) or claw +7 melee (1d4+1) or bite +2 melee (1d3)
Full Attack: 2 claws +7 melee (1d4+1) and bite +2 melee (1d3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Rage, sneak attack +3d6
Special Qualities: Undead traits, turn resistance +2, evasion, uncanny dodge
Saves: Fort +1, Ref +8, Will +1
Abilities: Str 12, Dex 18, Con -, Int 5, Wis 10, Cha 4
Skills: Bluff +3, Climb +7, Diplomacy +5, Hide +6, Intimidate +5, Listen +8, Move Silently +6, Search +0, Sense Motive +6, Spot +8
Feats: Improved Initiative, Weapon Finesse, Weapon Focus (short sword), Alertness^B
Challenge Rating: 6
Treasure: None
Alignment: CE

UR-HISTACHII ROG5 CR6
CE Medium Undead (Augmented Humanoid, Reptilian)
Init +8; **Senses** Darkvision 60 ft, Listen +8, Spot +8
Languages Common

AC 18 (+4 natural, +4 Dex), touch 14, flat-footed 14
HP 32 (5d12)
Fort +1, **Ref** +8, **Will** +1

Speed 30ft (6 sq)
Melee Short sword +8 (1d6+1, 19-20/x2) or
Melee 2 Claws +7 (1d4+1) and Bite +2 (1d3)
Base Atk +3; **Grapple** +4
Special Actions Rage, Sneak Attack +3d6

Abilities Str 12 Dex 18 Con - Int 5 Wis 10 Cha 4
SQ Undead Traits, Turn Resistance +2, Evasion, Uncanny Dodge
Feats Improved Initiative, Weapon Finesse, Weapon Focus (short sword), Alertness^B
Skills Bluff +3, Climb +7, Diplomacy +5, Hide +6, Intimidate +5, Listen +8, Move Silently +6, Search +0, Sense Motive +6, Spot +8

This is an elite ur-histachii, suitable for use as a tough front-line soldier or, even better, as an assassin. It is intelligent enough to follow basic instructions, and it has a wide array of skills useful for infiltrating, for example, someone's home.

During a rage, apply the following changes to the above statblocks:

Hit Dice: 5d12+6 (38hp)
Armor Class: 16 (+4 natural, +4 Dex, -2 rage), touch 12, flat-footed 12
Attack: Short sword +8 melee (1d6+3, 19-20/x2) or claw +7 melee (1d4+3) or bite +2 melee (1d3+1)
Full Attack: Short sword +8 melee (1d6+3, 19-20/x2) or 2 claws +7 melee (1d4+3) and bite +2 melee (1d3+1)
Saves: Fort +1, Ref +8, Will +3
Abilities: Str 16, Dex 18, Con -, Int 5, Wis 10, Cha 4

AC 6 (+4 natural, +4 Dex, -2 rage), touch 12, flat-footed 12
HP 38 (5d12+6)
Fort +1, **Ref** +8, **Will** +3
Melee Short sword +8 (1d6+3, 19-20/x2) or
Melee 2 Claws +7 (1d4+3) and Bite +2 (1d3+1)
Abilities Str 16 Dex 18 Con - Int 5 Wis 10 Cha 4

This ur-histachii had the following abilities before improving for hit dice and applying the template: Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 8.

Some Other Reptilian Monsters

The world is full of strange and wondrous things, many of which crawl, creep, and slither.

Where to Find Other Reptilian Monsters

Following is a list of other statistics for some selected reptilian and amphibian monsters.

Archer Frog: EN World Creature Catalog

Ghoul Frog: EN World Creature Catalog

Giant Vampire Frog: EN World Creature Catalog

Spined Toad: EN World Creature Catalog

Spottle Toad: EN World Creature Catalog

Agrutha Lizardfolk: EN World Creature Catalog

Crocodilian Lizardfolk: EN World Creature Catalog

Geckonid Lizardfolk: EN World Creature Catalog

Iguanid Lizardfolk: EN World Creature Catalog

Malpheggi Lizardfolk: EN World Creature Catalog

Varanid Lizardfolk: EN World Creature Catalog

Venusian Lizardfolk: EN World Creature Catalog

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Draconomicon (FOR1). Copyright 1990. Wizards of the Coast. Author Nigel Findley.

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