SPHINX, DRACO-

Large Magical Beast
Hit Dice: 11d10+44 (105 hp)
Initiative: +1 (Dex)
Speed: 20 ft, fly 60 ft (poor)
AC: 21 (-1 size, +1 Dex, +11 natural)
Attacks: 2 claws +17 melee, bite +12 melee
Damage: Claw 3d4+7, bite 5d4+3
Face/Reach: 5 ft by 10 ft/5 ft
Special Attacks: Breath weapon, spells
Saves: Fort +11, Ref +8, Will +9
Abilities: Str 24, Dex 12, Con 18, Int 18, Wis 19, Cha 20
Skills: Bluff +13, Concentration +12, Intimidate +13, Knowledge (any one) +12, Listen +13, Spot +13

Climate/Terrain: Warm desert, plains, and mountains
Organization: Solitary
Activity Cycle: Day
Challenge Rating: 12
Treasure: Standard
Alignment: Always lawful evil
Advancement: 12-22 HD (Large); 23-33 HD (Huge)

The dracosphinx is a desert-dwelling creature, related to red dragons. This sphinx is a sly predator, roaming the desert highlands in search of all sorts of prey. They prefer to lair in bleak cliff sides, where they have an excellent vantage point of their hunting territory. Their main enemy is the stupid and more numerous hieracosphinx, but dragons, humans, and sometimes wyverns are also a territorial problem.

The dracosphinx has the same sort of lion body type as other sphinxes, but is also quite different from them. The head, front paws, wings, and upper body are red and scaly like those of a red dragon, while colorful feathers surround the head. These sphinxes are actually egg-laying mammals, who mate once in a lifetime.

When not hunting, the dracosphinx can be found sunning itself in the hot desert sun, or in search of obscure information. They are also philosophers, though their ideals tend to favor stronger creatures over weaker ones. They seem to enjoy nothing more than engaging intelligent beings in riddle contests and sly conversation, setting their opponent up for sudden, cunning attack. Above all, dracosphinxes possess the same greed for monetary treasure as dragons, and will do anything to possess it.

The dracosphinx speaks Common and the same dialect of Draconic as the red dragon.

COMBAT

In combat, a dracosphinx attacks with its large dragon claws and bite. They use their powerful breath weapon to dispose of foes, after using their illusions to give prey a false sense of security.

Breath Weapon (Su): A dracosphinx has a breath weapon, a 100 ft long, 20 ft wide cone of flaming gas. This gas deals 8d10 points of fire damage, though a successful Reflex save (DC 19) only causes half damage.

Spells: A dracosphinx casts arcane spells as a 12th-level wizard, specializing in illusion spells.