

Half-Dragon Manticore

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Large Dragon (Augmented Magical Beast)

Hit Dice: 6d12+30 (63 hp)

Initiative: +2

Speed: 30 ft (6 squares), 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

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

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

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, Touch 11, Flat-footed 19 (-1 Size, +2 Dex, +10 Natural)

HP 63 (6d12+30)

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

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 below)

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

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 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.

Spikes (Ex): A half-dragon manticore 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 manticore 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 below), 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.

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 below).

Treasure: Half-dragon manticores keep standard treasure, usually in their lairs.

Alignment and Breath Weapon

Dragon	Align.	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

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.