

Kettle Dragon

These lightly-built dragon resembles Jurassic-Park-style velociraptors with bat wings and very long tails. They come in bright colours and spit fire.

Kettle Dragon CR 5

BASE STATISTICS

XP 1,600

CN Large dragon

Init +0; **Senses** low-light vision, Perception +10

DEFENSE

AC 15, touch 9, flat-footed 15 (+0 Dex, +6 natural, -1 size)

hp 39 (6d12)

Fort +5, **Ref** +5, **Will** +6

Immune paralysis, sleep

OFFENSE

Speed 40 ft., fly 80 ft. (average)

Melee tail slap +11 (2d6+5), bite +6 (1d8+2), 2 claws +6 (1d6+2)

Ranged spit +6 (5d6 fire)

Space 10 ft.; **Reach** 5 ft. (15 ft. with tail slap)

STATISTICS

Str 20, **Dex** 10, **Con** 10, **Int** 15, **Wis** 13, **Cha** 10

Base Atk +6; **CMB** +12; **CMD** 22

Feats Combat Reflexes, Flyby Attack, Skill Focus (Perception)

Skills Acrobatics +6, Fly +6, Intimidate +6, Knowledge (nature) +8, Perception +10, Stealth +2

Survival +7

Languages Draconic

SQ changing pool, colour traits

SPECIAL ABILITIES

Spit Fire (Ex)

A kettle dragon can, as a standard action, swallow a fire root and spit a ball of fire at a single target within 60 feet. This attack counts as a ranged touch attack and deals 5d6 points of fire damage to the target. A kettle dragon can spit fire as a flyby attack, but cannot make a bite attack any round it spits fire.

A kettle dragon can carry up to four fire roots on its leg spurs at once, so it typically can spit fire four times during a single combat. A kettle dragon that takes the Rapid Shot feat can spit fire twice in one action, but can still only carry four fire roots. If a fire root plant is nearby (i.e. if the kettle dragon has chosen the location of the fight for that reason), a kettle dragon can uproot it as a full-round action. The kettle dragon is then able to use it to spit fire as another standard action. The fire is caused by a reaction between the fire root and the dragon's stomach acid, so fire root is not explosive.

Changing Pool (Su)

Once per week, an adult kettle dragon can turn a pool of stagnant water into a changing pool. An animal, magical beast, humanoid, or monstrous humanoid of between Small and Large size that is immersed in the pool begins a transformation. If the creature's species has six limbs, it begins to transform into a true kettle dragon. If the creature's species has four limbs, it begins to transform into a kettle wyvern. (Snakes transform into kettle wyverns because of their skeletal structure.) If the creature's species has any other number of limbs, the transformation fails and the creature dies halfway through. Assuming that the transformation can be completed, it takes about 4 months and the transformed creature is Ash (grey) in colour.

Within a week, the transforming creature will begin to grow grey scales. In the second and third months, the transforming creature will be greatly deformed and unable to fly, climb, or jump, and only able to walk 5 ft per round. In the fourth month, the transforming creature resembles a kettle dragon that cannot fly, spit fire, or create changing pools. The transformation can be halted with a *Remove Disease* spell (but not a Heal check) at any time in the first month.

A changing pool maintains its potency for one week. The pool reverts to normal water immediately if it is frozen or boiled, although this does not stop any transformations that have already begun. Changing pools have an unpleasant smell (and taste), so creatures generally do not enter them voluntarily.

Colour traits (Ex or Sp)

Kettle dragons come in many colours, and the stat block given describes the weakest type: the Ash (grey) dragon produced by the changing pools. "Natural" kettle dragons usually hatch with a different colour, which grants them additional abilities:

Blood (red): +4 Str (implying +2 melee attack, +2 tail slap damage, +1 bite and claw damage)

Fire (orange): Spit fire damage is increased to 5d8, flies with good manoeuvrability

Sun (yellow): +4 Int, +4 Cha (implying +2 Intimidate, +2 knowledge (nature), 2 additional skills)

Leaf (green): +4 Wis (implying +2 Will, +2 Perception, +2 Survival), Improved Initiative feat

Sky (blue): Increase fly speed to 100 ft, Alertness feat (implying +2 Perception)

Bone (tan): Can cast *Deathwatch* and *Speak with Dead* at will (both on kettle dragons only)

Snow (white): -4 Str (implying -2 melee attack, -2 tail slap damage, -1 bite and claw damage), can cast divine spells from the cleric list as a caster of HD / 2 level.

Ash (grey): None

ECOLOGY

Environment any temperate or warm land

Organization solitary, pair, or flock (5–12)

Treasure standard

Note: Despite their high intelligence, kettle dragons usually only speak Draconic. Their short lives mean that most don't have time to learn other languages.

Note: Unlike most dragons, kettle dragons do not have darkvision.

Note: Kettle dragons cannot make tail attacks while flying; they need their tail to maneuver.

Kettle dragons are genetically distinct from true dragons, although they do resemble them and occupy the same ecological niche. Kettle dragons are highly intelligent, but have little interest in technology and do not keep written records. A typical attitude is that if they can't do it with their natural abilities, it isn't worth doing. Kettle dragons typically think of humanoid races as prey animals. Negotiating with them as a group is difficult because the leaders have limited influence over the others.

Kettle dragons are organized into sprawling tribes which can number hundreds. They enjoy each other's company, but typically have their own nests in inaccessible locations and hunt alone. Sometimes a flock of kettle dragons cooperates to herd animals (such as cattle), hunt large game, or patrol the borders of their tribe's territory. The territory of a kettle dragon tribe is a concept that only really applies to kettle dragons, and most other creatures can wander in or out at will. However, the tribe might (or might not) cooperate to drive out a mutual danger.

Kettle dragons mate once a year and females lay a single egg, although they may steal or be given eggs laid by others. The mother usually raises the hatchling alone. Kettle dragons reach adulthood after three years, at which point they establish their own nest.

Kettle dragons continue growing their entire lives, although at a decreasing rate. The stats given here represent a new adult (three-year-old), and a kettle dragon gains +1 HD each year it survives. About a third of kettle dragons reach age eight, and less than 1% make it to 15. A new adult is about 8 ft long with a 12 ft tail and weighs 120 lbs. The largest are about 15 ft long with a 25 ft tail and weight of 500 lbs.

Kettle Wyverns

These creatures result from kettle dragons immersing a four-limbed creature into a changing pool. They are very similar to Ash-coloured kettle dragons except that they have no arms. As a result, they cannot use fire root while flying or make claw attacks. Kettle wyverns can interbreed with true kettle dragons. Their offspring is always a kettle dragon, even if both parents are kettle wyverns.

Reduce CR by 2.