

Combat

A dragon usually hides and waits for an opponent to pass by when it then pounces, biting and grabbing its prey. Once grappled, it will then either swallows or constricts the opponent. It rarely uses its breath weapon, unless attacked by a large number of foes.

Bio-electrical Bolt (Su): 20-foot line, damage 7d6 electricity, Reflex DC 19 half. The save DC is Constitution-based. This can only be released every 3 rounds.

Constrict (Ex): A dragon deals 2d8+8 points of damage with a successful grapple check. It can make six rake attacks against a grappled foe as well.

Improved Grab (Ex): To use this ability, a dragon must hit a creature of any size with its bite attack.

If it wins the grapple check, it establishes a hold and can attempt to constrict the opponent or swallow the opponent in the following round.

Swallow Whole (Ex): A dragon can try to swallow a grabbed Medium or smaller opponent by making a successful grapple check.

A swallowed creature takes 2d8+8 points of bludgeoning damage and 8 points of acid damage per round from the dragon's gizzard. A swallowed creature can cut its way out by using a light slashing or piercing weapon to deal 25 points of damage to the gizzard (Defense 15). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A dragon's gizzard can hold 2 Medium, 8 Small, 32 Tiny, or 128 Diminutive or smaller opponents.

Skills: dragons have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

Sea Dragon: An aquatic version of the dragon also exists. The statistics are the same except for the following: replace climb 20 feet with swim 50 feet, increase the hit dice and size to 14 (Gargantuan), and sea dragons breathe water instead of air.

Drone, Soldier

Medium Living Construct

Hit Dice: 5d10+20 (51 wp)

Spirit: 0

Damage Reduction: 3

Initiative: +2

Speed: 40 ft. (8 squares), fly 60 ft. (good)

Defense: 18 (+4 Dex, +4 natural)

Base Attack/Grapple: +5/+15

Attack: Claw +10 melee (1d6+5)

Full Attack: 2 claws +10 melee (1d6+5) and bite +9 melee (1d8+5)

Fear: DC 10

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison, rend, improved dive.

Special Qualities: Blindsight 10 ft., darkvision 120 ft., non-detection, regeneration 5, thahazi traits.

Saves: Fort +5, Ref +6, Will +4

Abilities: Str 19, Dex 17, Con 19, Int 1, Wis 14, Cha 1

Skills: Awareness +6, Climb +9, Surveillance +10, Stealth +6.

Feats: Alertness, Areal Combat, Iron Will, Multiattack, Toughness.

Environment: Any

Organization: Solitary, pair, or wing (5–16)

Challenge Rating: 5

Advancement: 6–7 HD (Medium); 8–14 HD (Large)

During the Occupation, Soldier Drones were the infantry of the Thahazi. Soldier Drones were bred to be the ultimate predator. Their form is that of a slim humanoid with large bat-like wings sprouting from their shoulders. Breed only to kill with no need to manipulate tools, their five digit hands and feet end in large needle like claws instead of fingers. They do not eat, a ring of foot long needles protrudes where the mouth should be. Due to their devil-like appearance, they are called "devils" by some.

Soldier Drones need only to feed once a week. They ingest a special Thahazi produced liquid through a small tube in the center of the needle ring on their face. Without this liquid, the Drone will live and function normally for one month, then simply shrivel and die.

During their incubation period in the Thahazi breeding factories, each Soldier drone is programmed with a different purpose. Some are programmed to kill all Humans, while others are designed to hunt a specific individual (or one with similar DNA), and others are programmed to guard a specific area. Drones have been known to kill an entire family due to similarities in their DNA, probably following their original programming to hunt that families ancestor during the Occupation. Their programming fulfilled, the Drone usually simply stops and waits, possible for further instruction from their Thahazi masters, not even attempting to defend itself when an Exterminator comes to destroy it.

