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[This was originally, yes, an amphiptere. Bestiary 5 has an amphiptere in it which is pretty neat, and fits nicely CR-wise between my lesser and greater versions. Mechanically, however, it’s nothing like them.]

Pterotus, Lesser

A garishly colored serpent flitters before you on leathery wings. It gazes at you with intelligent eyes.

Lesser pteroti are unusual offshoots of dragon-kind. Unlike most dragons, they are limbless save their bat-like wings. They are also unusually gregarious as dragons go, feeling most comfortable in large associations of a dozen or more. These groups are often made up of several extended families, and the branches of trees inhabited by lesser pteroti chirp and rustle with conversations in Draconic. They will gladly converse with humanoids who speak this language, so long as they are civil and polite.

Lesser pteroti are carnivores, feeding mostly on large insects and arachnids, rodents and small birds. They have very keen senses of smell and prefer to nest in trees with aromatic barks or resins, such as cedar, frankincense or gum trees. This often brings them into conflict with humanoids who seek to harvest these trees for their own purposes. The acid they spit is not very strong, but causes such pain that few people willingly cross a lesser pterotus twice. Ibises are apparently immune to this pain effect, and gladly feed on lesser pteroti, a fact which makes them beloved in many communities that depend on incense and gum for trade.

A lesser pterotus can be taken as a familiar by a 7th level spellcaster with the Improved Familiar feat of any alignment with a neutral component.

Lesser Pterotus CR 1

XP 400

N Small dragon

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +5, scent

Defense

AC 16, touch 13, flat-footed 14 (+1 size, +2 Dex, +3 natural)

hp 9 (1d12+3)

Fort +5, **Ref** +4, **Will** +3

Immune paralysis, sleep effects; **Resist** acid 10

Offense

Speed 20 ft., climb 20 ft., fly 40 ft. (good)

Melee bite +2 (1d4 plus poison)

Special Attacks breath weapon (15 ft. line, 1d4 acid, Reflex DC 13, every 1d4 rounds)

Statistics

Str 11, **Dex** 15, **Con** 16, **Int** 9, **Wis** 12, **Cha** 14

Base Atk +1; **CMB** +0; **CMD** 12 (cannot be tripped)

Feats Flyby Attack

Skills Climb +8, Diplomacy +6, Fly +14, Knowledge (nature) +3, Perception +5, Sense Motive +5

Languages Draconic

Ecology

Environment warm hills and mountains

Organization solitary, pair, nest (3-8) or knot (12-20)

Treasure incidental

Special Abilities

Breath Weapon (Su) Any creature that takes damage from a lesser pterotus's breath weapon must succeed a DC 13 Fortitude save or be sickened for 1 round. This is a pain effect. The save DC is Constitution based.

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *damage* 1d2 Str; *cure* 1 save. The save DC is Constitution based.