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[There is an [official PFRPG scitalis](#) as well, which I quite like. Call one or the other of them a “prismatic drake” if you want to make room for both of them in a campaign.]

Scitalis

This immense draconic creature has only two stunted legs and wide wings in place of forelimbs. Its scaled hide scintillates with a thousand mesmerizing colors and shimmers of heat rise from its body

The draconic scitalis are thieving, bullying relatives of the wyvern. They delight in tricking ignorant villagers that they are indeed mighty true dragons, and often extort tributes of treasure and food in exchange for not destroying a settlement. Lazy beasts, much of their prey comes from stealing the kills of more motivated hunters. They are strict carnivores and view sentient prey as the finest delicacy. Unlike their more bestial wyvern relatives, scitalis are not venomous but instead possess a fiery touch and ever-shifting coloration. A scitalis has no direct control over its colors, preventing it from using them as camouflage, but the shifting colors shut down the higher minds of thinking creatures.

Scitalis are inherently cowardly and are likely to flee from any creature that is capable of putting up a good fight. They may be forced to serve a more powerful evil creature, such as a giant, fiend or true dragon. Scitalis resent being forced into a servile role and prove to be poor subjects in such cases, betraying their masters at the first opportunity. A scitalis is about twenty feet long, but its stubby legs render it only four feet high when standing.

Scitalis

CR 8

XP 4,800

CE Large dragon (fire)

Init +2; **Senses** darkvision 60 ft., low-light vision, Perception +14

Defense

AC 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +8 natural)

hp 105 (10d12+40)

Fort +11, **Ref** +9, **Will** +8

Immune fire, sleep effects, paralysis; **Weakness** vulnerable to cold

Defensive Abilities heat shimmer

Offense

Speed 20 ft., fly 60 ft. (average)

Melee slam +15 (1d8+6 plus 1d6 fire), bite +15 (2d6+6 plus 1d6 fire), 2 wings +10 (1d6+3 plus 1d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks mesmerizing colors

Statistics

Str 22, **Dex** 15, **Con** 18, **Int** 11, **Wis** 13, **Cha** 16

Base Attack +10; **CMB** +17; **CMD** 29

Feats Blind-fight, Flyby Attack, Hover, Power Attack, Vital Strike

Skills Bluff +16, Fly +13, Intimidate +16, Perception +14, Sense Motive +14, Swim +19

Languages Common, Draconic

Ecology

Environment cold and temperate mountains

Organization solitary, pair or flight (4-6)

Treasure standard

Special Abilities

Heat Shimmer (Ex) A scitalis' body is so hot that it distorts the air around it, granting the creature concealment as per the spell *blur*. Any attack that deals at least 15 points of cold damage cools the creature sufficiently to remove this miss chance for 1d4 rounds.

Mesmerizing Colors (Su) Any creature within 30 feet of a scitalis that can see the scitalis must succeed a DC 18 Will save or be stunned for 1d4+1 rounds by the ever-shifting colors of its scales. This is treated as a gaze attack; creatures averting their eyes have a chance to avoid making saves and creatures that cannot see the scitalis are immune. This is a mind-influencing effect. The save DC is Charisma based.