



“Conan–Forest Dragon, Retrosaur III” © deviantArt user KingOvRats, accessed at his deviantArt page [here](#)

[”And their magicians made a terrible magic to guard the city; for by their necromantic arts they re-created the dragons which had once dwelt in this lost land, and whose monstrous bones they found in the forest. Those bones they clothed in flesh and life, and the living beasts walked the earth as they walked it when time was young. But the wizards wove a spell that kept them in the forest and they came not into the plain.” Robert E. Howard, “Red Nails”

Commissioned by [@glarnboudin](#). In the source material, these are referred to as dragons, so I wanted to give them the dragon type, as opposed to making them magical beasts like [previous retrosaurs](#) or undead like the necromancy reference might imply. The color changing plates is also referred to in the source material.]

## **Dracosaur**

### **CR 11 NE Dragon**

*This towering reptilian beast is a quadruped, with hind legs longer than its front. Its neck is long and ends in a crocodile-like head. A row of bony plates stretches along its spine, and its tail is covered in a thicket of long ivory spines.*

The first dracosaur was created as a display of necromantic power. A city-state ruled by cruel wizards reanimated the bones of dinosaurs that were found nearby and transmuted them through a powerful ritual into truly living dragons, albeit ones of animalistic intelligence and hunger. Although those wizards are for the most part long dead, dracosaur range throughout the world, being powerful apex predators capable of surviving in almost any forested habitat and able to breed true.

The bodies of dracosaur bear a composite resemblance to those of multiple types of dinosaur. The heads are decidedly like those of theropods, and all dracosaur are carnivorous. Their bodies are like those of a sauropod, being long necked and long tailed. These tails are covered in an array of long spines like those of a stegosaurus, and stegosaurus-like plates run down the dracosaur’s back. These plates are covered in chameleon-like skin and are capable of color change, displaying the monster’s moods—they turn red when it is angry or injured, black when it is fearful or bright colors

when it is in an amorous mood.

Dracosaur are more intelligent than beasts, although not by much. They speak Draconic, but rarely have a vocabulary of more than 100 words, and rarely speak to creatures they consider to be prey. They have animalistic mental defenses, and still take well to magical compulsion despite millennia as independent creatures. True dragons, even good ones, see them as abominations for the most part and try to slay them when they can.

A typical dracosaur grows to be about thirty-five feet long, with much of that length being in neck and tail. Gargantuan and even Colossal specimens are not unknown.

## **Dracosaur CR 11**

**XP 12,800**

NE Huge dragon

**Init** +4; **Senses** darkvision 120 ft., low-light vision, Perception +11, scent

**Aura** frightful presence (120 ft., DC 18) **Defense**

**AC** 25, touch 11, flat-footed 25 (-2 size, +3 deflection +14 natural)

**hp** 148 (11d12+77)

**Fort** +14, **Ref** +9, **Will** +5; +3 vs. death effects, energy drain, necromancy effects, negative energy

**DR** 10/magic; **Resist** acid 10, cold 10, electricity 10, fire 10

**Defensive Abilities** death-blessed, fortification (50%); **Weakness** weak willed

**Offense**

**Speed** 40 ft.

**Melee** bite +16 (2d8+7/19-20), 2 claws +16 (1d6+7), 2 tail slaps +14 (2d6+3)

**Space** 15 ft.; **Reach** 15 ft. (10 ft. with claws)

**Special Attacks** barrel through, quick tail, trample (1d8+10, DC 22)

**Statistics**

**Str** 25, **Dex** 11, **Con** 25, **Int** 4, **Wis** 14, **Cha** 16

**Base Atk** +11; **CMB** +20 (+22 bull rush); **CMD** 33 (37 vs. trip)

**Feats** Improved Critical (bite), Improved Initiative, Lightning Reflexes, Multiattack, Power Attack, Vital Strike

**Skills** Perception +11, Sense Motive +10, Stealth +4, Swim +12

**SQ** Draconic

**Ecology**

**Environment** any forests

**Organization** solitary or pair

**Treasure** incidental

**Special Abilities**

**Barrel Through (Ex)** A dracosaur ignores naturally occurring difficult terrain when making a charge attack or using its trample special attack.

**Death-Blessed (Su)** A dracosaur gains its Charisma modifier as a deflection bonus to Armor Class and CMD. It also gains its Charisma modifier as a resistance bonus on all saving throws against death effects, energy drain, negative energy effects and spells of the Necromancy school.

**Quick Tail (Ex)** A dracosaur can make a tail slap attack as a swift action. This allows it to make two tail slaps on a full attack action.

**Tail Slap (Ex)** The tail slap of a dracosaur deals bludgeoning and piercing damage.

**Weak Willed (Ex)** A dracosaur has a poor Will save.