



“Skywing Acidcraw” © Sony Online Entertainment, by Alex Alexandrov. Accessed at his deviantArt gallery [here](#)

[Commissioned by [@justicegundam82](#). The original Thyrus was a wyvern slain in the Italian town of Terni. I hope dragon purists will forgive me using a picture with four legs for this monster. The disease it spreads, yellowjack, is an exaggerated form of hepatitis mixed with a toned down cholera. Few diseases in PF/D&D can kill within hours of symptoms beginning, like cholera can.]

### **Thyrus**

*This ox-sized dragon has a finned tail and back, tattered wings, and a wicked disposition. A foul odor rises from its body.*

A thyrys is a dragon of contaminated water, spreading death and pestilence in its wake. It is typically a nomadic creature, moving into a pond, spring or bog and turning it into a diseased wasteland with its sheer presence. The disease it spreads, yellowjack, acts on the liver and intestines, causing both to fail rapidly. Victims are jaundiced and dehydrated, constantly suffering from watery vomit and diarrhea. These fluids are contaminated as well, and a single thyrys can start an epidemic that threatens whole provinces.

A thyrys is typically a lazy creature, spending much of its time dozing, but it is capable of surprising speed when threatened or on the hunt. They are ambush predators that engage in hit and run tactics. A favorite strategy is to bite a victim and retreat for long enough for their disease to take effect, then finish off their target while they are suffering the ravages of yellowjack. Their very

blood is acidic, and they enjoy the pain and panic they engender when they are struck in melee by the unsuspecting.

Thyruses are typically solitary, only coming together to mate. Eggs are laid in a nest of rotting vegetation, then abandoned to the elements. Oftentimes, a thyrus' first meal will be the unhatched eggs of its siblings, and is rare for multiple hatchlings to survive from a nest. A thyrus feeds on carrion and filth, the more rotten and stinking the better, and it typically leaves its victims to "ripen" to a state of proper decomposition before eating them. Thyruses do have a typical draconic instinct for treasure, but their frequent wanderings mean that carrying large hoards is impractical. Most thyruses concentrate on small, easily portable items, leaving the largest treasures behind when they move. Such caches may contain valuable prizes, but are almost invariably contaminated, spreading yellowjack to those who claim them.

## **Thyrus** **CR 10**

**XP 9,600**

CE Large dragon (aquatic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, Perception +18

**Aura** befouling stench (30 ft., DC 21, 1 minute)

**Defense**

**AC** 24, touch 11, flat-footed 22 (-1 size, +1 Dex, +1 dodge, +11 natural)

**hp** 137 (11d12+66)

**Fort** +13, **Ref** +8, **Will** +11

**Immune** acid, disease, paralysis, poison, sleep

**Defensive Abilities** acid blood

**Offense**

**Speed** 40 ft., swim 80 ft. fly 60 ft. (average)

**Melee** bite +16 (2d8+6 plus disease), 2 claws +16 (1d8+6), tail slap +11 (1d12+3)

**Space** 10 ft.; **Reach** 10 ft. (5 ft. with claws)

**Special Attacks** breath weapon (40 ft. cone, 8d8 acid, Reflex DC 21, once every 1d4 rounds)

**Statistics**

**Str** 23, **Dex** 13, **Con** 22, **Int** 9, **Wis** 19, **Cha** 14

**Base Atk** +11; **CMB** +18; **CMD** 30 (34 vs. trip)

**Feats** Dodge, Improved Initiative, Mobility, Power Attack, Spring Attack, Vital Strike

**Skills** Fly +7. Intimidate +11, Knowledge (nature) +13, Perception +18, Sense Motive +18, Stealth +11 (+15 in water), Swim +14; **Racial Modifiers** +4 Stealth in water

**Languages** Draconic

**SQ** amphibious

**Ecology**

**Environment** any marshes and freshwater

**Organization** solitary or pair

**Treasure** standard

**Special Abilities**

**Acid Blood (Ex)** Whenever a thyrus is damaged by a slashing or piercing weapon, it sprays its acidic blood on the opponent. The affected creature must succeed a DC 21 Reflex save or take 1d8 points of acid damage. Manufactured weapons with the reach quality do not endanger their wielder in this fashion. The save DC is Constitution based.

**Befouling Stench (Su)** All water within the radius of a thyrus' stench becomes contaminated.

Although the water is still drinkable, it exposes any creature that drinks it to the thyrus' disease. A creature in the radius of the befouling stench can resist this contaminating effect with a DC 21 Will save. This is a disease effect, and the save DC is Constitution based.

**Disease (Ex)** *Yellowjack*: Bite—injury or ingested; *save* Fortitude DC 21; *onset* 1 minute; *frequency* 1 day; *effect* 1d6 Con damage and exhausted; *cure* 2 consecutive saves. The save DC is Constitution-based.