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[Tauric creatures count as furies, right?

Honestly, I don't have much to say about the dracotaur. This conversion hews pretty close to the original, except that I toned down its Str and Con scores a little. The dracotaur still hits hard for a CR 3 creature, but not quite as dramatically.]

Dracotaur

CR 3 NE Dragon

This creature has the upper torso of a reptilian humanoid. A colorful crest grows from its head, and its teeth are sharp. Its lower body is that of a wingless dragon, with a lashing tail tipped in spikes.

Dracotaurs are sly, nomadic predators that live in roving bands. Although rival bands may fight over territory, such clashes are usually non-lethal, and they will join together to face a greater, outside threat. Dracotaurs may bully humanoids sharing their land into serving them and giving them treasure, but kowtow in turn to more powerful dragons. Most dracotaurs revere true dragons, and will gladly serve even juvenile dragons. Dracotaurs and centaurs hate each other.

A dracotaur band favors speed over stealth, although they take advantage of difficult terrain and water features in order to hinder their foes. They favor the use of spears in combat, although they are also capable of fighting with their teeth and powerful spiked tails. Dracotaurs can spit small fireballs similar to a flask of alchemist's fire, which they typically use to start a fight or pick off fleeing prey. Most dracotaurs are too enamored with their own strength to be satisfied at range for very long.

Dracotaurs advance by character class, and many are rangers or barbarians. Sorcery is the most common magic among them, as they tap into their draconic bloodlines. A dracotaur stands about seven feet tall and is ten feet long. Males have more vibrantly colored crests than females, which

they often use in both courtship and territorial displays. Their scales are slightly oily to the touch.

Dracotaur CR 3

XP 800

NE Large dragon

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +7

Defense

AC 17, touch 10, flat-footed 16 (-1 size, +1 Dex, +5 natural, +2 armor)

hp 25 (3d12+6)

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

Resist fire 10

Offense

Speed 50 ft.

Melee spear +5 (1d8+4/x3), bite +3 (1d6+1), tail slap +3 (1d8+4) or bite +5 (1d6+3), tail slap +3 (1d8+4)

Ranged spit fire +3 touch (2d6 fire)

Space 10 ft.; **Reach** 5 ft.

Special Attacks powerful blows (tail slap)

Statistics

Str 16, **Dex** 13, **Con** 15, **Int** 11, **Wis** 12, **Cha** 12

Base Atk +3; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Cleave, Multiattack (B), Power Attack

Skills Acrobatics +8 (+16 when jumping), Intimidate +7, Knowledge (arcana) +6, Perception +7, Sense Motive +7, Swim +13; **Racial Modifiers** +4 Acrobatics, +4 Swim

Languages Draconic

SQ undersized weapons

Ecology

Environment temperate marshes

Organization solitary, gang (2-4) or band (5-12)

Treasure standard (Large leather armor, spear, other treasure)

Special Abilities

Spit Fire (Su) A dracotaur can spit a bolus of fire as a standard action once every 1d4 rounds.

Treat this as a ranged touch attack with a splash weapon with a range of 20 feet. A creature struck directly takes 2d6 points of fire damage. Creatures in a 5 foot radius around the target take 2 points of fire damage (Reflex DC 13 half). The save DC is Constitution based.

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