



“Kiyoflame Serpent Dragon” © Kiyoflame. Accessed at the Dragonvale Wiki [here](#)

[If there’s a lesser, there must be a greater... The thing about the two tongues comes from some medieval depictions]

Pterotus, Greater

An enormous flying serpent hurls itself across the sky, its wattled jaws opening widely to reveal two forked tongues.

Mighty aerial predators of the desert, great pteroti are winged serpentine dragons much like their smaller kin. Although great pteroti are of human-level intelligence, they tend to think with their stomachs. A well-fed pterotus is a garrulous one, however. When full, these creatures are quite friendly to desert travelers.

If hunting or threatened by dragon-slayers, great pteroti make good use of their Hover feat to create billowing clouds of debris to hinder attackers and hide their own offense. The unusual double-tongue of a great pterotus affords it the ability to navigate via taste and smell, leaving them unhampered by this tactic. Blue dragons appreciate the strength of great pteroti and will bully or bribe them into service. Behirs and great pteroti view each other as intractable rivals and will battle each other to the death.

Pterotus, Greater

CR 8

XP 4,800

N Huge dragon

Init +6; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision, Perception +14, scent

Defense

AC 20, touch 10, flat-footed 18 (-2 size, +2 Dex, +10 natural)

hp 105 (10d12+40)

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

Immune acid, paralysis, sleep effects

Offense

Speed 30 ft., fly 90 ft. (average)

Melee bite +15 (2d6+7 plus grab and poison), 2 wings +13 (1d6+3), tail slap +13 (1d10+3)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (60 ft. line, 10d6 acid damage, Reflex DC 19, every 1d4 rounds), constrict 2d8+10

Statistics

Str 24, **Dex** 15, **Con** 19, **Int** 10, **Wis** 13, **Cha** 16

Base Atk +10; **CMB** +19 (+23 grapple); **CMD** 31 (cannot be tripped)

Feats Combat Reflexes, Flyby Attack, Hover^B, Improved Initiative, Multiattack, Power Attack

Skills Diplomacy +16, Fly +11, Intimidate +16, Knowledge (nature) +13, Perception +14, Sense Motive +14

Languages Common, Draconic

Ecology

Organization solitary or pair

Environment warm deserts

Treasure standard

Special Abilities

Blindsight (Ex) A greater pterotus's blindsight is scent-based. Any strong odor, such as perfume or a *stinking cloud* spell, disables the greater pterotus's blindsight for as long as it remains within the effect and for 1d4 rounds thereafter.

Breath Weapon (Su) Any creature that takes damage from a greater pterotus's breath weapon must succeed a DC 19 Fortitude save or be sickened for 1 minute. This is a pain effect. The save DC is Constitution based.

Poison (Ex) Bite—injury; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *damage* 1d4 Str and nauseated 1 round; *cure* 1 save. The save DC is Constitution based.