

Rotak Draconian (Fire Dragon Draconian)

Large dragon (draconian), usually chaotic neutral

Armor Class 17 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	9 (-1)	10 (+0)	9 (-1)

Skills Athletics +8

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities Paralyzed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 10

Languages Common, Draconic, Primordial

Challenge 9 (5,000 xp)

Death Throes. When a rotak dies, its body dissolves into a large pool of lava, and each creature within 10 ft of it must make a DC 14 Dexterity saving throw. On a failure, the targets in the area take 22 (4d6) fire damage per round, or half as much on a successful save. The lava remains for 1d6 rounds. Creatures are subject to this damage if they begin their turn in the area or if they enter the area on their turn.

Disease Immunity. Draconians are immune to all diseases.

Draconic Heritage. Draconians can't be put to sleep by magic.

Sweltering Aura. Damage taken from a rotak's natural weapons deals an extra 4 (1d6) fire damage (as shown in their attack listings). Creatures touching or attacking a rotak with a melee attack while within 5 feet of it likewise takes 4 (1d6) fire damage per hit.

Innate Spellcasting. The rotak's innate spellcasting ability is Charisma (spell save DC 14). The rotak can innately cast the following spells, requiring no material components:

1/day each: fireball, wall of fire

Low Metabolism. Draconians can survive on meager and sparse nourishment. They require only one-tenth of the food and water it takes to sustain a human.

Magic Resistance. Draconians have advantage on saving throws against spells and other magical effects.

Reckless. At the start of its turn, the rotak can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Actions

Multiattack. The rotak makes two claw attacks and a bite attack.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one creature. *Hit:* 12 (2d6 + 5) slashing damage.

Breath Weapon (recharge 5-6). A rotak can breathe a 30-ft cone of chaotic fire. Any target caught in the cone must make a DC 14 Dexterity saving throw. On a failure, the targets take 14 (3d8) fire damage, or half as much on a successful save. This fire is fire mixed with primordial chaos, so resistance to fire is only half as effective as normal.

Created at the height of power of sorcery and mysticism, rotaks were created by spellcasters who had unearthed the secrets of draconian creation. Taking the eggs of Chaos' fire dragons, the casters were finally able to master the procedure in 29 SC.

Standing at close to 9', rotaks are very large, menacing opponents. They are tall, as well as very stout. This combination, along with their skin, inhibits their ability for any type of fast movement. They are also unable to fly or glide, although they have wings. Their body composition is too dense for the wings to provide any aerial help. Their skin consists of scaly plates, separated by what appears to be magma flowing underneath the plates. This plate-like skin is hard as stone, providing them very good protection.

Rotaks are fierce warriors, but undisciplined. When they even think they are threatened or provoked (which is very often), they fly into battle. They typically do not use any kind of tactics or ambush, unless there is an exceptional minded rotak somewhere.

They would probably like to carry treasure, but because of their fiery nature, pretty much anything they touch for a period of time becomes useless. So they rely on their natural armor and fiery touch (including their claw attacks) to destroy their enemies.