

AZA'ZATI

THE GREEN WYRMLING

He is the greed and pride of dragons. When bound as a spirit, Aza'zati grants his summoners the ability to belch acid, detect the presence of gold coins, befoul water, swim with skill, and whisper to vines, tree roots and other undergrowth to restrain one's foes.



Level: 1

Dragon Constellation

Legend

"I am not a dragon," Aza'zati often said. "I am merely a wizard's familiar." Such was the tremendous confidence of little green Aza'zati, a dragon who could boast with sureness of being nothing in particular. True to his dragon nature, however, not even celestials and fiends could sway him from the proudest dragon quest, the eternal acquisition of admiration.

As sages know, many wyrmlings do not survive their first years as they gather gold to gain admiration.

"But you are misguided," Aza'zati would explain to the sages. "Small and young is advantageous. If I were a huge ancient dragon, paranoid of rivals and too bloated to escape my cave, what new gold could I gain?" For this reason—plus others that Aza'zati might patiently explain—he preferred the company of young treasure hunters and quest-bound adventurers. "And I prefer them young," he would add. "Young ones don't know a gold piece from a gorgon. They are prone to heed my advice, and unlikely to insist on huge treasures for themselves. Plus, they're easier to eat if I get really hungry."

had grown larger than a full-grown man. More importantly, he had grown quite famous. Few dragons are ever so out-and-about as Aza'zati was. "They must know me to love me," he would explain.

"You take care," an adult green dragon once told him.

"Jealous, are we?" Aza'zati replied. "We're dragons. We should go for the inheritance due us. Someday everyone shall revere my name."

Happily, one day a wizard dressed in flowing green robes arrived at Aza'zati's lair, which was the ruins of a high tower just a few hours trek from the City of Spires.

"I believe I can assist you," the green wizard Evanis said.

"At last!" Aza'zati exclaimed with relief. He decided not to mention that under normal circumstances he would eat anyone who dared to suggest that they could help him.

"Tell me your woes," Evanis soothed, sitting on a rock next to him. Clearly, Aza'zati thought, this wizard lacked fear and must be very powerful indeed.

"I command the plants of the earth," Aza'zati explained with tears in his eyes. "I can despoil water and belch a cacophony of acidic vapors, yet my best years are so brief." He looked into the cave's pond, to count the signs of his lost childhood.

Evanis nodded as he observed. "How lucky you are to be a dragon," he said, "It is the most any of the rest of us could hope for."

Aza'zati responded to the wizard's wisdom and rested his teary eyes upon his lap. "What do you suggest?" he asked.

Evanis explained that the challenge before Aza'zati was not aging but mortality.

"Fortunately, the cure for the pox called life is to transform into a god. And you are in luck, since only a dragon can take this step."

"The most delicious idea I've heard all day!" Aza'zati exclaimed excitedly. He flapped his wings in joy.

Evanis also mentioned the process would take much gold, and after a convincing show of his mortal magic and a look at the spell in question, Aza'zati revealed his secret horde to the wizard.

As the wizard labored, seven long and restless nights passed. Not even a fair maiden could sooth Aza'zati's turbulent stomach. Finally, the wizard returned to cast the spell.

"Cast it for all to see!" Aza'zati exclaimed. "A god must have witnesses." Thus, he flew himself and the wizard to a high central dais in the City of Spires.

Evanis cast his spell. With a puff of crackling gray smoke, Aza'zati vanished.

Evanis smiled and brushed his hands of spell dust.

"Another monster down for the history books!" he announced loudly to the crowd, who cheered and carried him to the tavern, where wine, wenches, and song continued long into the evening. This was the wizard's first dragon.

"Stupid dragon," he commented to a colleague later.

What the wizard did not know is that dragons, even wyrmlings, are more than mere monsters. Aza'zati, by ambition and fame, had indeed become a god of sorts, living on for eternity, known and admired forever as a spirit.



Alas, like all living creatures, Aza'zati began to leave childhood behind, slowly at first, and then one day a ranger referred to him as his ample steed, at which time Aza'zati ate the ranger, because a wyrmling was neither ample nor anyone's dull-minded, docile steed.

"Is it true? Am I losing my curious edge?" he would ask anyone who would listen rather than flee from him. By then, Aza'zati

Summoning Rules

The following rules describe requirements and rituals for binding Aza'zati, the Green Wyrmling.

Binding DC: 16.

Requirements: You must be within sight of a pool of water, a forest cave, or a city spire; plus, speak Draconic.

Ceremony: You pour a thimble of weak acid into a gold chalice of foul water mixed with twigs and leaves. Drink the concoction.

Manifestation: The apparition of a hatching green dragon emerges from the chalice. In a squeaky voice, he pines for gold and expresses envy and anger at you for summoning him. Then with a puff of smoke, he vanishes.

Granted Abilities

Aza'zati grants the following supernatural abilities.

Acid Gout: You can belch forth a 15-foot cloud of acidic vapors that inflict 1d4 hit points of acid damage per level (maximum 5d4). Creatures get a Reflex save for half-damage. Unattended objects take full damage. You must wait 5 rounds between each use of this ability.

Befoul Water: With a disdainful glance, you can foul 1 gallon of water per level within close range. The water turns visibly brackish and is no longer potable. If not diluted by twice its amount in fresh water, creatures that drink it become sickened (Fortitude negates). A grappled foe can be forced to drink on a failed Reflex save.

Detect Gold Coins: You can detect the presence of gold coins up to 60 feet away in a cone-shaped emanation. This works similar to *detect magic* except that it targets gold coins. In round one you learn whether gold coins are present. In round two you learn how much. Finally, in round three, you learn exactly which square. This ability detects no other minerals, metals or even unminted gold, only gold coins.

Entangling Vine: You cause vines, roots, or other flora in a 5-foot square at close range to entangle one Medium or smaller creature occupying that square. A successful Reflex save avoids entanglement. Each round beginning on its turn, the creature can attempt a DC 20 Strength check or Escape Artist check to escape. You must wait 5 rounds before using this ability again.

Swim Bonus: You gain a +8 untyped bonus to Swim checks. The effect lasts 24 hours.

Signs and Influence

This spirit may affect you in the following ways.

Physical Sign: You grow green scales and draconic features, and the smell of acid and rotting vegetation cling to you no matter where you go. At your option, when you use a granted ability, your eyes turn golden-colored.

Alignment Shift: When you fail your binding check by 10 or more, your alignment moves a step closer to lawful evil for 24 hours.

Personality Influence: Aza'zati schemed endlessly. He compels you to take one round prior to any attack you launch to devise and inform others of a strategy to follow. Also, finding gold is always your top priority, and a single, lost gold piece leaves you in the foulest, most pessimistic mood.

Favored Ally: Dragon. Aza'zati is concerned with all things draconic and loves his kind nearly as much as he loves himself. He likes reptilians but views them as inferior.

Favored Enemy: Humanoid (arcane spellcaster). Aza'zati will never forget the cruel trick played on him by a human wizard who caused his transformation into a spirit.

Capstone Granted Ability

You gain the following ability when you pass your binding check by 10 or more.

Cacophony: You cause a cacophony of irritating, squeaking wyrmling voices to fill the air for 1 round. The cacophony disrupts bardic music and other sound attacks produced by a creature with Hit Dice less than or equal to your level (maximum 6 Hit Dice). Disrupted sound has no effect that round. The cacophony is centered on you and has a radius of 5 feet per level.

Tactical Bonus

While bound to this spirit, apply a +1 bonus to all your d20 rolls for the round you meet any of these criteria:

- » Gain even a single gold piece.
- » Interact with a dragon (non-combat action).
- » Move underwater.
- » Succeed on a Perform (oratory) check.

Inspired Companion

If you forego the entangling vine granted ability, Aza'zati provides you with a small, crafty viper as a companion.

Vatic Viper (CR 1)

Small Magical Beast

Hit Dice: 1d8 (4 hp)

Initiative: +3

Speed: 20 ft., Climb 20 ft., Swim 20 ft.

AC: 17 (+1 size, +3 Dex, +3 natural) touch 14, flat-footed 14

Base Attack/Grapple: +0/-6

Attack: Bite +4 (1d2-1 plus poison)

Full Attack: Bite +4 (1d2-1 plus poison)

Space/Reach: 5 ft./5 ft.

Special Attacks: Poison (Fort DC 10, -1d6 Con)

Special Qualities: Scent, understands Draconic

Saves: +2/+5/+1

Abilities: Str 6, Dex 17, Con 11, Int 4, Wis 12, Cha 2

Skills: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6

Feats: Weapon Finesse^B

Alignment: Neutral

Role-Play Text

Read aloud the following points to quickly convey all or part of Aza'zati's legend:

- » *"This hatchling green dragon was so confident and vain that he assumed godhood was his natural right and destiny."*
- » *"Like the greediest of dragons, Aza'zati enjoyed diving for gold coins, even as plants and fish around him perished due to his foul acid gout."*
- » *"Unlike most dragons, Aza'zati feared losing his youth and wished to remain a wyrmling forever. He believed that his small size and curious demeanor promoted his stealth and fame."*
- » *"Aza'zati was not reclusive; while commoners cowered in fear, spellcasters hung on his every self-important word."*
- » *"A sneaky wizard flattered Aza'zati in order to bring about his death, but discovered that a dragon cannot be so easily disposed of."*