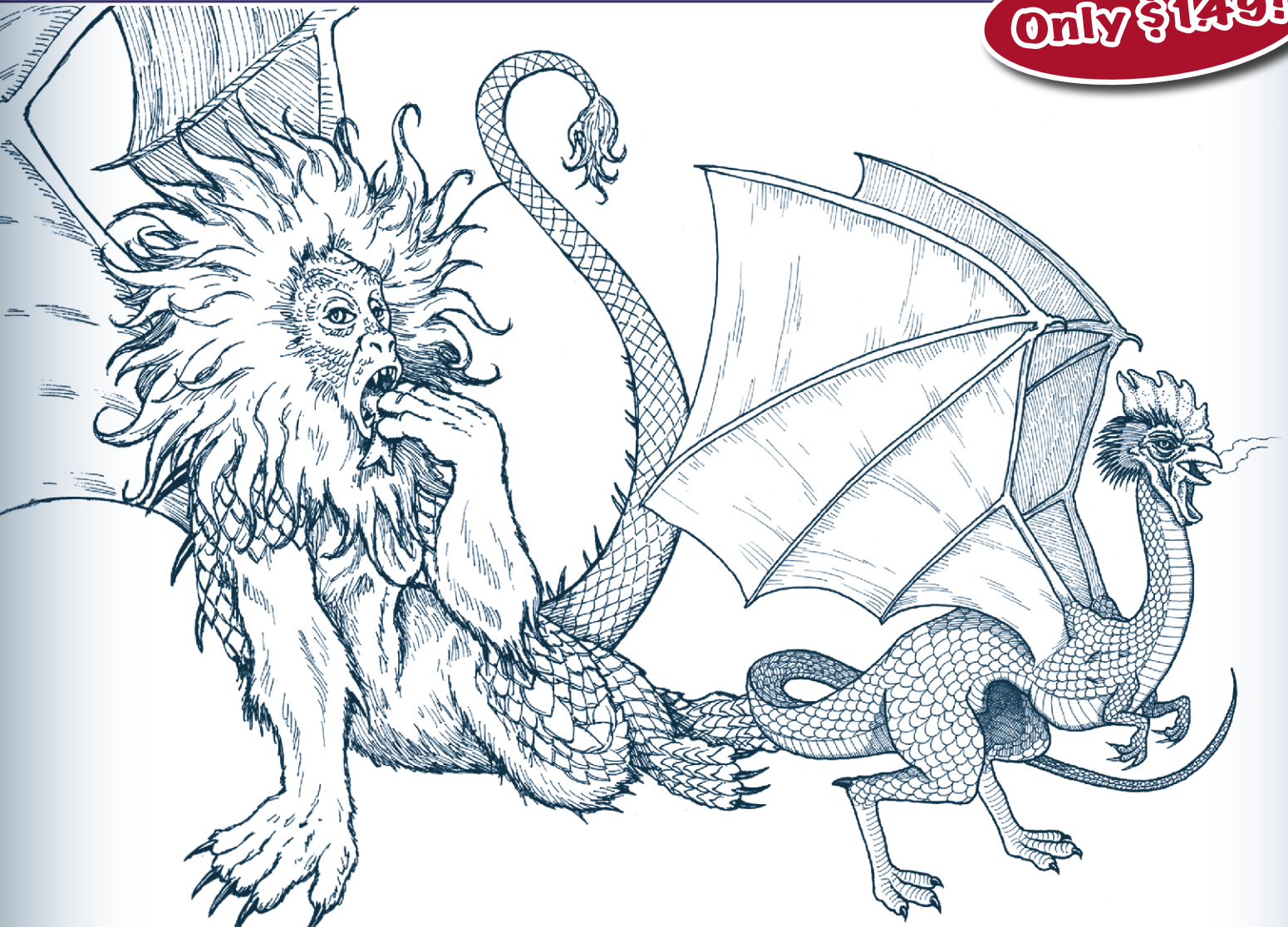


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# BLACKDIRGE'S **Bargain!** BESTIARIES

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• HYBRID HORRORS: DRAGON-BLOODED •



AERYN "BLACKDIRGE" RUDEL

# BLACKDIRGE'S **Bargain!** BESTIARIES

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BLACKDIRGE'S BARGAIN BESTIARIES  
HYBRID HORRORS: DRAGON-BLOODED  
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## HYBRID HORRORS: DRAGON-BLOODED

Dragons are fecund monsters, and their unique magical properties allow them to breed with nearly any living creature. The results of these unions are very often terrifying monsters in their own right, combining traits from both dragon and beast to form a new and powerful creature. Although many dragon-blooded hybrids are sterile, a few do breed true and go on to found their own unique races of draconic monsters.

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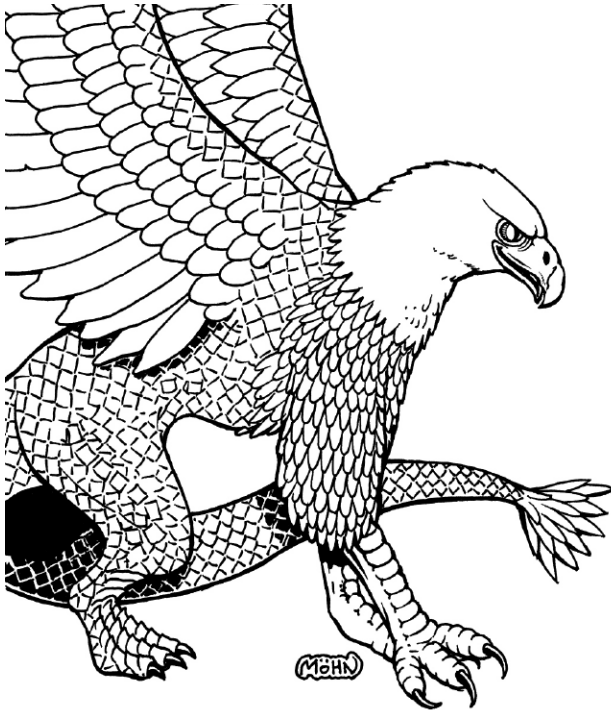


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# DRACOGRIFF

The dracogriff is a fearless predator that combines the grace and strength of the griffon with the speed, power, and intellect of a metallic dragon.



## DRACOGRIFF LORE

**Arcana or Nature DC 19:** The mating of a female silver dragon and a male griffon produces a powerful hybrid known as a dracogriff. Dracogriffs are not sterile, and can breed with silver dragons or griffons. They tend to dwell upon high mountains, enjoying temperatures below freezing, and do not typically prey upon intelligent creatures.

**Arcana or Nature DC 21:** Unlike standard griffons, dracogriffs do not serve intelligent humanoids as mounts. Because of increased intellect and draconic pride, dracogriffs find serving as a mount to be insulting and disgraceful in the extreme.

## DRACOGRIFF TACTICS

A dracogriff prefers to attack from the air, opening combat by hovering and blasting its enemies with *freezing breath*. It then climbs higher into the air and uses *frost fury charge* against an enemy damaged by its breath weapon. On the ground, the dracogriff uses *furious onslaught* each round, focusing attacks on bloodied opponents if possible. Once the dracogriff becomes bloodied, it focuses its attacks on a single opponent, and uses *freezing breath* as often as it recharges.

### Dracogriff

Level 9 Elite Brute

Medium large magical beast

XP 800

**Initiative** +7

**Senses** Perception +12; low-light vision

**HP** 240; **Bloodied** 120

**AC** 21; **Fortitude** 23, **Reflex** 20, **Will** 20

**Immune** fear (only when bloodied); **Resist** 10 cold

**Saving Throws** +2

**Speed** 6, fly 10 (hover), overland flight 15

**Action Points** 1

⊕ **Claws** (standard; at-will)

+12 vs. AC; 2d8 + 6 damage.

⊕ **Bite** (standard; at-will)

+12 vs. AC; 1d10 + 6 damage.

⊕ **Furious Onslaught** (standard; at-will)

The dracogriff makes a claws attack and a bite attack.

If the dracogriff is bloodied, it can make an additional claws or bite attack against any target hit by the initial claws or bite attack.

↔ **Freezing Breath** (standard; recharge ☹️) ♦ **Cold**

Close blast 3; +8 vs. Reflex; 2d6 + 5 cold damage, and the target gains vulnerable 5 cold (save ends).

**Freezing Frenzy** (only while bloodied) ♦ **Cold**

The dracogriff gains a +2 bonus to attack rolls and can take an extra move action each turn. In addition, *freezing breath* gains recharge ☹️☹️☹️.

**Frost Fury Charge** (standard, usable only while flying; at-will) ♦ **Cold**

When the dracogriff charges, it gains a +4 bonus to the attack roll instead of the normal +1. On a hit, the target takes an additional 1d8 cold damage and is slowed until the end of the dracogriff's next turn.

**Alignment** Unaligned

**Languages** Draconic

**Skills** Athletics +15

**Str** 22 (+10)

**Dex** 16 (+7)

**Wis** 16 (+7)

**Con** 20 (+9)

**Int** 8 (+3)

**Cha** 12 (+5)

**Description** *This stately creature has the head and fore-claws of a silver-feathered eagle and the hind quarters of a large silver wyrm. Its wings are massive and shine with metallic silver feathers. Plumes of frost rise from the beast's, open raptor-like mouth.*

## ENCOUNTER GROUPS

Dracogriffs often serve the silver dragons that sired them, many times acting as guardians for their sire's lair or its full draconic offspring. In addition, dracogriffs, like silver dragons, tend to be honorable and just, and may ally themselves with humanoids that share the same ideals.

### Level 11 Encounter (XP 3,000)

- 1 centaur mystic (level 13 controller)
- 2 centaur hunters (level 12 artillery)
- 1 dracogriffin (level 9 elite brute)

# DRACOLISK

Cunning and lethal, the multi-limbed dracolisk uses its potent venom to slay even the heartiest enemies. It is a malicious predator, and enjoys watching intelligent prey slowly succumb to its awful venom.

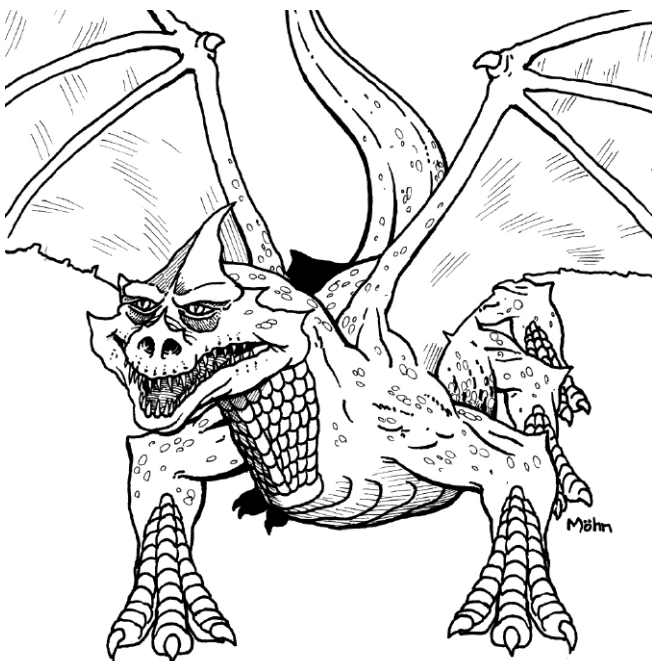
## DRACOLISK LORE

**Arcana or Nature DC 16:** Dracolisks are spawned from the union of a female green dragon and a male venom-eye basilisk. They are one of the more common draconic hybrids, and can breed true with venom-eye basilisks but not with green dragons. Unlike many draconic hybrids, dracolisks inherit much of their dragon parent's intellect and guile, along with a healthy dose of malicious cruelty.

**Arcana or Nature DC 21:** Dracolisks have command of both Common and Draconic and enjoy taunting their victims before killing and devouring them.

## DRACOLISK TACTICS

A dracolisk is a clumsy flier and prefers to fight on the ground whenever possible. It begins combat with *venom breath* to ensure that its melee attacks and *fearsome gaze* are more effective against its foes. It then focuses *venomous compulsion* on an obvious spellcaster or an enemy with strong ranged attacks, hoping to pull the target closer without having to abandon a defensible position. In melee, the dracolisk uses *claw storm* as often as possible, targeting enemies already suffering ongoing poison damage from its bite or gaze. A dracolisk typically uses its action point when either *claw storm* or *venomous breath* recharges, combining one of these fearsome attacks with a bite attack in the same round.



**Dracolisk** Level 12 Elite Controller  
Large natural magical beast (reptile) XP 1,400

**Initiative** +9 **Senses** Perception +14; darkvision

**HP** 252; **Bloodied** 126

**AC** 26; **Fortitude** 25, **Reflex** 22, **Will** 23

**Resist** 25 poison

**Saving Throws** +2

**Speed** 6, fly 6 (clumsy)

**Action Points** 1

⬇ **Bite** (standard; at-will) ⬆ **Poison**  
+17 vs. AC; 1d10 + 5 damage, and ongoing 10 poison damage (save ends).

⬇ **Claw** (standard; at-will) ⬆ **Poison**  
+17 vs. AC; 1d6 + 5 damage.

⬇ **Claw Storm** (standard; recharge ⓂⓂⓂⓂ) ⬆ **Poison**  
The dracolisk makes 4 claw attacks.

⬇ **Poisonous Prod** (immediate reaction, if an adjacent enemy does not move on its turn; at-will) ⬆ **Poison**  
The dracolisk makes a claw attack against the target.

↪ **Venomous Compulsion** (standard; at-will) ⬆ **Charm, Gaze, Poison**  
Ranged 10; +16 vs. Fortitude; 2d6 + 6 poison damage, and ongoing 5 poison damage (save ends). Each time the target fails a saving throw against the ongoing damage, it is pulled 1 square closer to the dracolisk. If the target is pulled adjacent to the dracolisk, the dracolisk can make a bite attack against the target as a free action.

↩ **Venom Breath** (standard; recharge ⓂⓂ) ⬆ **Poison**  
Close blast 5; +15 vs. Reflex; 3d6 + 6 poison damage, and the target takes a -2 penalty to Fortitude defense and saving throws (save ends both).

**Alignment** Evil **Languages** Common, Draconic

**Skills** Bluff +14, Insight +14, Intimidate +14

**Str** 21 (+11) **Dex** 16 (+9) **Wis** 17 (+9)

**Con** 22 (+12) **Int** 11 (+6) **Cha** 16 (+9)

**Description** *This terrifying reptilian monster moves about on six short, pillar-like legs, each ending in a formidable set of talons. Its head is broad and crowned with a short, crest-like horn, and its long, low-slung body is thick and ungainly. The beast's scales are a muted green, and its stubby wings look barely capable of supporting its bulky body in flight.*

## ENCOUNTER GROUPS

Dracolisks enjoy the company of other venomous creatures, and may be found serving evil humanoids if properly motivated with food and treasure.

### Level 12 Encounter (XP 3,400)

- 1 dracolisk (level 12 elite controller)
- 2 minotaur warriors (level 10 soldier)
- 2 wyverns (level 10 skirmisher)

# DRACOSPHERINX

The fabled dracosphinx is a rare draconic hybrid that comes close to a true dragon in terms of physical power and destructive ability.

## DRACOSPHERINX LORE

**Arcana or Religion DC 22:** Dracosphinxes arise from the union of a female adult red dragon and a male sphinx. Unlike many hybrids, the dracosphinx eclipses its parents in physical power, while retaining the keen intellect and natural cunning supplied by both. Like traditional sphinxes, dracosphinxes are typically encountered alone; however, like red dragons, they make frequent forays to hunt, gather treasure, or simply slaughter any living creature they encounter.

**Arcana or Religion DC 27:** Dracosphinxes, like standard sphinxes are fond of posing challenging riddles to travelers. However, dracosphinxes often cheat by posing riddles with no true answers, despite the fact that this robs them of the increased power of *dracosphinx's challenge*.

## DRACOSPHERINX TACTICS

A dracosphinx begins combat with *immolating roar*, and then spends an action point to use *scorching breath*. It then uses *pounce* to quickly move into combat, targeting a bloodied opponent or a probable spellcaster. In melee, the dracosphinx generally uses its claws to mark opponents, and then follows up on marked foes with two bite attacks via *marked fury*. It uses *pounce* to quickly maneuver around the battlefield, spreading its attacks around. A dracosphinx prefers to fight on the ground, and takes to the air only to escape a potentially lethal situation.

## ENCOUNTER GROUPS

Dracosphinxes are normally solitary creatures, but they occasionally enter into alliances with other evil, fire-dwelling creatures.

### Level 21 Encounter (XP 16,000)

- 1 dracosphinx (level 19 solo soldier)
- 2 fire giant forgecallers (level 18 artillery)

### Dracosphinx

Level 19 Solo Soldier

Large immortal magical beast

XP 12,000

**Initiative** +15

**Senses** Perception +18; darkvision

**HP** 728; **Bloodied** 364

**AC** 35; **Fortitude** 32, **Reflex** 29, **Will** 29; see also *dracosphinx's challenge*

**Resist** 15 fire

**Saving Throws** +5

**Speed** 6, fly 8, overland flight 12

**Action Points** 2

⬇ **Bite** (standard; at-will) ⬆ **Fire**

Reach 2; +26 vs. AC (see also *dracosphinx's challenge*); 2d8 + 7 damage plus 2d6 fire damage.

⬇ **Claw** (standard; at-will)

Reach 2; +26 vs. AC (see also *dracosphinx's challenge*); 2d8 + 7 damage, and the target is marked until the end of the dracosphinx's next turn.

⬇ **Marked Fury** (standard; at-will) ⬆ **Fire**

The dracosphinx can make two melee basic attacks against a marked target as a standard action.

⬇ **Pounce** (standard; at-will) ⬆ **Fire**

The dracosphinx shifts 6 squares and makes a bite attack. If the bite attack hits, the dracosphinx can make a claw attack as a free action. If the claw attack hits, the target is also knocked prone.

⬅ **Immolating Roar** (standard; recharge ⓂⓂⓂ) ⬆ **Fear, Fire**

Close burst 10; targets enemies; +22 vs. Will (see also *dracosphinx's challenge*); the target takes a -2 penalty to attack rolls and gains vulnerable fire 5 (save ends both)

⬅ **Scorching Breath** (standard; recharge ⓂⓂⓂ) ⬆ **Fire**

Close blast 5; +22 vs. Reflex (see also *dracosphinx's challenge*); 3d10 + 6 fire damage. *Miss:* Half damage.

⬅ **Bloodied Breath** (free, when first bloodied, encounter)

*Scorching breath* recharges, and the dracosphinx uses it.

**Searing Recovery** (standard; encounter) ⬆ **Healing**

The dracosphinx spends a healing surge and regains 182 hit points. The dracosphinx's melee attacks deal ongoing 10 fire damage (save ends) until the end of its next turn.

### Dracosphinx's Challenge

The dracosphinx poses a challenge out of combat (see page 5). If the challenged creatures refuse to answer or fail to answer correctly, the dracosphinx gains the following benefits until the end of the encounter: an extra use of *searing recovery*, a +2 bonus to attack rolls, and a +2 bonus to all defenses.

**Alignment** Evil

**Languages** Common, Draconic, Supernal

**Skills** Arcana +17, Bluff +17, History +17, Insight +18, Intimidate +17, Religion +16

**Str** 25 (+16)

**Dex** 19 (+11)

**Wis** 19 (+11)

**Con** 22 (+15)

**Int** 16 (+10)

**Cha** 16 (+10)

**Description** *This powerful beast combines lion and dragon in a compelling mix. Its scaled body is lean, low slung, and cat-like, and it boasts a pair of huge, leathery wings the color of burnt blood. The beast's head is slightly anthropomorphic, but any human qualities are quickly lost in the short scaled muzzle, yellowed fangs, and wiry red mane.*





## THE DRACOSPHERINX'S CHALLENGE

Like a standard sphinx, you can run a dracosphinx's challenge by posing a riddle to your players. If they can answer it, then the dracosphinx does not gain the combat benefits of *dracosphinx's challenge*. However, you can also run the following skill challenge to simulate the riddle, adding a bit more complexity to the encounter, allowing for the fact that the dracosphinx may be cheating the PCs.

### Dracosphinx's Challenge

Level 19

Skill Challenge

4,800 XP

#### Complexity

3 (8 successes before 3 failures)

#### Primary Skills

Arcana, History, Religion

#### Secondary Skills

Bluff, Insight

#### Success

The characters divine the answer to the dracosphinx's riddle or ascertain that there is no answer. The dracosphinx does not gain the benefits of dracosphinx's challenge, and the characters are a bit savvier to the dracosphinx's ruses, in and out of combat. The characters receive a +2 bonus to all defenses against the dracosphinx's attacks until the start of their second turn in the encounter.

#### Failure

If the riddle posed by the dracosphinx has an answer and the PCs fail to guess it, the dracosphinx gains all the benefits described under dracosphinx's challenge. If the riddle has no answer, and the PCs fail to ascertain that, the dracosphinx gains a surprise round on the PCs at the beginning of the encounter.

#### Arcana (DC 22, 1 success, no maximum, standard action)

*Your deep understanding of draconic lore and obscure arcane secrets grants you a clue to the dracosphinx's challenging riddle.*

#### Bluff (DC 22, 0 successes, free action, usable only if there is no answer to the dracosphinx's riddle)

The group gains a +2 bonus to its next Arcana, History, or Religion check in this skill challenge.

*You are accomplished at twisting the truth, and it's hard to tell a lie to a master liar.*

#### History (DC 22, 1 success, no maximum, standard action)

*Your knowledge of local and world history provides insight into the dracosphinx's riddle.*

#### Insight (DC 22, 0 successes, free action)

The group gains a +2 bonus to its next Arcana, History, or Religion check in this skill challenge.

*You are an accomplished truth-seeker, and your keen eyes can discern even the minutest changes in the dracosphinx's behavior, possibly giving some insight into the answer it seeks...or the fact that there is no answer.*

#### Religion (DC 22, 1 success, no maximum, standard action)

*Your knowledge of immortal creatures and deep understanding of religious matters provides clues that may lead to the answer the dracosphinx seeks.*

# DRACOTRICE

The dracotrice combines the malevolence of an evil dragon with the instinctual cunning of the cockatrice.

## DRACOTRICE LORE

**Arcana or Nature DC 15:** Dracotrices arise from the union of a male red dragon and a female cockatrice. Typically, only one in ten of such pairings produces a true dracotrice. Dracotrices are mules, and cannot breed with dragons, cockatrices, or other dracotrices.

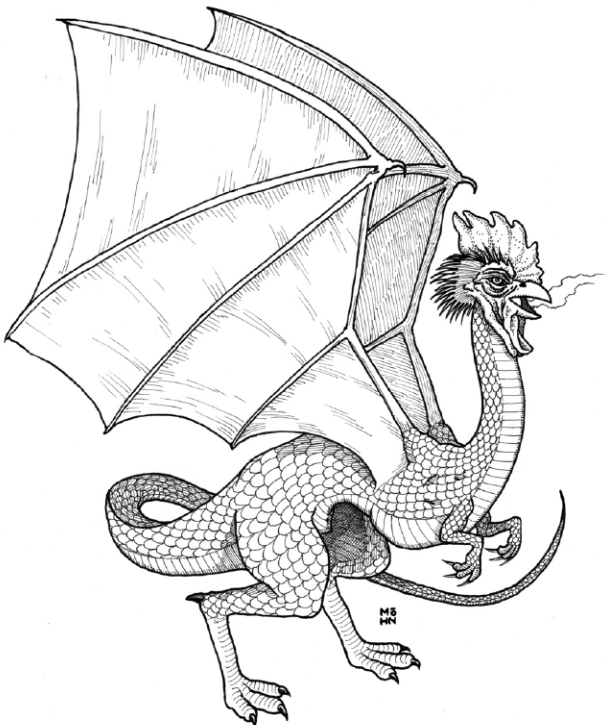
**Arcana or Nature DC 19:** Dracotrices gain much from their draconic parent, including increased size, strength, and intelligence, plus enhanced flight ability and a withering breath weapon. However, they lack the ability to petrify opponent like true cockatrices, but retain the cockatrice's rather cowardly approach to combat.

## ENCOUNTER GROUPS

Cowardly and wicked, dracotrices tend to surround themselves with allies that can handle the majority of melee combat. They can be bribed into serving various types of evil humanoids with promises of food and treasure.

### Level 7 Encounter (XP 1,550)

- 1 dracotrice (level 7 elite skirmisher)
- 3 duergar shock troopers (level 6 brute)
- 1 duergar theurge (level 5 controller)



**Dracotrice** Level 7 Elite Skirmisher  
Medium natural magical beast (reptile) XP 600

**Initiative** +10 **Senses** Perception +9; darkvision

**HP** 160; **Bloodied** 80

**AC** 21; **Fortitude** 19, **Reflex** 20, **Will** 17

**Immune** petrification; **Resist** 10 fire

**Saving Throws** +2

**Speed** 6, fly 6 (hover)

**Action Points** 1

⊕ **Stonefire Bite** (standard; at-will) ♦ **Fire**  
+12 vs. AC; 1d6 + 5 damage plus 1d6 fire damage, and the dracotrice makes a secondary attack against the same target. *Secondary Attack:* +10 vs. Fortitude; the target is slowed and takes ongoing 5 fire damage (save ends both). *First Failed Saving Throw:* The target is immobilized and takes ongoing 10 fire damage (save ends both).

↓ **Fanning Wings** (minor 1/round; at-will)  
Slowed or immobilized target only; +10 vs. Reflex; 1d6 + 3 damage, and the target takes a -2 penalty to saving throws against the effects of *stonefire bite* or *stonefire breath* until the end of its next turn.

↩ **Stonefire Breath** (standard; recharge [☹]) ♦ **Fire**  
Close blast 3; +8 vs. Reflex; 1d10 + 3 fire damage, ongoing 5 fire damage and the target is slowed (save ends both). *Miss:* Half damage; no ongoing damage, and the target is not slowed.

↑ **Stonefire Escape** (immediate reaction; when an enemy moves adjacent to the dracotrice; recharge [☹][☹])  
The dracotrice uses *stonefire bite* against the triggering enemy, and shifts a number of squares up to its fly speed.

**Alignment** Chaotic evil **Languages** Draconic  
**Skills** Stealth +13  
**Str** 18 (+7) **Dex** 20 (+8) **Wis** 15 (+5)  
**Con** 16 (+6) **Int** 8 (+1) **Cha** 10 (+3)

**Description** *Looking like an overgrown chicken crossed with a great, red-scaled lizard, this creature would almost be funny if it wasn't so obviously dangerous. It stands nearly as high as a man, with great leathery wings, a lashing reptilian tail, two stubby forearms ending in taloned, three-fingered hands, and a serpentine neck supporting a very avian head. A slight shimmer of heat surrounds the beast, and faint wisps of smoke rise from between its beaked jaws.*

## DRACOTRICE TACTICS

A dracotrice typically begins combat with *stonefire breath*, from the air if possible. It then targets a slowed creature with a combination of *fanning wings* and *stonefire bite*. It tries to use *fanning wings* on the same target every round to ensure a continued immolation of the targeted foe. When other enemies press in close, the dracotrice uses *stonefire escape* to moves to a more defensible position. It uses its action point when *stonefire breath* recharges, combining the breath weapon with a *stonefire bite* in the same round.