

## Drake, Bloodseeker

CR 2

N Medium Dragon

**Initiative:** +1; **Senses:** Darkvision 60 ft., low-light vision, scent

### Defense

**AC:** 16, **Flat-Footed:** 15, **Touch:** 11

(+1 dexterity, +5 natural)

**HP:** 28 (3d12+9)

**DR:** None

**Fort:** +6, **Ref:** +4, **Will:** +3

**SR:** None

**Resistances:** None

**Immunities:** Dragon immunities

**Defensive Abilities:** None

### Offense

**Base Attack** +3; **Grapple** +5; **Space/Reach** 5 ft. / 5 ft.

**Speed:** 30 ft.

**Melee:** Bite +6 (1d8+3)

**Special Abilities:** Awareness, Bloodseeker

### Tactics

**During Combat:** In combat, one drake typically charges forth and attempts to draw blood so that its companions might employ their bloodseeker ability and join it in battle. Bloodseeker drakes often employ flanking tactics when in combat.

**Morale:** Bloodseeker drakes fight without fear so long as they outnumber their opposition. If reduced to fewer in number than their foes, a drake will flee if reduced to 10 or fewer hit points.

### Statistics

**STR** 14 (+2)

**DEX** 12 (+1)

**CON** 16 (+3)

**INT** 5 (-3)

**WIS** 11 (+0)

**CHA** 10 (+0)

**Armor Check Penalty:** -0 (-0 armor, -0 shield)

**Feats:** Combat Reflexes, Weapon Focus (Bite)

**Skills:** Hide +7 (6 ranks, +1 dex), Listen +6 (6 ranks), Spot +6 (6 ranks)

**Languages:** None

**SQ:** None

**Combat Gear:** None

**Other Gear:** None

### Ecology

**Environment:** Any Forests or Mountains

**Organization:** Solitary, pair, hunting party (2-8), pack (4-20)

**Treasure:** None

### Special Abilities

**Awareness (Ex):** Bloodseeker drakes are incredibly adept at catching fleeing foes in their waiting maws. A bloodseeker drake makes attacks of opportunity against opponents making five-foot steps as if they were moving normally.

**Bloodseeker (Ex):** A bloodseeker drake is capable of entering a feeding frenzy that grants it great speed. Whenever a creature takes damage within 60 feet of a bloodseeker drake, the bloodseeker drake may immediately make a charge attack at that creature.

A bloodseeker drake who makes use of this ability gains a +4 enhancement bonus to its strength score for 1 minute (this grants the bloodseeker drake a +2 bonus to its attack rolls with its bite attack and a +3 bonus to its damage rolls with its bite attack). After 1 minute passes, the bloodseeker drake is fatigued for 10 minutes.

This ability is only usable once in any given encounter.

*A two-legged saurian the size of a man stands before you; its red hued scales match the dried blood that cakes its maw.*

Bloodseeker drakes are the result of a red dragon having mated with either a tyrannosaurus or a megaraptor. The result is a much smaller beast that is much more content hiding in the brush than rampaging through the local terrain. Bloodseeker drakes tend to lair in areas that feature heavy undergrowth or rocky outcroppings which they can use to hide themselves from prey.

Bloodseeker drakes lack the primary features of their parents, but make up for it with sheer ferocity in combat. Bloodseeker drakes rarely travel alone; when encountered without companions, a bloodseeker drake is often assumed to have been chased from its pack. While this is most often the case, some packs use a single drake to lure in large predators only to leap out from the nearby surroundings to aid their comrade.

## Lore

A successful knowledge (arcana) check will reveal the following information about a bloodseeker drake:

**DC 13** This is a bloodseeker drake, a distant relative to both dinosaurs and dragons. This reveals all dragon traits.

**DC 18** Bloodseeker drakes enter a frenzy when creatures near them shed blood.

**DC 23** Bloodseeker drakes are capable of deftly attacking creatures who take great care in moving away from them.