



“Leopard Dragon” © Matt Watier. Accessed at his deviantArt page [here](#)

[Almost all of the research for this themed batch of monsters has been from [@abookofcreatures](#). That’s where I first heard of the zabraq, but somehow I got it into my head that it was a type of draconic creature. Maybe it was their art, which has little ears and a croc-like snout. Maybe it was just the volatile nature of the beast. Maybe I was just crazy. But I decided to keep it a dragon even there’s no textual evidence to support that it originally was. Dragons can be mammals, too.

Also, for those of a scatological/accurate bent, in the original story, the zabraq’s feces and urine were caustic and burning. I’ve made its weaponized fluids saliva and blood, but you can go with the originals if you want.]

Zabraq

This lean creature looks something like a leopard and something like a dragon. Its body quivers with nervous energy.

A zabraq is a rare form of wicked dragon whose entire body is suffused with deadly energy. A zabraq’s saliva is acidic and incredibly poisonous, and its blood is constantly heated to a near boiling temperature. Zabraqs are skilled at using these gifts to create death and destruction wherever they go. These powers are a double-edged sword. A badly injured zabraq has no chance of recovery, as an unstoppable chain reaction blows it apart.

Zabraqs are spiteful and violent, lashing out at all around them. They need huge amounts of food to sustain their internal fires, but even so will kill more than they can eat for the sheer love of murder. Zabraqs collect treasure not so much because they desire it, but because they take joy in depriving others of their valuables. The only thing a zabraq fears, oddly, is teak wood. The scent of teak is disgusting to them, and a victim fleeing from a zabraq may be able to save itself by climbing a teak tree—if the beast doesn’t pick them off at range with acidic spit and a spray of burning blood.

Most zabraqs live solitary lives. They lair in caves or dead trees, and if an appropriate cavity isn’t available, they will make one with their claws and acid. Although this lair is where they hide their treasures, zabraqs typically spend much time abroad, roaming the countryside in search of food and plunder. A few zabraqs do pair-bond and live together, but usually they only associate with each other briefly to mate. Zabraq courtship is, unsurprisingly, intensely violent, but this violence is

directed outward. Several males compete for the attentions of a female through hunting contests, with the female choosing her partner based on the sheer volume of corpses he provides or the level of difficulty of his quarry.

A zabraq is about eight feet long, with half of that length being tail. They have short life-spans, rarely living past the age of twenty.

Zabraq CR 12

XP 19,200

CE Medium dragon (acid, fire)

Init +10; **Senses** blindsense 30 ft., darkvision 120 ft., low-light vision, Perception +17 **Defense**

AC 27, touch 16, flat-footed 27 (+6 Dex, +11 natural)

hp 161 (14d12+70)

Fort +14, **Ref** +15, **Will** +13

Immune acid, fire, poison; **SR** 23

Defensive Abilities burning blood, uncanny dodge

Weakness teak aversion, vulnerable to cold

Offense

Speed 50 ft., climb 30 ft.

Melee 2 claws +22 (2d4+7/19-20 plus grab), bite +21 (2d6+7 plus poison)

Ranged casutic bolus +20 touch (7d6+6 acid plus poison)

Special Attacks breath weapon (40 ft. line, 12d6 fire damage, DC 22), caustic bolus, death throes, pounce, rake (2 claws +22, 2d4+7)

Statistics

Str 24, **Dex** 22, **Con** 21, **Int** 8, **Wis** 19, **Cha** 13

Base Atk +14; **CMB** +21 (+25 grapple); **CMD** 37 (41 vs. trip)

Feats Blind-fight, Improved Critical (claw), Improved Initiative, Point Blank Shot, Precise Shot, Stealthy, Weapon Focus (claw)

Skills Acrobatics +11 (+19 when jumping), Climb +23, Escape Artist +22, Intimidate +14, Knowledge (nature) +13, Perception +17, Stealth +22, Survival +17

Languages Draconic

Ecology

Environment warm plains and hills

Organization solitary, pair or crèche (3-6)

Treasure standard

Special Abilities

Burning Blood (Ex) Any creature that strikes a zabraq with a melee weapon, natural attack or unarmed strike must succeed a DC 22 Reflex save or take 2d6 points of fire damage from its fiery blood. Manufactured melee weapons with the reach quality do not endanger their wielders in this way.

Caustic Bolus (Ex) As a standard action, a zabraq can vomit up a glob of acid as a ranged touch attack with a range increment of 30 feet. A creature struck by this bolus takes 7d6 points of acid damage plus the zabraq's Dexterity modifier (+6 for a typical zabraq), and is exposed to the zabraq's poison. A zabraq can use this ability a number of times per day equal to 3 plus its Constitution modifier, or 8 times per day for the average specimen.

Death Throes (Su) When a zabraq is reduced to 0 hit points, it explodes, dealing 8d6 fire damage and 8d6 acid damage to all creatures in a 20 foot radius (Reflex save DC 22 half).

Poison (Ex) *Injury*—bite; *save* Fort DC 22; *frequency* 1/round for 4 rounds; *effect* 1d4 Con plus 2d6 acid damage; *cure* 2 consecutive saves

Teak Aversion (Ex) Zabraqs hate the smell of teak. When a teak tree or teak object is in the radius

of its blindsense, a zabraq is sickened. A zabraq touching a teak tree or teak object must make a DC 20 Fortitude save or be nauseated for 1 round.