

A Drake Miscellany



New heroic-tier drakes -

- HerdDrake, both wild and domesticated
- Vermin Drake, two-legged, winged drakes with breath from their draconic forebears
- The small, but tough and deadly, Shelldrake
- Lizardrake swarms: annoying, pint-sized, flaming pests
- Stonemunchers: slow but lethal stone-burrowers

A Drake Miscellany



Contents

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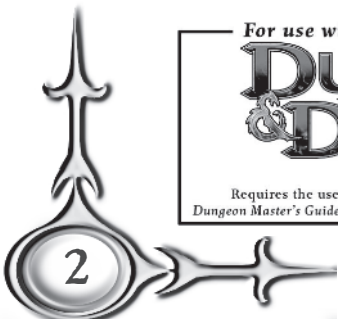
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For use with the 4th Edition

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.



Introduction

Drakes, in all their forms, are a nuisance to many wilderness societies. But to many small adventuring bands they can be much more than a nuisance, at times verging on the deadly dangerous. Whatever their origins, drakes breed true and abundantly and, if not checked or controlled, quickly become a terrifying plague.

This supplement details a range of new drakes for enhancing your DUNGEONS & DRAGONS™ 4TH EDITION adventures. With these drakes, the characters will be tested, surprised and perhaps even alarmed!

About DnD Greysca4es

This is a series of PDF-only source books intended for use with the Dungeons and Dragons™ 4E Role Playing Game. To save production and printing costs, they are produced in greyscale where possible, and can even be reproduced two-up on a single A4 sheet in booklet style (if you're struggling, do get in touch with Sceptune Games). Powers are produced separately, in colour, so they need not be printed out with the main booklet.

If you would like to use anything printed here in your own supplements for Dungeons and Dragons 4E, do get in touch.

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Herd Drake

These tough two-legged, heavily armoured creatures are used by wretches as food. Resembling dark-coloured, two-legged, long-tailed and armoured dinosaurs, they occasionally use their two small front claws for support or for clearing scrub or ground cover to get at their food. Though they have a savage bite, herddrake are vegetarian herd animals and generally avoid conflict unless their young or lead bull are threatened, in which case they fight to the death to protect them.

Herd Drake are often domesticated by those races able to capture them when young and tame them. The risk involved in herding such lumbering animals is great, however, so it is normally only carried out by those in dire need or on the frontiers of civilisation.

WILD HERDRAKE

Though the wild and domesticated Herd Drake generally react in the same way, except towards their drakeherds, the wild herddrake are typically older, larger and more ferocious. The Herd Drake infant listed here can also represent a domesticated juvenile or infant.

Wild Herd Drake	Level 5 Soldier
Large natural beast (reptile)	XP 200
Initiative +4	Senses Perception +4
HP 66; Bloodied 33	
AC 23*; Fortitude 21, Reflex 17, Will 19	
Resist 5 force, poison	
Speed 8	
⊕ Bite (standard; at-will)	
Reach 2; +12 vs. AC; 1d10+4 damage	
⊕ Barge (standard; at-will)	
+10 vs. Reflex; 1d8+4 damage and the target is pushed 1 square and knocked prone. Shift into the space the target vacated.	
⊕ Tail Slap (immediate reaction; when an adjacent opponent misses an attack against the herddrake)	
+10 vs. Reflex; 1d10+4 damage.	
⊕ Stomp (immediate reaction; when an adjacent opponent falls prone)	
+8 vs. Reflex; 3d8+4 damage against the prone opponent. Move 2-3 squares, one of which must be over one of the target's squares, the other 2 of which can be in any direction. You must finish in a vacant space.	
Alignment unaligned	Languages –
Skills Endurance +11	
Str 18 (+6) Dex 10 (+2) Wis 14 (+4)	
Con 18 (+6) Int 3 (-2) Cha 10 (+2)	
*+2 AC from heavily-armoured scales	



Wild HerdDrake infant / Domestic HerdDrake juvenile **Level 3 Minion**
Medium natural beast (reptile) **XP 38**

Initiative +3 **Senses** Perception +2
HP 1; a minion takes no damage from missed attacks.
AC 20*; **Fortitude** 18, **Reflex** 15, **Will** 16
Resist 2 force, poison
Speed 6

⊕ **Bite** (standard; at-will)
+10 vs. AC; 1d8+3 damage

⊕ **Nudge** (standard; at-will)
+8 vs. Reflex; 1d6+3 damage and the target is pushed 1 square. Shift into the space the target vacated.

⊕ **Stomp** (immediate reaction; when an adjacent opponent falls prone)
+6 vs. Reflex; 2d6+3 damage against the prone opponent. Move 2 to 3 squares, one of which must be over one of the target's squares, the other 2 of which can be in any direction. You must finish in a vacant space.

Alignment unaligned **Languages** –
Skills Endurance +9
Str 16 (+4) **Dex** 10 (+1) **Wis** 12 (+2)
Con 16 (+4) **Int** 3 (-3) **Cha** 10 (+1)
*+1 AC from armoured scales

Wild HerdDrake Lead Bull **Level 6 Elite Soldier**
Large natural beast (reptile) **XP 500**

Initiative +5 **Senses** Perception +5
HP 148; **Bloodied** 74
AC 26*; **Fortitude** 24, **Reflex** 18, **Will** 22
Resist 5 force, poison
Saving Throws +2
Speed 8

Action Points 1
⊕ **Bite** (standard; at-will) **
Reach 2; +13 vs. AC; 2d6+4 damage

⊕ **Charge 'n Barge** (move; at-will) **
Move up to 3 squares and make an attack against an adjacent opponent; +11 vs. Reflex; 2d8+4 damage and the target is pushed 2 squares and knocked prone. Shift into the space the target vacated.

⊕ **Tail Slap** (immediate reaction; when an adjacent opponent misses an attack against the herddrake)
+11 vs. Reflex; 2d8+4 damage.

⊕ **Stomp** (immediate reaction; when an adjacent opponent falls prone)
+9 vs. Reflex; 3d10+4 damage against the prone opponent. Move 2 to 3 squares, one of which must be over one of the target's squares, the other 2 of which can be in any direction. You must finish in a vacant space.

Alignment unaligned **Languages** –
Skills Endurance +12
Str 19 (+7) **Dex** 11 (+3) **Wis** 15 (+5)
Con 19 (+7) **Int** 4 (+0) **Cha** 11 (+3)
*+2 AC from heavily-armoured scales
** A herddrake bull can make two attacks on its turn.

DOMESTICATED HERDDRAKE

Though they resemble their wild brethren, domesticated herddrake are much smaller and younger. Their juveniles can be represented by the Infant herddrake described above, whilst

Domesticated HerdDrake **Level 4 Soldier**
Medium natural beast (reptile) **XP 175**

Initiative +4 **Senses** Perception +4
HP 56; **Bloodied** 28
AC 22*; **Fortitude** 19, **Reflex** 16, **Will** 18
Resist 5 force, poison
Speed 6

⊕ **Bite** (standard; at-will)
+11 vs. AC; 1d8+4 damage

⊕ **Barge** (standard; at-will)
+9 vs. Reflex; 1d6+4 damage and the target is pushed 1 square and knocked prone. Shift into the space the target vacated.

⊕ **Stomp** (immediate reaction; when an adjacent opponent falls prone)
+7 vs. Reflex; 3d6+4 damage against the prone opponent. Move 3 squares, one of which must be over one of the target's squares, the other 2 of which can be in any direction. You must finish in a vacant space.

Alignment unaligned **Languages** –
Skills Endurance +10
Str 16 (+5) **Dex** 10 (+2) **Wis** 14 (+4)
Con 16 (+5) **Int** 3 (-2) **Cha** 10 (+2)
*+2 AC from heavily-armoured scales

Domesticated HerdDrake infant **Level 2 Minion**
Small natural beast (reptile) **XP 31**

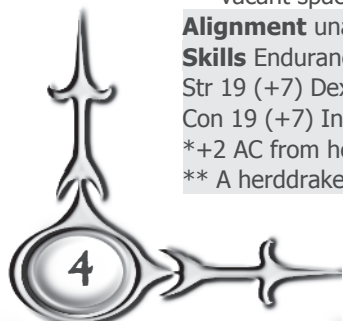
Initiative +3 **Senses** Perception +1
HP 1; a minion takes no damage from missed attacks.
AC 19*; **Fortitude** 14, **Reflex** 15, **Will** 16
Speed 5

⊕ **Bite** (standard; at-will)
+9 vs. AC; 1d8+3 damage

⊕ **Nudge** (standard; at-will)
+7 vs. Reflex; 1d6+3 damage and the target is pushed 1 square. Shift into the space the target vacated.

⊕ **Stomp** (immediate reaction; when an adjacent opponent falls prone)
+5 vs. Reflex; 1d10+3 damage against the prone opponent. Move 3 squares, one of which must be over one of the target's squares, the other 2 of which can be in any direction. You must finish in a vacant space.

Alignment unaligned **Languages** –
Skills Endurance +10
Str 14 (+3) **Dex** 10 (+1) **Wis** 11 (+1)
Con 15 (+3) **Int** 3 (-3) **Cha** 10 (+1)
*+1 AC from armoured scales



Domesticated Herd Drake Lead Bull

Level 4 Elite Soldier
Large natural beast (reptile) XP 350

Initiative +4 **Senses** Perception +4
HP 116; **Bloodied** 58
AC 24*; **Fortitude** 22, **Reflex** 16, **Will** 20
Resist 5 force, poison
Speed 8

- ⊕ **Bite** (standard; at-will)**
Reach 2; +11 vs. AC; 1d8+4 damage
- ⊕ **Charge 'n Barge** (move; at-will)**
Move up to 3 squares and make an attack against an adjacent opponent; +9 vs. Reflex; 1d10+4 damage and the target is pushed 2 squares and knocked prone. Shift into the space the target vacated.
- ⊕ **Tail Slap** (immediate reaction; when an adjacent opponent misses an attack against the herddrake)
+9 vs. Reflex; 1d10+4 damage.
- ⊕ **Stomp** (immediate reaction; when an adjacent opponent falls prone)
+7 vs. Reflex; 3d8+4 damage against the prone opponent. Move 3 squares, one of which must be over one of the target's squares, the other 2 of which can be in any direction. You must finish in a vacant space.

Alignment unaligned **Languages** –
Skills Endurance +11
Str 18 (+6) **Dex** 10 (+2) **Wis** 14 (+4)
Con 18 (+6) **Int** 3 (-2) **Cha** 10 (+2)
*+2 AC from heavily-armoured scales
** A herddrake bull typically makes two attacks on its turn (**Charge 'n Barge** and **Bite**)

HERDDRAKE TACTICS

A group of herddrake act to protect any youngsters with the herd. The herd bull always faces the most threatening opponent, firstly in terms of size and then in terms of actual damage dealt. The others forming a semi circle or ring around the infants, their first priority. Their secondary tactics involve mobbing an opponent to knock them over, trample them and disable them.

If the lead bull is in trouble and calls for help, the rest of the small herd will always come to his aid to rescue him. The bull typically bites one opponent and 'charge 'n barges' another, but if faced by one tough assailant will use both attacks against that opponent.

HERDDRAKE LORE

A character knows the following information with a successful Nature check.

DC 15: Herd Drake, whether wild or domesticated, are typically found in family groups consisting of 2-4 adults and a similar number of infants, the herd being led by an lead bull.

DC 20: Whilst the lead bull leads the herd, and killing him will make the rest of the herd rout in terror, the herd will defend him to the utmost until he is killed.

Lizardrake Swarm

These diminutive creatures are ineffective on their own but gather together in large swarms to defend their nesting colonies.



Lizardrake Swarm

Level 3 Skirmisher
Medium natural beast (reptile, swarm) XP 150

Initiative +5 **Senses** Perception +2
Swarm Attack aura 1; the lizardrake swarm makes a free lizardrake breath attack against each enemy that begins its turn in the aura
HP 44; **Bloodied** 22
AC 17; **Fortitude** 16, **Reflex** 17, **Will** 16
Immune Swarm immunities **Resist** 2 <draketype>*
Vulnerable 5 against area attacks except of type <draketype>*
Saving Throws +2 against effects of type <draketype>
Speed fly 6 (altitude limit 10, clumsy grounded, hover)

- ⊕ **Swarmbite** (standard; at-will)
+8 vs. AC; 2d6+3 damage
- ↔ **Lizardrake breath** (against each opponent that begins its turn in aura) ⊕ <draketype>*
+3 vs. Reflex; 1d6+3 <draketype> damage, and on-going 2 <draketype> damage (save ends).

Alignment unaligned **Languages** –
Skills Stealth +8
Str 12 (+2) **Dex** 14 (+3) **Wis** 13 (+2)
Con 12 (+2) **Int** 3 (-4) **Cha** 8 (+0)
*<draketype> The damage type <draketype> inflicted by a swarm of lizardrake's breath weapon is fixed and must be chosen when the beast is placed. Possible <draketype> are Acid, Cold, Fire, Lightning or Poison. Its skin colouring should give a clue as to the type of damage inflicted, similar to dragons (refer to the <draketype>Table below).

⟨DRAKETYPE⟩ TABLE

<draketype>	Scale colour
Acid	Black, deep blue, purple or green
Cold	White, very pale tones
Fire	Reds, deep oranges, terracotta
Poison (gas)	Greens, emerald, to rich olive
Lightning	Mid-blue to turquoise



LIZARDRAKE SWARM TACTICS

Lizardrake merely attack the closest enemy to their nesting site or colony, only moving on to another attacker if they, in turn, become the closest living assailant. If the swarms colony of nests and eggs is destroyed, it will give up the fight and flee to another suitable site.

LIZARDRAKE SWARM LORE

A character knows the following information with a successful Nature check.

DC 15: Lizardrake prefer to build their colonies in cliff faces, caves and old ruins where they have quick access to the open air and food sources.

DC 20: The only way to destroy a swarm is to kill every member of it. The easiest way to drive it away is to destroy the colony's nests, typically contained in a 20- to 25-square area (such as a 4x5 or 5x5 ruin).

DC 25: There could be several colonies within a large ruin, each at least 15 squares from each other, and each of which fights each other unless intruders arrive who might threaten any single colony. At that point, multiple swarms could attack a small group. Occasionally these swarms merge to form a fearsome metaswarm.

EXAMPLE LIZARDRAKE SWARMS

The following swarms can be readily inserted into any campaign as part of a wilderness encounter. Several swarms of different colours could be encountered together on a single ruined castle, each defending their colonies.

Green Lizardrake Swarm Level 3 Skirmisher

Medium natural beast (reptile, swarm) XP 150

Initiative +5 **Senses** Perception +2
Swarm Attack aura 1; the lizardrake swarm makes a free **lizardrake breath** attack against each enemy that begins its turn in the aura

HP 44; **Bloodied** 22
AC 17; **Fortitude** 16, **Reflex** 17, **Will** 16
Immune Swarm immunities **Resist** 2 poison
Vulnerable 5 against area attacks except of type poison
Saving Throws +2 against poison
Speed fly 6 (altitude limit 10, clumsy grounded, hover)

⊕ **Swarmbite** (standard; at-will)
 +8 vs. AC; 2d6+3 damage

⚡ **Lizardrake breath** (against each opponent that begins its turn in aura) ⊕ **Poison**
 +3 vs. Reflex; 1d6+3 poison damage, and ongoing 2 poison damage (save ends).

Alignment unaligned **Languages** –
Skills Stealth +8
 Str 12 (+2) Dex 14 (+3) Wis 13 (+2)
 Con 12 (+2) Int 3 (-4) Cha 8 (+0)

Description The cloud of flying creatures resolves itself into a swarm of numerous, tiny, dragon-like beasts, each covered with glistening emerald scales. A haze of noxious fumes appears to surround the flock as it races towards you.

White Lizardrake Swarm Level 3 Skirmisher

Medium natural beast (reptile, swarm) XP 150

Initiative +5 **Senses** Perception +2
Swarm Attack aura 1; the lizardrake swarm makes a free **lizardrake breath** attack against each enemy that begins its turn in the aura

HP 44; **Bloodied** 22
AC 17; **Fortitude** 16, **Reflex** 17, **Will** 16
Immune Swarm immunities **Resist** 2 cold
Vulnerable 5 against area attacks except of type cold
Saving Throws +2 against cold
Speed fly 6 (altitude limit 10, clumsy grounded, hover)

⊕ **Swarmbite** (standard; at-will)
 +8 vs. AC; 2d6+3 damage

⚡ **Lizardrake breath** (against each opponent that begins its turn in aura) ⊕ **Cold**
 +3 vs. Reflex; 1d6+3 cold damage, and ongoing 2 cold damage (save ends).

Alignment unaligned **Languages** –
Skills Stealth +8
 Str 12 (+2) Dex 14 (+3) Wis 13 (+2)
 Con 12 (+2) Int 3 (-4) Cha 8 (+0)

Description From the crevasse in the glacier ahead explodes a dense cloud of flying creatures. As they close to defend their lair, even the air around them seems to chill you to your bones.

Blue Lizardrake Swarm Level 3 Skirmisher

Medium natural beast (reptile, swarm) XP 150

Initiative +5 **Senses** Perception +2
Swarm Attack aura 1; the lizardrake swarm makes a free **lizardrake breath** attack against each enemy that begins its turn in the aura

HP 44; **Bloodied** 22
AC 17; **Fortitude** 16, **Reflex** 17, **Will** 16
Immune Swarm immunities **Resist** 2 lightning
Vulnerable 5 against area attacks except of type lightning
Saving Throws +2 against lightning
Speed fly 6 (altitude limit 10, clumsy grounded, hover)

⊕ **Swarmbite** (standard; at-will)
 +8 vs. AC; 2d6+3 damage

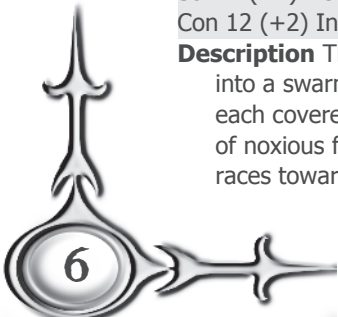
⚡ **Lizardrake breath** (against each opponent that begins its turn in aura) ⊕ **Lightning**
 +3 vs. Reflex; 1d6+3 lightning damage, and ongoing 2 lightning damage (save ends).

Alignment unaligned **Languages** –
Skills Stealth +8
 Str 12 (+2) Dex 14 (+3) Wis 13 (+2)
 Con 12 (+2) Int 3 (-4) Cha 8 (+0)

Description You thought you were being cautious, but a buzz from the ruined tower ahead resolves itself into a seething blue haze. From its edges crackle hundreds of miniature bolts of lightning.

LIZARDRAKE METASWARM

Occasionally the a group of lizardrake of the same species gather together in a huge colony and create a metaswarm when they attack intruders. Though it does not co-operate





with other monsters, the swarm does take advantage of their diversions to fly into attack. Large lizardrake colonies and their associated metaswarms are avoided by many creatures, even by vermin overdrake, though intelligent creatures nearby make a concerted effort to suppress them.

Lizardrake Metaswarm **Level 9 Skirmisher**
Large natural beast (reptile, swarm) **XP 400**

Initiative +7 **Senses** Perception +5

Swarm Attack aura 1; the lizardrake swarm makes a free **lizardrake breath** attack against each enemy that begins its turn in the aura

HP 94; **Bloodied** 47

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

Resist 2 <draketype>*

Vulnerable 5 against area attacks except of type <draketype>*

Saving Throws +2 against effects of type <draketype>

Speed fly 6 (altitude limit 10, clumsy grounded, hover)

⊕ **Swarmbite** (standard; at-will)
 +12 vs. AC; 2d8+5 damage

↔ **Lizardrake breath** (against each opponent that begins its turn in aura) ⊕ <draketype>*
 +10 vs. Reflex; 1d8+5 <draketype> damage, and ongoing 2 <draketype> damage (save ends).

Alignment unaligned **Languages** –

Skills Stealth +5 **

Str 14 (+6) **Dex** 12 (+5) **Wis** 13 (+5)

Con 14 (+6) **Int** 3 (+0) **Cha** 7 (+2)

* <draketype> The damage type <draketype> inflicted by the metaswarm's breath weapon is fixed and must be chosen when the monster is placed. Refer to the <draketype> Table for details.

** The metaswarm is not considered trained in the Stealth skill.

Shell Drake

These four-legged drake resemble a cross between small behemoths, armadillo and guard drake. They have a heavily armoured carapace that grants them substantial protection against opponents, giving them time to gnaw their opponents to the ground. They are much favoured by moorwretches (see other *Sceptune Games Greyscales* supplements) as guard animals due to their resilience.

Shell Drake **Level 3 Soldier**
Small natural beast (reptile) **XP 150**

Initiative +4 **Senses** Perception +1

HP 44; **Bloodied** 22

AC 21*; **Fortitude** 17*, **Reflex** 16, **Will** 15

Resist 5 force

Speed 4

⊕ **Bite** (standard; at-will)

+10 vs. AC; 1d8+3 damage

⊕ **Legbash** (standard; at-will)

+8 vs. Reflex; 1d6+3 damage and the target is knocked prone (see opportune crush).

⊕ **Opportune Crush** (immediate interrupt; when an adjacent opponent is knocked prone; at-will)

+8 vs. Reflex; 1d8+3 damage

Alignment unaligned **Languages** –

Skills Stealth +7

Str 16 (+4) **Dex** 12 (+2) **Wis** 11 (+1)

Con 12 (+2) **Int** 3 (-4) **Cha** 8 (+0)

*+2 AC and Fortitude from armour

SHELLDRAKE TACTICS

Shelldrake tend to operate in pairs, whether trained or wild. If trained and used as support for a squad of raiders, the shelldrake are typically sent in first or from the flanks. This allows them to knock their opponents down, making them easy prey for the shelldrake handlers. In the wild, shelldrake try to hide behind or under suitable cover then rush out to defend their nest, hoping to achieve surprise and knock their opponents over.

SHELLDRAKE LORE

A character knows the following information with a successful Nature check.

DC 15: Shelldrake are brave and very territorial. They nest in communal burrows of 2-4 family groups within mounds or beneath large trees. Any creatures coming within 10 squares of their burrows tends to find a surprise attack from all the shelldrake at once.

DC 20: There is no way to drive shelldrake away. Once they attack they continue to do so until too injured to continue or until the attacker withdraws.

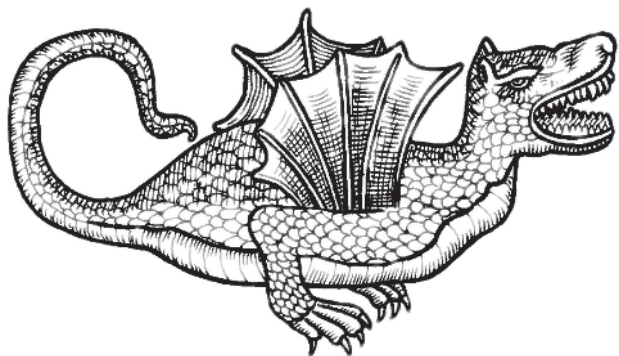
Stonemunchers

Stonemunchers are rotund, blue-grey drakes who use vestigial wings to keep themselves upright as they push themselves along with their heavy feet, their belly scraping on the floor. Their neck is short, their head large and their teeth – which grow constantly – have been specialised for eating rock. Their breath weapon has evolved such that they break the rock ahead of them into bite-sized chunks by initially spraying it with superheated acid and then freezing it with cold breath from a separate gland. They particularly like coal as well as complex forms of volcanic and igneous rock. Where they are plentiful, the stone is honeycombed with numerous tunnels.



Though stonemunchers are not very bright, they are not particularly aggressive unless startled from sleep or when laying eggs. Their eggs are typically laid in a warm side-chamber in a flavoursome seam they have hollowed out, but the eggs and young are left to fend for themselves. The eggs are very hard and nutrient-rich, being the first thing their young eat, but a used egg-chamber can be spotted by the very small tunnels leading from it in all directions. They continue to grow throughout their life.

In all the following monster blocks, Stonemunchers cannot use **any** attacks when moving through soil or rock.



Juvenile Stonemuncher Level 2 Elite Lurker
Small natural/aberrant beast XP 250

Initiative +5 **Senses** Perception +0; darkvision
HP 66; **Bloodied** 33
AC 18; **Fortitude** 18, **Reflex** 16, **Will** 13
Resist 5 acid, cold
Saving Throws +2
Speed 4, 1 through soil, 1 per 5 turns through rock*
Action Points: 1

⊕ **Bite** (standard; at-will)

+7 vs. AC; 1d10+3 damage

⤴ **Boiling Acid Spit** (standard; recharge ☉ ☉ ☉) ⬆ **Acid, Fire**

Ranged 3; +3 vs Reflex; 2d10+3 acid damage plus ongoing 2 acid damage (save ends)

⬅ **Drake Breath** (standard; recharge ☉ ☉) ⬆ **Cold**

+5 vs. Reflex; 1d10+3 cold damage, and ongoing 2 cold damage (save ends)

⬇ **Double Attack** (standard; at-will subject to recharge)

A stonemuncher can use its bite and either its spit or drake breath as a single, standard action, either against the same target or two different targets

Alignment unaligned **Languages** –

Skills Endurance +8

Str 15 (+3) **Dex** 10 (+1) **Wis** 8 (+0)

Con 15 (+3) **Int** 3 (-2) **Cha** 8 (+0)

* Juveniles create tunnels that medium and small creatures can only crawl through; no attack is possible when moving through soil or rock.

Adolescent Stonemuncher Level 4 Elite Lurker
Medium natural/aberrant beast XP 350

Initiative +6 **Senses** Perception +2; darkvision
HP 92; **Bloodied** 46
AC 20; **Fortitude** 21, **Reflex** 16, **Will** 18
Resist 5 acid, cold
Saving Throws +2
Speed 5, 2 through soil, 1 per 3 turns through rock*
Action Points: 1

⊕ **Bite** (standard; at-will)

+9 vs. AC; 1d10+4 damage

⤴ **Boiling Acid Spit** (standard; recharge ☉ ☉ ☉) ⬆ **Acid, Fire**

Ranged 4; +5 vs Reflex; 3d8+4 acid damage plus ongoing 5 acid damage (save ends)

⬅ **Drake Breath** (standard; recharge ☉ ☉) ⬆ **Cold**

Close blast 2; +5 vs. Reflex; 1d10+4 cold damage, and ongoing 2 cold damage (save ends)

⬇ **Double Attack** (standard; at-will subject to recharge)

A stonemuncher can use its bite and either its spit or drake breath as a single, standard action, either against the same target or two different targets

Alignment unaligned **Languages** –

Skills Endurance +10

Str 16 (+5) **Dex** 10 (+2) **Wis** 10 (+2)

Con 16 (+5) **Int** 3 (-2) **Cha** 8 (+1)

* Adolescents create tunnels through which which medium characters take a –2 penalty to all physical skills, AC, Reflex and attacks (no attack possible when moving through soil or rock)



Adult Stonemuncher **Level 6 Solo Lurker**
Large natural/aberrant beast **XP 1,250**

Initiative +7 **Senses** Perception +4; darkvision
HP 296; **Bloodied** 148
AC 22; **Fortitude** 24, **Reflex** 18, **Will** 21
Resist 5 acid, cold
Saving Throws +5
Speed 5, 2 through soil, 1 per 2 turns through rock*
Action Points: 2

⊕ **Bite** (standard; at-will)
 +11 vs. AC; 2d8+4 damage (Reach 1, despite size).

⤴ **Boiling Acid Spit** (standard; recharge ☞ ☞ ☞) ⬆ **Acid, Fire**

Ranged 5; +7 vs Reflex; 3d10+4 acid damage plus ongoing 5 acid damage (save ends)

⬅ **Drake Breath** (standard; recharge ☞ ☞) ⬆ **Cold**

Close blast 3; +7 vs. Reflex; 2d8+4 cold damage, and ongoing 5 cold damage (save ends)

⬇ **Double Attack** (standard; at-will subject to recharge)

A stonemuncher can use its bite and either its spit or drake breath as a single, standard action, either against the same target or two different targets

Alignment unaligned **Languages** –

Skills Endurance +12

Str 20 (+8) **Dex** 10 (+3) **Wis** 12 (+4)

Con 18 (+7) **Int** 3 (-1) **Cha** 8 (+2)

* Adults create tunnels the usable portion of which is effectively 1 square wide (no attack when tunneling)

Ancient Stonemuncher **Level 9 Solo Lurker**
Huge natural/aberrant beast **XP 2,000**

Initiative +8 **Senses** Perception +6; darkvision
HP 392; **Bloodied** 196
AC 25; **Fortitude** 27, **Reflex** 21, **Will** 25
Resist 10 acid, cold
Saving Throws +5
Speed 6, 2 through soil, 1 through rock*
Action Points: 2

⊕ **Bite** (standard; at-will)
 Threatening reach 2; +14 vs. AC; 2d8+5 damage

⤴ **Boiling Acid Spit** (standard; recharge ☞ ☞ ☞) ⬆ **Acid, Fire**

Ranged 6; +10 vs Reflex; 4d8+5 acid damage plus ongoing 5 acid damage (save ends)

⬅ **Drake Breath** (standard; recharge ☞ ☞) ⬆ **Cold**

Close blast 3; +10 vs. Reflex; 2d8+5 cold damage, and ongoing 5 cold damage (save ends)

⬇ **Double Attack** (standard; at-will subject to recharge)

A stonemuncher can use its bite and either its spit or drake breath as a single, standard action, either against the same target or two different targets

Alignment unaligned **Languages** –

Skills Endurance +13

Str 22 (+10) **Dex** 10 (+4) **Wis** 14 (+6)

Con 18 (+8) **Int** 4 (+1) **Cha** 8 (+3)

* Though 3 squares x 3 squares in area, Ancient Stonemunchers leave a tunnel the usable portion of which is 2 squares wide and is usable by large creatures or smaller and other ancient stonemunchers (no attack is possible when moving through soil or rock)

STONEMUNCHER TACTICS

These dim-witted beasts have little idea of real tactics and tend to attack anything they come across in a tunnel ahead of them or who come across them when they are guarding or making an egg-laying chamber. They otherwise ignore what they cannot see, whether that is behind them, invisible or has just run away (of course, if something hits them and hurts, they try to turn around!).

It is normally fairly easy to run past or escape from a larger stonemuncher as the rock will be honeycombed with twisting and turning passages made as the pests meander through the rock.

STONEMUNCHER LORE

A character knows the following information with a successful Dungeoneering check. A Nature check can be used with a DC +2 higher.

DC 12: Stonemunchers can be a real nuisance in mining complexes, eating through the more valuable rocks and metals. Dwarves, in particular, hate them for the damage they do undermining their halls, destroying their homes and eating their way through precious lodes of ore.

DC 15: The best way to kill a stonemuncher is to attack it from behind and then run before it spits its breath over you. They are not particularly bright, however, so if a foe disappears from view the stonemuncher returns to what it was doing.

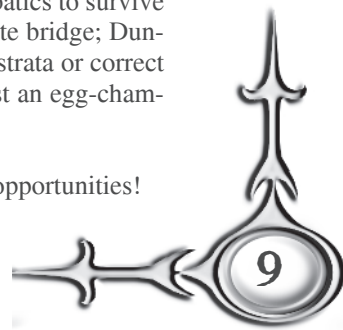
DC 20: Though the stonemuncher maze is good to hide in and create ambushes, its complex twists and turns make it easy to become lost unless an explorer keeps his wits about him.

A NOTE FOR DUNGEON MASTERS

The intricate and convoluted maze of a stonemuncher lair makes an extremely confusing and useful dungeon. Not only could it still be inhabited by stonemunchers of all sizes, but the various egg chambers, perhaps with new denizens, collapsed falls, almost vertical flues and curving tunnels make it a dangerous place for adventurers to explore.

Negotiating a stonemuncher maze, or a chase through one, can also make for an interesting and challenging Skill Encounter. Possible skills encompass many of those held by an adventuring group, for example: Endurance, to keep on going or to run further when escaping from a drake; Athletics, to climb up a flue; Acrobatics to survive a sudden tunnel collapse or cross a delicate bridge; Dungeoneering to determine the type of rock strata or correct direction to take; and Stealth to sneak past an egg-chamber.

A stonemuncher maze presents a host of opportunities!





Vermin Drake

Of the more annoying winged drakes, the vermin drake and its relatives stand out as being the most aggressive and predatory. Though the dangerous vermin drake can range from the size of a pony to that of a horse, the smaller vermin drakling are also much feared by those who have encountered them. But it is the vermin overdrake who are most feared, being the size of a small dragon and having the temperament of a trapped boar.

All vermin drake are two-legged, winged, dragon-like reptiles, complete with breath weapons and a vicious temper. The main difference between each species is their size and capabilities: the immensely tough vermin drake are unsociable and tend to be encountered on their own; the capable, but weaker, vermin drakling tend to hunt in pairs whilst fending for their young; and the overdrake tend to be highly territorial, like dragons. No vermin species is intelligent.

The type of damage inflicted by any of the vermin's breath weapon is normally reflected in their colouring, which matches that of the corresponding dragon. Fire-breathing vermin drake, for example, are shades of red or



terracotta whilst white vermin drakling breathe a cloud of freezing cold gas (this damage is referred to as <draketype> in the monster statistic blocks below). They are not limited to the environments preferred by their similarly coloured dragon relatives, but all dislike cold areas and terrain that is too mountainous or too obstructed, such as dense forests or jungle. Both vermin overdrake and the standard vermin drake tend to avoid woods and areas of dense shrubland that can interfere with their flying; in contrast, vermin drakling are not so fussy.

No species of vermin drake fly too far from their nest. Most are likely to be found at dawn or dusk, chancing their arm at picking off easy meat, normally through swooping upon it from behind. They defend their kill vigorously, only flying away when reduced to 1/10 their hit points or less.

Vermin Drake **Level 3 Solo Lurker**
Medium natural beast (reptile) **XP 750**

Initiative +7 **Senses Perception** +8

HP 184; **Bloodied** 92

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

Resist 5 <draketype>*

Saving Throws +5; +7 against type <draketype>

Speed 4, fly 8

Action Points 2

⊕ **Bite** (standard; at-will)

Threatening reach 2; +8 vs. AC; 2d6+3 damage.

⊕ **Claw** (standard; at-will)

+8 vs. AC; 1d10+3 damage.

⊕ **Double slash** (standard; at-will)

Make one attack with each claw.

Swoop (standard; at-will)

Move 6 to 8 squares starting from height 4. Make a breath or melee attack at any point during the move (typically a drake swoops down to 1-2 squares above its intended victim before flying back up to height 4). This does not provoke opportunity actions from the target when moving away.

⊖ **Drake Breath** (standard; recharge ☐☐☐☐) ♦
 <draketype>*

Close blast 3; +4 vs. Reflex; 2d10+3 <draketype> damage, and ongoing 5 <draketype> damage (save ends).

Frenzied Breath (immediate interrupt; when first bloodied)

Make an immediate Drake Breath attack

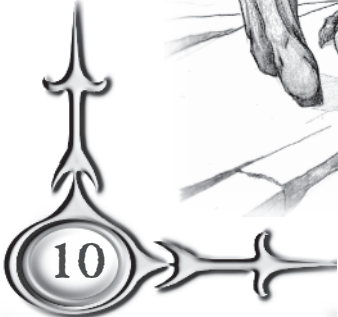
Alignment unaligned **Languages** –

Skills Stealth +8

Str 14 (+3) **Dex** 14 (+3) **Wis** 14 (+3)

Con 14 (+3) **Int** 4 (-2) **Cha** 12 (+2)

* <draketype> The damage type <draketype> inflicted by an individual drake's breath weapon is fixed, chosen when the beast is placed. Possible <draketype> are Acid, Cold, Fire, Lightning or Poison. Skin colouring should give a clue as to the type of damage inflicted, similar to dragons. Refer to the <draketype> Table (under Lizardrake) for details.



A Drake Miscellany

Vermin Drakling Level 3 Elite Lurker Small natural beast (reptile) XP 300

Initiative +8 **Senses** Perception +8
HP 74; **Bloodied** 37
AC 19; **Fortitude** 16, **Reflex** 20, **Will** 19
Resist 5 <draketype>*
Saving Throws +2; +4 against type <draketype>
Speed 4, fly 8 (altitude 20, clumsy grounded, hover)
Action Points 1

⊕ **Bite** (standard; at-will)
+8 vs. AC; 1d10+3 damage

⊕ **Claw** (standard; at-will)
+8 vs. AC; 2d6+3 damage

Swoop (standard; at-will)
Refer to Vermin Drake

↔ **Drake Breath** (standard; recharge ☼☼☼) ⬆
<draketype>
Close blast 3; +4 vs. Reflex; 2d6+3 <draketype> damage, and ongoing 5 <draketype> damage (save ends).

Alignment unaligned **Languages** –
Skills Stealth +8
Str 12 (+2) **Dex** 16 (+4) **Wis** 14 (+3)
Con 13 (+2) **Int** 3 (-4) **Cha** 10 (+1)
* <draketype> Refer to the <draketype> Table

Vermin Overdrake Level 5 Solo Lurker Large natural beast (reptile) XP 1,000

Initiative +7 **Senses** Perception +9
HP 252; **Bloodied** 126
AC 21; **Fortitude** 21, **Reflex** 18, **Will** 21
Resist 5 <draketype>*
Saving Throws +5; +7 against type <draketype>
Speed 4, fly 10
Action Points 2

⊕ **Bite** (standard; at-will)
Threatening reach 2; +10 vs. AC; 2d8+4 damage

⊕ **Claw** (standard; at-will)
+10 vs. AC; 1d10+4 damage

⬇ **Double slash** (standard; at-will)
Make one attack with each claw

Swoop (standard; at-will)
Move 6 to 10 squares starting from height 4. Make a breath or melee attack at any point during the move. This does not provoke opportunity actions from the target when moving away (see Vermin Drake).

↔ **Drake Breath** (standard; recharge ☼☼☼☼) ⬆
<draketype>*
Close blast 3; +6 vs. Reflex; 3d8+4 <draketype> damage, and ongoing 5 <draketype> damage (save ends).

Frenzied Breath (immediate interrupt; when first bloodied)
Make an immediate Drake Breath attack

Alignment unaligned **Languages** –
Skills Stealth +8
Str 16 (+5) **Dex** 12 (+3) **Wis** 14 (+4)
Con 15 (+4) **Int** 4 (-1) **Cha** 12 (+3)
* <draketype> Refer to the <draketype> Table



Vermin Drake

SAMPLE VERMIN DRAKE

Using the above as a template, the following is an example Vermin Drake and Vermin Drakling.

Red Vermin Drake Level 3 Solo Lurker Medium natural beast (reptile) XP 750

Initiative +7 **Senses** Perception +8
HP 184; **Bloodied** 92
AC 19; **Fortitude** 19, **Reflex** 19, **Will** 17
Resist 5 fire
Saving Throws +5; +7 against fire
Speed 4, fly 8
Action Points 2

⊕ **Bite** (standard; at-will)
Threatening reach 2; +8 vs. AC; 2d6+3 damage.

⊕ **Claw** (standard; at-will)
+8 vs. AC; 1d10+3 damage.

⬇ **Double slash** (standard; at-will)
Make one attack with each claw.

↔ **Drake Breath** (standard; recharge ☼☼☼☼) ⬆ **Fire**
Close blast 3; +4 vs. Reflex; 2d10+3 fire damage, and ongoing 5 fire damage (save ends).

Swoop attack (standard; at-will)
Move 6 to 8 squares starting from height 4. Make a breath or melee attack at any point during the move (typically swoops down to 1-2 squares above its intended victim before flying back up to height 4). This does not provoke opportunity actions from the target when moving away.

Frenzied Breath (immediate interrupt; when first bloodied)
Make an immediate **Drake Breath** attack

Alignment unaligned **Languages** –
Skills Stealth +8
Str 14 (+3) **Dex** 14 (+3) **Wis** 14 (+3)
Con 14 (+3) **Int** 4 (-2) **Cha** 12 (+2)

Description The two-legged dragon swooping down from the skies had scales that glistened in a rich terracotta. Its attitude was not one of malevolence, merely that of a hunter looking for prey.



Blue Vermin Drakling Level 3 Elite Lurker
Small natural beast (reptile) XP 300

Initiative +8 **Senses** Perception +8

HP 74; **Bloodied** 37

AC 19; **Fortitude** 16, **Reflex** 20, **Will** 19

Resist 5 lightning

Saving Throws +2; +4 against lightning

Speed 4, fly 8 (altitude 20, clumsy grounded, hover)

Action Points 1

⊕ **Bite** (standard; at-will)

+8 vs. AC; 1d10+3 damage

⊕ **Claw** (standard; at-will)

+8 vs. AC; 2d6+3 damage

⊖ **Drake Breath** (standard; recharge ☼☼☼) ⊕ lightning

Close blast 3; +4 vs. Reflex; 2d6+3 lightning damage, and ongoing 5 lightning damage (save ends).

Swoop (standard; at-will)

Move 6 to 8 squares starting from height 4. Make a breath or melee attack at any point during the move (typically swoops down to 1-2 squares above its intended victim before flying back up to height 4). This does not provoke opportunity actions from the target when moving away.

Alignment unaligned

Languages –

Skills Stealth +8

Str 12 (+2) **Dex** 16 (+4) **Wis** 14 (+3)

Con 13 (+2) **Int** 3 (-4) **Cha** 10 (+1)

VERMIN DRAKE TACTICS

These drake are typically loners so try to surprise their prey by staying out of sight or up high before swooping down. They are not afraid of picking on any size group providing the group contains small and medium sized creatures, and pick on the smallest or lightest armed, hoping to frighten away the others. When a Vermin Drake has downed a foe, it regards the kill as its prey and will go to great lengths to keep attackers ‘off’ its kill.

VERMIN DRAKE LORE

A character knows the following information with a successful Nature check.

DC 15: All types of vermin drake are ferocious hunters and normally chase their prey. The overdrake, however, are likely to attack just to drive an aggressor away from its territory, and therefore may not pursue if its targets run away.

Drake Magic Items

As drakes become more of a nuisance, some mages developed weapons, armour and protection specifically for use against drakes or that use drake material in their fabrication. Those magic items which are readily available are suggested below.

ARMOUR

Drakeskin armour Level 5+

This armour glistens with the colours of the drake from which it was crafted.

Lvl 5 +1 1,000 gp **Lvl 15** +3 25,000 gp

Lvl 10 +2 5,000 gp **Lvl 20** +4 125,000 gp

Armour: Leather, Hide, Scale

Enhancement: AC

Property: +1 additional item bonus against all attacks from drakes and Resist 5 <draketype>, where <draketype> is the type of damage inflicted by the drake from whose scales and skin this was made. <draketype> can be either fire, lightning, cold, poison or acid. The armour has a base tinge the same as the <draketype> (white for cold, red for fire, green for acid, blue for lightning, etc).
Level 15 or 20: Resist 10 <draketype> and a +2 additional item bonus against all attacks from drakes.

EXAMPLE ARMOUR

Black Scale Drakeskin armour Level 10

This armour glistens darkly, the scales soaking up the light.

Lvl 10 +2 5,000 gp

Armour: Scale

Enhancement: AC

Property: +3 item bonus against all attacks from drakes and Resist 5 acid.

Blue Hide Drakeskin armour Level 15

The hardened hide of this armour glints with a navy-blue sheen.

Lvl 15 +3 25,000 gp

Armour: Hide

Enhancement: AC

Property: +5 item bonus against all attacks from drakes and Resist 10 lightning.

WEAPONS

Though at lower levels the weapon listed here is useful, it may be too highly focused against drakes for a character to retain it into an epic level campaign. For heroes and paragons, however, it is a useful weapon, especially when faced with stonemunchers or the worst form of vermin overdrake.

Most dwarven *drakebane* weapons tend to be warhammers, whilst elven and human weapons tend to be halberds and swords.



A Drake Miscellany

Drakebane weapon Level 8+

The sword was created to protect the city from a frequent threat, a plague of Vermin Drakes, and was purposefully designed to find a weakness in the drake's scale skin.

Lvl 8 +2 3,400 gp **Lvl 18** +4 85,000 gp

Lvl 13 +3 17,000 gp

Weapon: Any sword, spear, hammer or halberd

Enhancement: Attack rolls and damage rolls

Critical: +1d8 damage per plus, or +1d12 damage per plus against drakes

Property: +1 extra attack and damage vs. Drakes

Power (Daily): Minor Action. Gain Resist 5 against all drake breath attacks (Resist 10 at Paragon tier). Sustain minor.

HANDS SLOT ITEM

The powers of the herddrake gave rise to the following item.

Bull Drake Gauntlets

Level 7

Created from the skin of a herddrake bull, this scaly and rough-looking pair of gauntlets grant you one of the bull drake's abilities.

Item Slot: Hand 2,600 gp

Property: Whenever you make a Bull Rush and hit, you push the target an additional square and knock him prone.

HEAD SLOT ITEM

The following items are all useful when potentially facing drakes and their ilk.

Hood of Draconic Insight

Level 5

Created from the skin of numerous drakes and a dragon, this simple hood increases the wearer's knowledge of their activities and abilities.

Item Slot: Head 1,000 gp

Property: Gain a +2 bonus to Dungeoneering and Nature checks when attempting to remember details about drakes, dragons and reptiles.

Cap of Dwarven Learning

Level 8

Used by wizards throughout time to gain a greater knowledge of the world beneath the ground.

Item Slot: Head 3,400 gp

Property: Gain a +2 bonus to Dungeoneering and Arcana checks.

Cap of Elven Wisdom

Level 8

Though initially made by elven wizards, this simple green cap grants the wearer an excellent insight into the world above ground.

Item Slot: Head 3,400 gp

Property: Gain a +2 bonus to Nature and Arcana checks.

ARM SLOT ITEMS

We suggest that where a shield or bracer provides protection against dragon breath attacks, they are extended to also provide protection against the dragon-derived drake breath attacks listed in this booklet.

FEET/NECK SLOT ITEMS

Though no specific items are provided, to add flavour to a drake-based campaign the advice in the D&D 4E DUNGEON MASTER'S GUIDE should be followed to adapt or create existing magic items.

For example, the definition for the current *Winged Boots* (a foot slot item) could be applied to a pair of 'Drakewings', magically preserved wings of a vermin overdrake attached to a harness. The *Drakewings* are a Neck Slot Item, but all other information remains the same. Though this can enhance the flavour of a campaign, care should be taken when adapting such items, however, as the characters may lose out on other benefits.

POTIONS

Many of the drakes in this booklet have exceptional Endurance skills. The specialists in the study of arcane secrets have developed a simple but sometimes useful potion.

Potion of Stamina

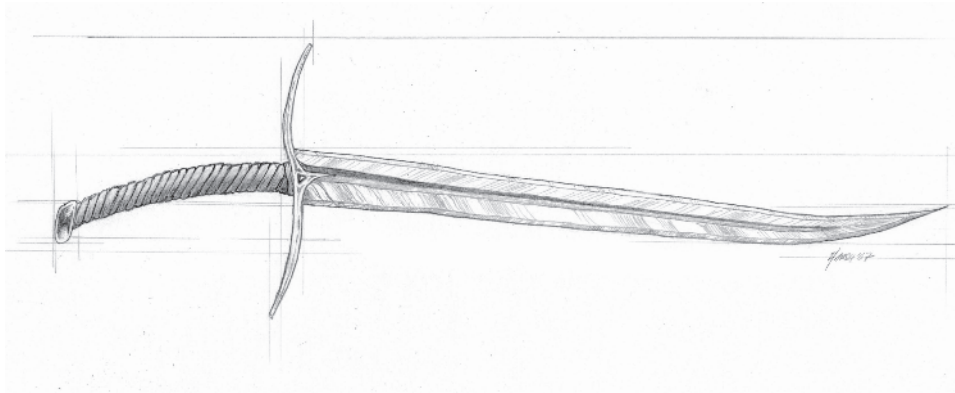
Level 5

Distilled from the sweat and blood of drakes, this pale red potion grants the imbiber a much-needed boost.

Potion: 50gp

Property: Gain a +2 bonus to Endurance for the rest of this encounter.

Magic Items



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A Drake Miscellany

Drakes - you either love them or hate them. Are they warped and wizened descendants of true dragons? Or are they an evolutionary offshoot that never evolved into anything of any real power? Most adventurers don't care: they may not be as dangerous as true dragons, but drakes sure are a pain and, sometimes, can be lethal. Within this booklet we provide templates and definitions for five new drakes, some the unintelligent spawn of dragonkind, others just surprisingly annoying.

With four outlines and a host of ready-to-use statistic blocks, this is just what you need when your players take your campaign off the rails, or when you wish to surprise them with something different and challenging!

Contains the following heroic-tier monsters and items:

- ◆ Outlines and monster blocks for the eponymous dragon-spawn: Vermin Drake, Vermin Drakling and the terrifying Vermin Overdrake
- ◆ The simple Shelldrake, a useful alternative to the Guard Drake
- ◆ The domestic and wild HerdDrake - cattle with a nasty difference!
- ◆ Outlines and example monster blocks for the surprisingly lethal Lizardrake Swarms
- ◆ Stonemunchers, drake who have taken to the darkest depths of the earth and made it their home
- ◆ Drake-based magic items

