

ERUDITEDM

MONSTERS: THE FIRE DRAKE



Designed for use with

ShadowDark RPG



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FIRE DRAKE

Fire Drake

Large spindly, strong legs.

Gnashing fangs shine

AC 15 **HP** 15 **ATK** Bite +4 (1d8),

plus breath weapon **MV** Near

FLY DBL Near **LV** 3

S 0 **D** +3 **C** +2 **I** +2 **W** +1 **CH** +3

Fiery Breath: (1/day): 15-ft cone, 2d6 fire damage (DEX save DC 12 for half).

Silver Tongue: Advantage on CHA checks to bargain, lie, or charm.

Magical Resistance: Advantage on DC checks against spells and magical effects.

Treasure: A small hoard (worth 30d6 gp), always containing 1 minor magic item.

Description:

A Fire Drake is a small, serpentine dragon the size of a large dog. Its scales shimmer like molten copper, and its bright, intelligent eyes seem to dance with mischief.

Quick-witted and proud, Fire Drakes love riddles, bargains, and treasure hoards (however tiny). They can breathe short goutts of flame, but prefer cleverness and persuasion over raw violence. Despite their size, they command surprising respect among larger monsters.

Lore:

Ancient lore says Fire Drakes were born from sparks that fell from the forge of the Fire Lords in the Elder Days. They are solitary but highly social when it suits them, enjoying the company of bold adventurers, tricking greedy knights, or lording over goblin tribes as "great and terrible wyrms." Their vanity is easily stroked, and a drake might offer aid (or mischief) depending on how well it is flattered.

Fire Drakes hoard "treasures" of sentimental or strange value—odd coins, rare tomes, pretty stones, bits of glass, lost jewelry—and will defend these fiercely if threatened.

HOOKS

Mini-Adventure Hooks

1. The Drake's Challenge

A Fire Drake has taken over an abandoned watchtower near the village, demanding "gifts" of shiny treasures for "protection." However, local cattle are still vanishing at night. Is the drake lying—or is something worse lurking nearby?

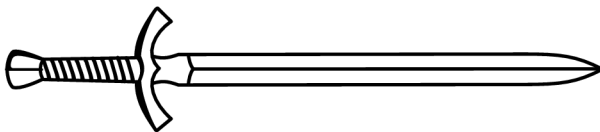


2. The Stolen Hoard

A goblin tribe has kidnapped a Fire Drake's hoard. Enraged and embarrassed, the drake hires the party (with promises of "grand rewards" that may or may not be real) to recover its stolen treasures.

3. The Riddle of the Ember King

A Fire Drake claims to know the secret location of a long-lost dwarven forge brimming with magic arms. It will trade this knowledge—but only if the party can best it in a contest of riddles by the light of the full moon.



npc

Mandrix the Moon-Eyed

The wizard Palanthus is kept company by an aging pet wyrm. Mandrix is his chief counselor and confidante. Tho is hasn't left the stone tower or taken flight in 30 years, the local peasantry tells tall tales and remains fearful. Some claim the diminutive old drake is only a legend. Mandrix ages and grows bored. he reads his ancient tomes with tiny brass-rimmed spectacles that aid his failing sight. He suffers a milky left eye from a cataract.

Quick-witted and erudite, Mandrix might serve as a useful sage of great lore to any guest he likes. he is intelligent and well-spoken, often drifting into the Old Imperial tongue.

Mandrix

S -1 **D** +1 **C** +1 **I** +3 **W** +2 **CH** +4

*Use other details, abilities from the stat block provided above.

