



“Ambush Drake” by James Zhang, © Wizards of the Coast. Accessed at Dragons Wikia [here](#)

[For people who want to fight small dragons without feeling like they’re beating up a baby. WoTC typically avoids explicit gore in their published works, but I guess 4e was a weird time for us all.]

Dragonet

A dragon the size of a wolf stalks forward. Its wings are small, but seemingly functional, and it holds its head high as it approaches.

Dragonets are offshoots of dragonkind of limited intelligence and malicious disposition. Their favored habits are those that superstitious and fearful villagers usually attribute to dragons—burning crops, destroying buildings and devouring livestock. True dragons view dragonets as something of an embarrassment; even evil dragons will kill all dragonets in their territory to improve their reputation and avoid confusion. Would-be dragonslayers often feel themselves heroes after slaying a dragonet or two, only to be proven woefully outmatched when confronted with a true dragon.

Dragonets are strict carnivores with just enough mental capacity to be spiteful and cruel. They often destroy plant-life in their territories just for the delight of watching it burn and kill a surplus of prey for fun. Dragonets often live in small family groups in which the stronger members dominate the weaker through force, and occasionally collect shiny items that catch their attention.

Dragonet **CR 3**
XP 800
CE Medium dragon (fire)

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +7, scent

Defense

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 28 (3d12+9)

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

Immune fire, paralysis, sleep effects

Vulnerable cold

Offense

Speed 30 ft., fly 40 ft. (poor)

Melee bite +6 (1d6+2), 2 claws +5 (1d4+2)

Special Attacks breath weapon (20 ft. cone, Reflex DC 14, 3d6 fire, every 1d4 rounds)

Statistics

Str 15, **Dex** 13, **Con** 16, **Int** 4, **Wis** 13, **Cha** 9

Base Atk +3; **CMB** +5; **CMD** 16 (20 against trip)

Feats Nimble Moves, Weapon Focus (bite)

Skills Fly +3, Perception +7, Stealth +7

SQ burning blood

Ecology

Environment temperate hills

Organization solitary, pair or pack (3-6)

Treasure incidental

Special Abilities

Burning Blood (Ex) Any creature that strikes a dragonet with a slashing or piercing melee weapon must succeed a DC 14 Reflex save or take 1d6 points of fire damage. Weapons with exceptional reach do not endanger their wielders in this way. The save DC is Constitution based.