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[Unlike the other drakes, where I wasn't quite happy with the art, this is pretty much exactly what I had in mind. I hope that rider has electricity resistance, though...]

Drake, Savanna

CR 6 CE Dragon

In the blink of an eye, a yellow-flecked bipedal reptile appears on muscular legs. Its neck is long, and its head is mostly mouth, with two rows of long teeth. The creature has wings, but they have atrophied into little more than stumps. The air around it crackles palpably with electricity

Savanna drakes are fast and voracious predators of the plains, capable of devastating ecosystems with surprising speed. Although they are skilled at ambush, they often rely on their incredible speed to run down fleeing prey. Their stubby, flightless wings are used as stabilizers and balancers, adding lift to their jumps and keeping them from falling over on rapid turns. Although a savanna drake will kill and eat just about anything larger than a rat, they prefer big game. This often puts them in conflict with humanoids, as both livestock and humanoids themselves fall into this range. Druids consider savanna drakes a hazard to balanced ecosystems, as a pair of savanna drakes can easily decimate huge herds of wildlife in a matter of weeks. If hunting is especially good, savanna drakes will travel in groups, but communities larger than a pair are rare. Savanna drakes are born ready to run, and often die of exhaustion before reaching 10 years of age.

Savanna drakes hunt using hit-and-run tactics, striking with incredible speed to stun a single target and tear them apart. Their agility and speed mean that few prey items escape them. Savanna drakes are too stupid for a complex society—they tend to think like an animal predator, albeit an especially cunning and dangerous one. The closest they come to culture is a vague veneration of the kill as a concept, and they are known to say a quick prayer before eating. Their faith is enough to make them occasional allies of evil cults, but savanna drakes are too voracious and flighty to make long-term

alliances.

The Lightning Heart

The heart of a savanna drake crackles with electricity, and it can invest one that eats it with a temporary echo of the savanna drake's power. If the heart of a living savanna drake is torn from the creature (on a successful coup de grace) and consumed within one round, it grants the one that eats it the benefits of a *haste* spell for the next 24 hours. During this period, the user of the lightning heart has the rapid metabolism quality of the savanna drake, and when the duration elapses, must make a DC 16 Fortitude save or be exhausted, regardless of how much sleep she has received. A lightning heart can be preserved with a *gentle repose* spell and will sell for 3,000 gp on the open market.

Savanna Drake CR 6

XP 2,400

CE Large dragon (electricity)

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +13

Defense

AC 20, touch 13, flat-footed 14 (-1 size, +4 Dex, +7 natural)

hp 68 (8d12+16)

Fort +9, **Ref** +11, **Will** +9

Defensive Abilities electric body, lightning shield; **Immune** electricity, paralysis, sleep

Vulnerability rapid metabolism

Offense

Speed 90 ft.

Melee bite +13 (1d8+9 plus 1d6 electricity plus stun)

Space 10ft; **Reach** 10ft

Statistics

Str 22, **Dex** 18, **Con** 15, **Int** 7, **Wis** 14, **Cha** 13

Base Atk +8; **CMB** +15; **CMD** 30

Feats Dodge, Mobility, Nimble Moves, Spring Attack

Skills Acrobatics +16 (+40 when jumping), Perception +13, Stealth +12, Survival +13; **Racial**

Modifiers +4 Acrobatics, +4 Stealth

Languages Draconic

Ecology

Environment warm plains

Organization solitary, pair or blight (3-6)

Treasure none (but see above)

Special Abilities

Electric Body (Su) A creature striking a savanna drake with a melee weapon must make a DC 16 Reflex save or take 2d6 electricity damage from the charge that constantly surrounds it. A successful Reflex save halves the damage. Creatures striking a savanna drake with a metal weapon take a -2 penalty to this save. The save DC is Constitution based.

Lightning Shield (Su) Any ranged attack targeting a savanna drake suffers a 20% miss chance, as per the *entropic shield* spell.

Rapid Metabolism (Ex) A savanna drake requires three times the food and water as a normal creature its size, or else it begins to starve or dehydrate. In addition, savanna drakes suffer damage from a poison at twice the normal rate. The incubation period for any disease infecting a savanna drake is instantaneous, and a savanna drake must make saves to avoid taking damage at half the usual duration.

Stunning Bite (Su) A creature bitten by a savanna drake must make a DC 16 Fortitude save or be

stunned for 1d3 rounds. The save DC is Constitution based.