



“Felldrakes” by Sam Wood, © Wizards of the Coast. Accessed at the Monster Manual II Art Gallery [here](#)

[Commissioned by [@justicegundam82](#). The felldrakes were originally created for the late 2e/early 3e version of the Chainmail miniatures game, with the intention of making interesting, cheap units for Good-aligned armies. Too bad that the MMII gives them barely any flavor text to go along with the concept. Small, not-too-bright dragons associated with elves are a pretty neat idea, but not one the book makes much of.]

Felldrake, Crested

CR 1 NG Dragon

This bipedal reptile stands as tall as a man’s hip, with green scaled skin and a brightly colored crest running down its back

The felldrakes are an assortment of flightless dragons of mild intellect and goodly disposition. They are associated with elves—legend credits their creation to a dragon god seeking to provide an elven ally with guardians against the forces of evil. Most felldrakes are still found in association with elves, where they serve roles somewhere between that of domestic animals and servants.

Crested felldrakes are the smallest and weakest of the felldrakes, and they are typically used as household guards and hunting companions. Crested felldrakes are very social among themselves, and are comfortable with large families and in sizable packs. Like all felldrakes, they are omnivores with a taste for meat, and frequently keep elven settlements free of minor pests via snacking on them.

Crested felldrakes are simple combatants that fight in large numbers whenever possible. They use their Acrobatics skill to leap on opponents from a height, or to surround a foe to set up flanking opportunities. Despite their size, their scissor-like jaws strike with the force of a longsword. They are willing to lay down their life in order to protect those they care about, either a humanoid or another felldrake.

A crested felldrake grows to about five feet long, and half of that length is tail. They weigh less than 50 pounds.

Crested Felldrake CR 1

XP 400

NG Small dragon

Init +1; **Senses** darkvision 60 ft., low-light vision, Perception +8, scent

Defense

AC 13, touch 12, flat-footed 12 (+1 size, +1 Dex, +1 natural)

hp 15 (2d12+2)

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

Immune sleep and paralysis effects

Offense

Speed 40 ft.

Melee bite +3 (1d8)

Special Attacks pack attack

Statistics

Str 11, **Dex** 13, **Con** 13, **Int** 6, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 13

Feats Alertness

Skills Acrobatics +3 (+7 jumping), Perception +8, Sense Motive +8, Survival +6

Languages Draconic, Elven

Ecology

Environment temperate forests and underground

Organization solitary, pair, gang (3-5) or pack (6-16)

Treasure incidental

Special Abilities

Pack Attack (Ex) A crested felldrake gains a +1 racial bonus to attack rolls and damage rolls when it is flanking with any felldrake.