



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

[Commissioned by [@justicegundam82](#). On the [crested felldrake post](#), there’s been some discussion about why Good-aligned dragons have the prefix “fell”, when that archaic, beloved-by-fantasy-writers adjective typically means “evil, cruel”. My Watsonian explanation is that the elves call their drakes this for intimidation/ironic value, like naming a sweet dog Killer. My Doylist explanation is that whoever named the felldrakes either didn’t know or didn’t care that it means “evil”, preferring the “deadly” definition]

### **Felldrake, Horned**

#### **CR 3 NG Dragon**

*This quadrupedal reptile is the size of a pony, with the vestigial stumps of wings growing from its back. Several long curving horns grow from its head, gleaming like metal.*

Horned felldrakes are goodly, flightless dragons used by elves as bodyguards to nobles and sages. These creatures are kindly unless provoked, but are fierce foes of evil. The horns of a horned felldrake are interwoven with various precious metals, making them skilled at fighting demons, lycanthropes, wicked fey and other enemies with damage reduction. They do require a supply of metal in their diet, and much of a horned felldrake’s treasure consists of a larder of metal items.

With their strong backs and patient attitudes, horned felldrakes make fine mounts for Small creatures. Elves are usually too large to ride them in combat, but the felldrakes may carry loads or help train children in the art of riding. Halflings and gnomes are more likely to ride a horned felldrake in combat, and the creature makes for a potent and dangerous ally.

A horned felldrake is eight feet long and stands three feet high at the shoulder.

### **Horned Felldrake**

**CR 3**

**XP 800**

NG Medium dragon

**Init** +4; **Senses** darkvision 60 ft., low-light vision, Perception +10, scent

**Defense**

**AC** 14, touch 10, flat-footed 14 (+4 natural)

**hp** 34 (4d12+8)

**Fort** +6, **Ref** +4, **Will** +5

**Immune** sleep and paralysis effects

**Offense**

**Speed** 40 ft.

**Melee** gore +6 (1d8+3)

**Special Attacks** metal horns, powerful charge (gore, 2d8+6)

Statistics

**Str** 15, **Dex** 11, **Con** 15, **Int** 6, **Wis** 12, **Cha** 8

**Base Atk** +4; **CMB** +6; **CMD** 16 (20 vs. trip)

**Feats** Alertness, Improved Initiative

**Skills** Acrobatics +4 (+8 when jumping), Intimidate +6, Perception +10, Sense Motive +10

**Languages** Draconic, Elven

**SQ** deflect blows

Ecology

**Environment** temperate forests and underground

**Organization** solitary, pair or gang (3-6)

**Treasure** incidental

Special Abilities

**Deflect Blows (Ex)** If a horned felldrake hits an opponent with its melee attacks, that opponent takes a -2 to its attack rolls made against any of the felldrake's adjacent allies.

**Metal Horns (Ex)** The gore attack of a horned felldrake counts as both silver and cold iron for the purposes of overcoming damage reduction.