



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

[Commissioned by [@justicegundam82](#). And dedicated to [@canwefixitnoitsfucked](#), who in my undergrad years argued extensively that damage types had alignments, and that acid damage was either chaotic or evil. Clearly the MMII designers disagreed.]

### **Felldrake, Spitting**

#### **CR 2 NG Dragon**

*This lean draconic quadruped has legs low to the ground, and greenish saliva staining its teeth.*

Spitting felldrakes are among the more intelligent felldrakes, which reflects their independence compared to the rest of the species. Although spitting felldrakes certainly enjoy attention and being coddled in an elven home, they are frequently found on missions in the subterranean lands, patrolling caves and cavern systems near elven lands to search for potential dangers. Although most spitting felldrakes encounter little more than orcs and monstrous vermin on these patrols, they typically hope to test their skills against that hated enemy of elvenkind, the drow.

Spitting felldrakes are comfortable in tight spaces, and when left to their own devices prefer narrow, claustrophobic lairs. They are stealthier than most other felldrakes, and frequently attack from ambush. They prefer to keep their distance, making hit and run attacks using their acidic spittle at range, then retreating and using their superior darkvision to keep sighted enemies on their toes. Most spitting felldrakes understand their value as sentries is greater if they are alive to report on their encounters, and will flee from a losing battle to inform and gather reinforcements.

A spitting felldrake is six feet long on average, and stands about eighteen inches high at the shoulder.

### **Spitting Felldrake** **CR 2**

#### **XP 600**

NG Medium dragon

**Init** +2; **Senses** darkvision 120 ft., low-light vision, Perception +9, scent

**Defense**

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 22 (3d12+3)

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

**Immune** sleep and paralysis effects

**Offense**

**Speed** 30 ft.

**Melee** bite +4 (1d6+1 plus 1 acid)

**Ranged** spittle +5 touch (2d4 acid)

Statistics

**Str** 13, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 8

**Base Atk** +3; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Alertness, Point Blank Shot

**Skills** Acrobatics +5, Climb +6, Perception +9, Sense Motive +9, Stealth +7, Survival +6

**Languages** Draconic, Elven

**SQ** tunnel runner

Ecology

**Environment** temperate forests and underground

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

**Treasure** incidental

Special Abilities

**Spittle (Ex)** As a standard action, a spitting felldrake can spew acid as a ranged touch attack with a range of 30 feet and no range increment. A creature struck takes 2d4 points of acid damage.

**Tunnel Runner (Ex)** A spitting felldrake does not take penalties to its speed when squeezing.