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by David E. Cates

# Dragons are Wizards' Best Friends

Some unfamiliar familiars for deserving mages

**T**his article describes five unusual relatives of the faerie dragon. They were created in my campaign to be "greater familiars," the familiars of spell-casters of high levels who would find a normal familiar to be a handicap rather than a benefit. However, I found myself planning adventures and encounters with these creatures that had nothing to do with their being familiars. My adventuring group was soon surrounded by quicklings wielding lances and riding demon drakes, and later a group of shadow drakes set out to prove which one was the greatest prankster—at the PCs' expense.

These familiars are intended for wizards and illusionists of at least 12th level. Since the spell *find familiar* is not among those first-level wizard spells available to illusionists, some means must be found to let illusionists acquire these familiars, such as the use of *wish* rings. Deities might grant a favored cleric or druid an animal companion that is, to all intents and purposes, a familiar. Certain spell-casting dragons in my campaign world have used their own version of the *find familiar* spell, and they acquire these lesser dragons as their own familiars!

Care must be taken with these familiars. They should not be allowed in the game unless the wizards they bond with are able to protect and care for them. They are not intended to be mobile spell-casting devices for each spell-caster's pleasure, but they are generally powerful enough to survive battles where high-level magic is being tossed around. If lower-level wizards want such familiars, the familiars should be young, very young, or perhaps even in egg form when acquired. It should be very rare for a very old or ancient lesser dragon to become a familiar, as such dragons are the patriarchs of their dragon-tribes and are necessary for the defense of their lairs.

In all cases, these lesser dragons have the same age categories as do dragons, as given in *the Monster Manual*, page 29, but otherwise share none of the usual characteristics of dragons unless so noted. Hit dice are rerolled at each age level, rather than increasing the number of hit points per hit die.

## Crystal Drake

FREQUENCY: *Very rare*  
NO. APPEARING: 1-6  
ARMOR CLASS: 2  
MOVE: 9"/18" (MC: A)  
HIT DICE: *See Table 1*  
% IN LAIR: 20%  
TREASURE TYPE: *E, Q*  
NO. OF ATTACKS: *1 bite and 2 claws*  
DAMAGE/ATTACK: *See Table 1*  
SPECIAL ATTACKS: *Minor breath weapon, up to major spell use*  
SPECIAL DEFENSES: *Spell immunities, magic resistance, high intelligence, ethereal travel, special minor powers from eating gems, up to major spell use*  
MAGIC RESISTANCE: *See Table 2*  
INTELLIGENCE: *Low to high*  
ALIGNMENT: *Chaotic good*  
SIZE: S (*see Table 1*)  
PSIONIC ABILITY: *Nil*  
CHANCE OF:  
    Speaking: 90%  
    Magic use: 50%  
    Sleeping: 30%  
LEVEL/XP VALUE: *Up to VI/775 + 6 per hit point (maximum age and abilities)*

This nomadic offshoot of the faerie dragon prefers caves and caverns in uncivilized deserts for its lairs, but lone wanderers may be found in any clime, especially near gem deposits. Some clans led by ancient crystal drakes have found their ways into the plane of elemental Earth, where they seek gems.

Crystal drakes are noted for their scintillating, crystal-like hides, and some unscrupulous hunters trap and kill these wondrous creatures to gain their skins. Crystal drake hides are popular in many lands and make beautiful leather apparel that flashes and sparkles in the light. Even lands that have outlawed the sale of crystal drake hides usually have buyers for these illegal goods. An unmarred hide from a mature, adult crystal drake brings as much as 1,000 gp. The crystal drake's hide is the prime component of a *robe of scintillating colors*, but such hides must be specially gathered and treated to be used for this purpose. The same hide that causes these miniature dragons to be hunted also gives them an unusually low armor class and immunity to many spells.

Though crystal drakes enjoy a good joke, they play their tricks only when they will not bring attention to their lairs. They often spy upon a passing group of intelligent creatures known to be carrying gems; if they satisfy themselves that the creatures are safe to trade with, these drakes might offer to trade gold and other items for jewels. This trading always takes place some distance from their lairs, as crystal drakes have learned to be very wary of travelers—even friendly ones.

Crystal drakes can spit acid four times a day. They expel this acid with great force

and accuracy (gaining a +4 to hit). This acid does double damage against creatures or objects composed of earth, stone, or crystal (see Table 1).

All ancient crystal drakes are known to have the ability to go ethereal once per week, and they have the ability to transport up to four of their clan members with them. These ancient drakes often use this ability to travel to and forage on the plane of elemental Earth, as well as to escape capture or worse.

Because of the nature of crystal-drake hides and their inherent magical abilities, some spells behave in an odd manner when used against such a creature. *Color spray*, *energy drain*, *hypnotic pattern*, *lightning* and other electrical attacks like *shocking grasp*, and *sunray* spells are instantly reflected back upon the caster. *Magic missiles* are reflected back to the caster only if the drake makes a saving throw vs. wands, harming the drake if the saving throw is failed. *Eyebite*, *prismatic sphere*, *prismatic spray*, *prismatic wall*, and *rainbow pattern* spells have no effect on the drakes. *Light* and continual light spells cannot blind them—however, these latter two spells, if successfully cast on a crystal drake, blind anyone within 20' who fails a saving throw vs. spells. This blindness lasts 2-12 rounds.

Only 50% of all crystal drakes have the ability to cast spells throughout their lives. Fully 50% of these spell-casters choose to cast wizard spells; 20% become shamans of their lairs and have both cleric and illusionist spells, like a multiclassed character. Another 15% cast only illusionist spells, and 15% cast only druid spells. As they progress in age, their spell-casting abilities increase, as shown in Table 2. Old crystal drakes that have no previous spell-casting talents always develop the ability to cast cleric spells as a 1st-level cleric. They gain one additional level of spell-casting ability with each following age level, becoming 3rd-level clerics at ancient age. Most spell-casting powers are taught by the elders of each group of crystal drakes, through a teaching process that involves no writing or spell books. Cleric and druid spells, however, appear to be granted by an unknown power perhaps a demigod.

Crystal drakes are very fond of jewels, gems, and crystals. They each have two cheek pouches, much like hamsters, in which they can store up to four gems. Their senses of smell and taste are very keen, and they can actually sense the presence of precious stones within 10'. Indeed, crystals, gems, and jewels are a necessary part of a crystal drake's diet. Each drake must consume at least 5 gp of gems per week, or its hide loses its crystal-line sheen and the powers associated with it. A crystal drake loses one point of armor class per week without the diet of gems, down to a minimum of AC 5. Once its proper diet is reestablished, it gains its

**Table 1**  
**Crystal Drakes' Statistics**

Crystal drake age	Length	Hit dice	Bite damage	Claw damage	Breath weapon	Base AC
Very young	1'	½	1	0	0	7
Young	1'6"	1	1-2	0	1	6
Sub-adult	1'9"	1+3	1-3	0	1-2	5
Young adult	2'	2	1-4	1	1-3	4
Adult	2'3"	3	1-6	1	1-4	3
Old	2'6"	4	1-6	1-2	1-6	2
Very old	2'6"	5	2-8	1-3	2-8	1
Ancient	2'6"	5+3	2-8	1-4	2-8	0

armor class back at the same rate. For each week without a gem diet, there is a cumulative 25% chance that its spell-reflecting power will not function. After one month without eating the required amount of gemstones, the crystal drake's immunity to the spells given above is lost, and its hide becomes a dull gray. Even if the specific spell immunity is lost, the crystal drake still retains its natural resistance to magic.

Ingesting certain gemstones has strange effects upon crystal drakes. They are aware of these effects and often carry

some of these gems in their mouth pouches for emergencies. For a gemstone to affect a crystal drake, a minimum amount of that particular gem must be consumed. These gems and effects are given in Table 3. Only one of these gem effects can be in effect at one time. If a new gem is ingested before the effects of the last gem is over, the prior effects are lost.

Crystal drakes speak their own language, their alignment tongue, and 1-4 other languages, as chosen by the DM.

## Crystal Drake



**Table 2**  
**Crystal Drakes' Spell Abilities**

<b>Crystal drake age</b>	<b>Magic resistance</b>	<b>Wizard level</b>	<b>Cleric level</b>	<b>Druid level</b>	<b>Illusionist level</b>
Very young	5%	0 *	0 **	0 ***	0 ****
Young	10%				
Sub-adult	12%	1	1	1	1
Young adult	15%	2	2	2	2
Adult	20%	3	3	3	3
Old	25%	4	4	4	4
Very old	30%	5	5	5	5
Ancient	35%	6	6	6	6

\* At this age, the crystal drake may use four magic-user (wizard) cantrips, as per *Unearthed Arcana*.

\*\* At this age, the crystal drake may use four clerics' orisons, as per DRAGON® issue #108, "Cantrips for Clerics."

\*\*\* At this age, the crystal drake may use four druidical orisons, as per DRAGON issue #108, "Cantrips for Clerics," and issue #119, "Cantrips for Druids—Naturally."

\*\*\*\* At this age, the crystal drake may use four illusionist cantrips, as per *Unearthed Arcana*.

**Note:** All crystal drakes of sub-adult age or older are able to substitute four cantrips or orisons in place of a first-level spell.

**Table 3**  
**Crystal Drakes' Special Gem Powers**

<b>Gemstone type</b>	<b>Min. gp value consumed</b>	<b>Effect and duration</b>
Alexandrite	100	Adds +2 to saving throws for one turn
Amber	100	Grants immunity to disease for 3 rounds, or cures same
Amethyst	100	Grants immunity to paralysis and poison for 1 turn, or cures same
Beryl	100	Improves armor class by two steps for 1 turn
Carbuncle	100	Allows use of polymorph <i>self</i> into dragon form 10 X larger in size, once per week
Chrysoprase	100	Grants <i>improved invisibility</i> (as per the illusionist spell) for 2-8 rounds
Coral	100	Grants immunity to insanity for 10 turns, or cures same
Hematite	10	Heals 1-4 hp damage, up to four times per day
Jacinth	250	Grants a + 1 on all saving throws and armor class for 2-8 hours
Jasper	50	Grants +4 to saving throws vs. poison for 1 turn, or allows for a new saving throw at + 4 if consumed after eater was poisoned
Lapis lazuli	50	Adds + 1 to to-hit scores for 1 turn
Peridot	250	Adds +4 to all saving throws for 1 turn
Ruby	100	Adds + 2 to saving throws, and acts as a luckstone, for 1 turn
Sapphire	250	Allows the casting of known spells only as if one level higher, only once per day
Topaz	250	Creates a <i>minor globe of invulnerability</i> around the eater for 1 turn

**Note:** See the 1st Edition *Dungeon Masters Guide*, pages 26-27, for the possible effects of other consumed gems.

**Table 4**  
**Demon Drakes' Statistics**

<b>Demon drake age</b>	<b>Magic resistance</b>	<b>Hit dice</b>	<b>Length</b>	<b>Claw damage</b>	<b>Butt damage *</b>	<b>Breath damage (major)</b>	<b>Breath damage (minor)</b>
Very young	12%	½	1'	-	1	1-4	1
Young	18%	1	1'6"	1	1-2	1-4	1
Sub-adult	24%	1+3	2'	1	1-3	1-6	1-2
Young adult	30%	2	2'3"	1	1-4	1-6	1-3
Adult	36%	2+3	2'6"	1	1-4	1-8	1-4
Old	42%	3	2'9"	1-2	1-6	2-8	1-4
Very old	48%	4	3'	1-2	1-6	1-10	1-6
Ancient	54%	5	3'3"	1-3	2-8	1-10	1-6

\* Damage from biting is equal to the butt-damage value minus 1 hp, with a minimum value of 1 hp damage.

# Demon Drake

FREQUENCY: *Very rare*  
NO. APPEARING: 1-4  
ARMOR CLASS: 5  
MOVE: 9"/24" (MC: A)  
HIT DICE: *See Table 4*  
% IN LAIR: 25%  
TREASURE TYPE: S, Z  
NO. OF ATTACKS: 2 claws and either 1 head butt or 1 bite  
DAMAGE/ATTACK: *See Table 4*  
SPECIAL ATTACKS: *Breath weapon, up to major spell use*  
SPECIAL DEFENSES: *Invisibility, fire resistance, magic resistance, high intelligence, up to major spell use*  
MAGIC RESISTANCE: *See Table 4*  
INTELLIGENCE: *Average to high*  
ALIGNMENT: *Chaotic neutral, chaotic evil*  
SIZE: S (1-3' long)  
PSIONIC ABILITY: *Nil*  
CHANCE OF:  
  Speaking: 90%  
  Magic use: 80%  
  Sleeping: 30%  
LEVEL/XP VALUE: *Up to V/400 + 5 per hit point (maximum age and abilities)*

Demon drakes appear to be miniature red dragons with sharp, devilish horns on the tops of their heads and fixed, evil grins. Females have orange underbellies; males are red all over.

Demon drakes usually live near or in volcanic vents, but they can also be found in caverns and many barren-landscapes. Small groups of demon drakes often associate with salamanders and lair nearby. Quicklings are known to form alliances with demon drakes and ride them into battle.

Demon drakes are naturally resistant to fires, as per *rings of fire resistance*. They can also use *improved invisibility* on themselves twice per day, being able to attack and cast spells without turning visible.

The demon drake has two forms of cone-shaped fiery breath weapons. The cone shape of the major attack form is 1/4" in diameter at the drake's mouth, and it spreads out until it is 3' wide at its far end. The cone of flame is 8' long; see Table 4 for damage statistics, which are based on age (half damage is take if the victim makes a saving throw vs. breath weapons). This attack form may be made only four times per day. Demon drakes may also breath a lesser amount of fire an unlimited number of times per day. This minor breath weapon is only 4' long and 2' across at the far end. Demon drakes are immune to other demon drakes' breath weapons.

Demon drakes are not really vicious in nature, but they defend their lairs with great single-mindedness. In such cases, their attack as if they had two additional hit dice, and their breath weapons do an additional 1-4 hp damage. Like the faerie dragons, demon drakes are infamous for



Demon Drake

their practical jokes and go out of their ways to plan and execute them. However, their practical jokes go beyond what might be considered funny or safe, sometimes resulting in real harm to the victims.

Demon drakes able to use spells will employ illusionist spells, but as they grow older, they gain a small selection of wizard and cleric spells. Unlike their cousins, their spells are not selected only on the basis of their mischief potential. Spell-casting demon drakes gain spells at the same rate that illusionists do, each hit die equaling a level. One in 24 magic-using demon drakes is a lair shaman and gains both cleric and illusionist spells at the same time, like a multiclassed character. Spell-casting demon drakes also gain one first-level wizard spell at old, very old, and ancient ages each. All demon drakes (even those that do not normally use spells) gain a first-level cleric spell at ancient age, including lair shamans, who have that spell in addition to their others. Most spells are taught by the elders of the demon drake group, except for the cleric spells, which appear to be gained from an unknown source.

Demon drakes also have unique spells that the elders of their race pass on to deserving youths who manage to prepare

and execute what are referred to as "grandmaster" practical jokes. These practical jokes must be fairly subtle and affect at least a small community of creatures or a single creature whose innate power is such that the joke deserves merit. Creating an illusion of human women bathing in cool water, tempting a hunter to wade into lava, is a basic practical joke not worthy of grandmaster status. If the "women" were actually female goblins, encountered on multiple occasions by an elite patrol, the joke might be worth consideration.

Demon drakes sometimes kidnap and ransom elven, half-elven, halfling, human, brownie, leprechaun, pixie, quickling, and sprite maidens. During their time of capture, these maids are treated like princesses by the entire tribe. The ransom demand might be a minor quest to benefit the tribe or the payment of some valuable item the tribe desires. However, depending upon their infatuation with their new "princess," the demon drakes might gift her with treasures worth double the ransom they demand. It is an honor to be kidnapped by demon drakes—at least, in the eyes of the kidnapers. They allow the maid to leave after six months even if no ransom is paid. It is considered an insult if they return the maiden prematurely.

Demon drake clans are located near some source of sulfur, hence their preoccupation with lairing in or near volcanic vents. They must consume a few ounces of sulfur every week, or their fiery breath weakens. After several weeks without sulfur, the damage from their breath is reduced by half (round fractions down).

Demon drakes speak a variant of the faerie-dragon language as well as their alignment tongue. Most also speak salamander, quickling, elven, leprechaun, or pixie. They have 120' infravision and excellent night sight.

The following are three unique demon drake spells. A young-adult demon drake has usually earned at least one unique first-level spell, while an old demon drake might have all three spells that follow, as well as others the DM might create.

**Pretty—Oops!** (Illusion/Alteration)

Level: 1 Components: V,S,M  
Range: 0 CT: 1 round  
Duration: *Special* ST: *Negates*  
Area of Effect: 1/2 cubic foot

Explanation/Description: This spell may be cast upon small living creatures or small inanimate objects. If cast upon a

living creature, the creature is allowed a saving throw vs. paralysis, or it is paralyzed for 5-8 hours. Each hour after the fourth hour, the creature is entitled to another saving throw. If the saving throw succeeds, the creature immediately recovers. If still paralyzed at the end of eight hours, the creature automatically recovers. A piece of wool, bird down, or similar item is required for casting the spell.

When the spell is cast, the demon drake concentrates upon the illusory form it wishes the object or victim to take. The form should be of the same approximate shape and size of the object or creature upon which the spell is cast. A poisonous snake might be transformed into a jeweled dagger, a hornet's nest into a sealed container, and a cockatrice into a sleeping lap dog.

Should a creature or object with *pretty—oops!* be touched or take damage, it automatically transforms into its original form. Detect illusion spells reveal this magical disguise for what it is.

**Slither—Hiss!** (Illusion/Evocation)

Level: 2 Components: V,S,M  
Range: 30' CT: 1 round

Duration: 24 hours ST: *Negates*  
Area of Effect: 10' diameter sphere  
Explanation/Description: Demon drakes use this spell to guard their caverns from intruders. The spell is closely related to *magic mouth* but with a twist. The material component of this spell is a lizard skin or snake skin. The spell is able to discern between different creatures as does the *magic mouth* spell, and can be programmed to activate against a specific type of intruder.

When the spell is activated by an intruding creature, a rustling, slithering sound is heard, seeming to come from farther inside the cave or in the direction the intruder is traveling. This sound is discernible whether the intruder is noisy or quiet. The sound is obviously that of something large and serpentine. Each intruding creature is allowed a saving throw vs. spells; those that fail to save become uneasy and catch glimpses of something huge and foreboding in most every shadow and crevice. These victims each fall prey to a *spook* spell 1-4 rounds later, if they remain within the spell's area of effect.

**Table 5**  
**Faerie Dragons' Ages and Spells**

Belly color	Magic resistance	Age	Hit dice	Mage spells				Druid spells			
				C	1	2	3	C	1	2	3
Red	20%	Very young	1	0	0	0	0	1	0	0	0
Red-orange	25%	Young	2+2	1	0	0	0	4	0	0	0
Orange	30%	Sub-adult	2+4	4	0	0	0	4	1	0	0
Yellow	35%	Young adult	3	4	1	0	0	4	2	1	0
Green	40%	Adult	3+2	4	2	0	0	4	3	2	0
Blue-green	45%	Old	3+4	4	3	1	0	5	4	2	0
Blue	55%	Very old	4	5	4	2	0	5	5	3	0
Violet	60%	Ancient	5	5	5	2	1	5	5	4	1

**Table 6**  
**Faerie Drakes' Attacks and Immunities**

Body color	Breath weapon's type and frequency	Breath weapon's shape and dimensions	Attack type immunity
Black	Acid, 3 X /day	Line shaped, 1/2" X 40'	Acid
Blue	Electric bolt, 3 X /day	Line shaped, 1" X 30'	Electricity
Brass	<i>Fear</i> gas, 4 X /day	Cloud shaped, see below	Poison
Bronze	<i>Repulsion</i> gas, 5 X /day	Cloud shaped, see below	Electricity
Copper	Slow venom, 5 X /day	Line shaped, 1/2" X 40'	Acid
Gold	Fire or chlorine gas, 3 X /day	Cone shaped, see below	Fire and poison
Green	Chlorine gas, 3 X /day	Cone shaped, see below	Poison
Red	Fire, 3 X /day	Cone shaped, see below	Fire
Silver	Frost cone, 3 X /day	Cone shaped, see below	Cold
White	<i>Paralyzing</i> gas, 3 X /day	Cloud shaped, see below	Cold

**Breath weapon notes:**

*Line shaped:* This breath weapon starts at the creature's mouth and stretches out toward the target in a straight line. Each type of this breath weapon has its own diameter and range as shown. Diameters are given in real inches.

*Cloud shaped:* This breath weapon billows forth from the drake's mouth to form a 5' X 5' cloud, 2' high, around its target.

*Cone shaped:* This breath weapon begins at the drake's mouth (here, the cloud is 1/4" in diameter) and spreads out to 3' wide at its end. The cone-shaped cloud is 8' long.

**Pretty—Boom!** (Illusion/Evocation/Alteration)

Level: 3 Components: V,S,M

Range: 0 CT: 1 round

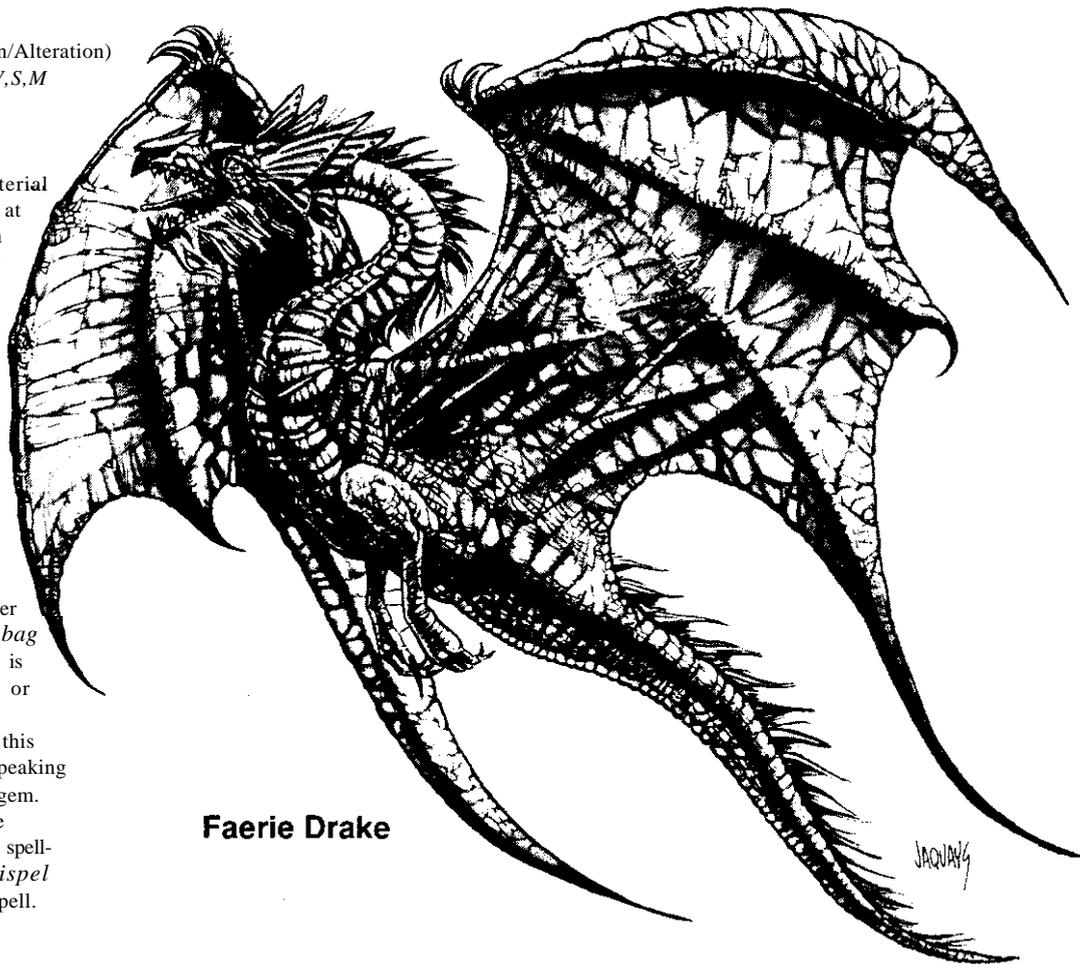
Duration: 24 hours ST: 1/2

Area of Effect: 10' sphere

Explanation/Description: The material component for this spell is a gem of at least 1 gp value. When cast, the gem takes on the appearance of a gem of 10-100 times its real value. This enchantment lasts exactly 24 hours. At the end of this time, the gem explodes with great force, doing 3-12 hp damage to anyone within 5'. Those within 10' are allowed a saving throw vs. wands; if successful, they take half damage. The explosion is based upon force, not fire. The burst produces shrapnel-like shards capable of turning a backpack, bag, or pouch into shreds while still doing damage to the bearer of the item. If the gem explodes in a *bag of holding* or *portable hole*, the item is destroyed, but the bearer of the bag or hole takes no damage.

The caster of the spell may dispel this spell before it explodes simply by speaking a command word within 10' of the gem. Only the caster can so deactivate the *pretty—boom!* gem, even if another spell-caster knows the command word. *Dispel magic* works normally against this spell.

Alternately, the demon drake may choose not to have the gem explode. Instead, the gem might evaporate into a *stinking cloud*, as per the wizard spell, or might explode with a great noise but doing only 1 hp damage and creating a 20'-diameter cloud of sulfurous smoke lasting one turn.



**Faerie Drake**

## Faerie Drake

FREQUENCY: *Very rare*

NO. APPEARING: 1-8

ARMOR CLASS: 4

MOVE: 6"/24"/9" (MC: A)

HIT DICE: *See Table 5*

% IN LAIR: 25%

TREASURE TYPE: S, T, U

NO. OF ATTACKS: 2 claws and 1 bite

DAMAGE/ATTACK: 1-2/1-2/1-4

SPECIAL ATTACKS: *Minor breath weapon, minor spell use*

SPECIAL DEFENSES: *Magic resistance, invisibility minor defensive powers, minor spell use, spell immunities*

MAGIC RESISTANCE: *See Table 5*

INTELLIGENCE: *Low to average*

ALIGNMENT: *Neutral, chaotic neutral*

SIZE: S (1½-2' long)

PSIONIC ABILITY: *Nil*

CHANCE OF:

Speaking: 80%

Magic use: 100%

Sleeping: 30%

LEVEL/XP VALUE: *Up to V/365 + 5 per hit point (maximum age and abilities)*

The faerie drake is a close relative of the faerie dragon. It is slightly larger than its cousin but has its own distinctive appearance and abilities. Faerie drakes look like miniature dragons with striped or spotted wings, prehensile tails, and a metallic sheen to their wings and scales. Females have wing tips with a shade of color lighter than their body color. Males have wing tips darker than their body color and also have a stronger metallic sheen than females. The underbelly scale color denotes a faerie dragon's age (see Table 5).

Faerie drakes have innate spell abilities that slowly increase as they grow older. Only drakes of young adult and older ages have offensive spells. Most prefer spells

useful in their everyday lives (as selected by the DM); such spells are taught by the older members of a faerie drake group. Faerie drakes have been known to associate with and spy upon wizards and druids, especially while the latter learn and cast their spells. It is conjectured that watching such activities enables faerie drakes to learn spells other than those they acquire early in life.

A faerie drake's body color reveals what sort of breath weapon and attack immunity it possesses (see Table 6). The bronze faerie drake's *repulsion* gas causes opponents to move away from the faerie drake for six rounds unless they successfully make saving throws vs. dragon breath.

**Table 7  
Faerie Drakes' Innate Defenses**

**Wing**

**markings**

Black *Obscurement*, 3 X /day

Blue *Blink*, 3 X /day

Brass *Mirror image*, 3 X /day

Bronze *Scare*, 3 X /day

Copper *En tangle*, 4 X /day

Gold *Polymorph self*, 2 X /day

Green *Regeneration*, perm.

Red *Haste*, 1 X /day

Silver *Gaseous form*, 2 X /day

White *Control temperature*, 3 X /day

**Duration or level of abilities**

As per druid spell at 5th level of ability

As per mage spell at 5th level of ability

As per mage spell at 5th level of ability

As per mage spell at 5th level of ability

As per druid spell at 5th level of ability

As per mage spell at 7th level of ability  
1 hp/six turns

As per mage spell at 7th level of ability

As per potion, with a duration equal to the faerie dragons' hit dice in turns

As per druid spell at 6th level of ability

The copper faerie drake's slow venom causes victims to move and attack at one-half normal unless they make their saving throw vs. dragon breath; this effect lasts for six rounds. All other attacks do damage equal to the drake's hit points, or half that if a save vs. dragon breath is successfully made.

The color of a faerie dragon's wing markings is related to its innate magical defense, as shown in Table 7. These magical defenses often mimic wizard or druid spells, but they come into effect at will.

Like faerie dragons, faerie drakes can become invisible at will. They also have 120' infravision and very keen senses of smell. These drakes are very fond of swimming, diving, and fishing; one can stay submerged and active for up to three turns, or twice that if inactive. While submerged, they move through the water with great speed and maneuverability. They are even more at home in the air, being able to hover and dart about. Faerie drakes are omnivores and enjoy fish, berries, and small-animal meat. They usually mate for life. If encountered in a lair, there is a 10% chance that 1-4 faerie drake eggs are concealed in the nest.

## Shadow Drake

FREQUENCY: *Very rare*  
NO. APPEARING: 1-3  
ARMOR CLASS: 5  
MOVE: 9"/24" (MC: A)  
HIT DICE: *See Table 8*  
% IN LAIR: 25%  
TREASURE TYPE: Q, T, U  
NO. OF ATTACKS: 1 *bite*  
DAMAGE/ATTACK: 1-4  
SPECIAL ATTACKS: *Major spell use, major darkness/shadow powers, surprise bonus in darkness*  
SPECIAL DEFENSES: *High intelligence, create darkness, astral travel, magic resistance, major spell use, major darkness/shadow powers*  
MAGIC RESISTANCE: *See Table 8*  
INTELLIGENCE: *Average to high*  
ALIGNMENT: *Neutral, chaotic neutral*  
SIZE: *S (See Table 8)*  
PSIONIC ABILITY: *Nil*  
CHANCE OF:  
Speaking: 90%  
Magic use: 30%  
Sleeping: 40%  
LEVEL/XP VALUE: *Up to VI/750 + 6 per hit dice (maximum age and abilities)*

The shadow drake enjoys dark caves and heavily shadowed, peaceful forests. Sometimes one lairs near a group of pixies or brownies. Unlike other lesser dragons, they do not avoid civilized areas, sometimes creeping into cities at night. Their statistics are in Table 8.

A shadow drake has an unusual innate power. In darkness or heavy shadows, it seems to merge with the shadows, becoming *invisible* even to ultravision and infra-

vision. This drake enjoys stealth and is almost noiseless in flight, surprising foes five in six times if the area is in shadow or darkness. This drake can attack from shadows or darkness without becoming visible to prey. Its tiny talons are retractable and very sharp. Shadow drakes have no breath weapons.

All shadow drakes have the innate ability to create *darkness* twice per day as per the illusionist spell, except that such *darkness* lasts for 24 hours. They can also create a smaller area of *darkness*, as per the spell except that it lasts only five minutes and is 10' across; this power may be used at will. If cast upon a creature that does not make its saving throw vs. spells, this spell blinds the victim for the spell's duration.

Once a shadow drake has access to an area of magical *darkness* (even self-created), it can enter that *darkness*, wherein it can utilize other innate abilities.

The first ability is to create a *shadow duplicate* of itself. This power is like the illusionist spell *shades*, except that the

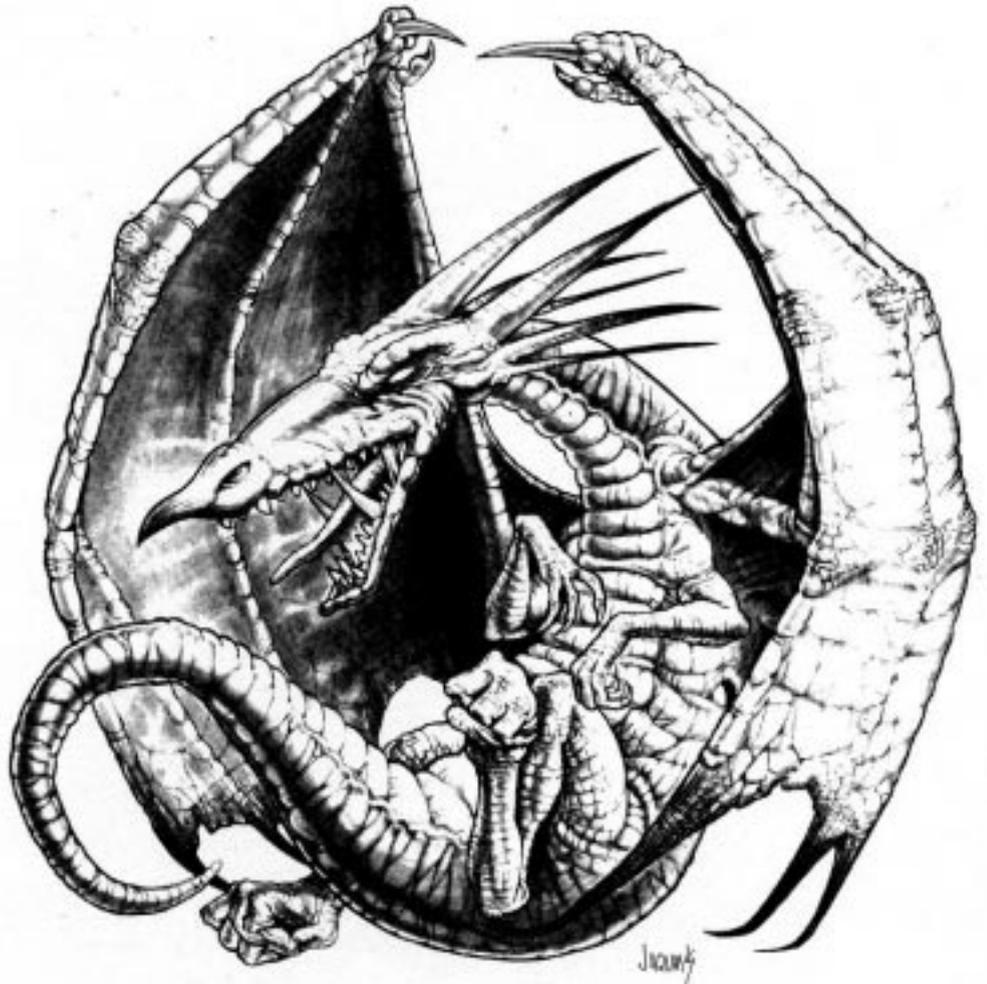
type of *shadow monster* created is an illusionary duplicate of the shadow drake without magical ability. This *shadow duplicate* cannot be told from the original, as per the illusionist spell *mirror image*. This power can be used but once per day.

The second ability is to duplicate the effects of the illusionist spell *demi-shadow monsters*. There are no restrictions to this spell-like ability, and any creature the shadow drake can imagine can be created. This spell is always cleverly used to create a monster to cause the most disruption possible. This power may be used twice per day.

The third ability available to shadow drakes while in magical *darkness* is *rope trick*, as per the illusionist spell. The shadow drake can hide in this extradimensional space for the duration of the spell, even if the magical *darkness* is dispelled. This power can be used twice per day.

The shadow drake is a shy creature and often uses a *shadow duplicate* to lure creatures away from its lair. Some shadow drakes have magical abilities, having

## Shadow Drake



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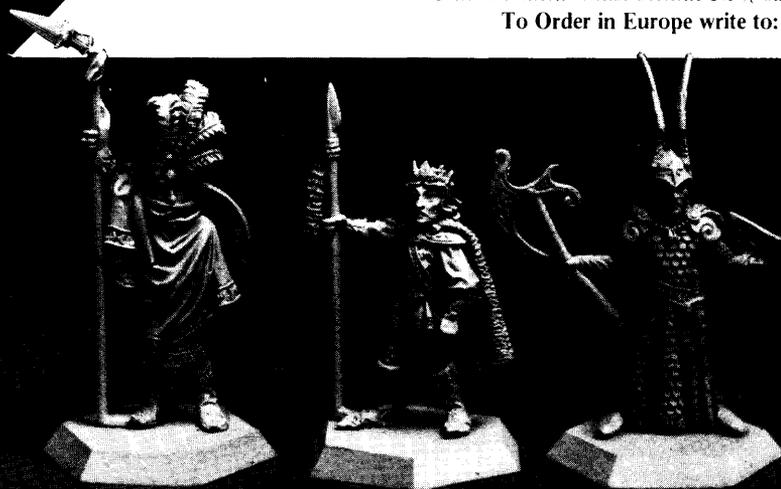
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**Table 8**  
**Shadow Drakes' Ages and Spells**

Shadow drake age	Hit dice	Size	Magic resistance	Illusionist spells (levels)				
				Cantrips	First	Second	Third	Fourth
Very young	2	6"	10%	0	0	0	0	0
Young	3	1'	15%	1	0	0	0	0
Sub-adult	3+3	1'6"	20%	3	1	0	0	0
Young adult	4	1'9"	25%	4	2	0	0	0
Adult	4+3	2'	30%	4	2	1	0	0
Old	5	2'3"	35%	4	3	2	0	0
Very old	5+2	2'6"	40%	4	4	3	1	0
Ancient	5+4	2'9"	50%	5	4	4	2	1

learned to cast illusionist spells from elder members of their species (though some learn spells from gnome or human illusionists in the vicinity). These spells are mostly defensive in nature but never include spells such as color spray, dancing lights, and other spells that create or involve light. See Table 8 for details.

Shadow drakes love beautiful jewels and

go to any length to secure them. They eat fruits and honey but often supplement their diets with small rodents and insects. Shadow drakes look like small dragons of an ash-gray color. While shy, they are also very curious and have been known to form temporary relationships with gnome, elven, and human spell-casters. They are particularly fond of illusionists.

Ancient shadow drakes gain the power to shift to the Astral plane and back once per month. They can take no other shadow drakes with them. Shadow drakes of very old and ancient ages are known to have one further power, that of being able to *dimension door* from one area of magical shadow to another within a one-mile radius. Ω