



MEDIUM (5'X5')

DRAKE (NPC)

LEVELS 1 THRU 10





Drake performs 1x Rapier attack per turn plus the following:

On a natural to hit roll of 17+, Drake immedialy performs another Rapier attack on the same

target. This extra attack can only occur once per turn.

Crush Throat: This is a two-round ability that results in the humanoid target's death (size large or smaller).

If the target fails two consecutive ST's to break free then the target is dead at the end of the

second turn. Drake cannot perform any other actions while engaged in Crush Throat.

Adversaries attacking Drake (other than Drake's Crush Throat target) gain a +10 to hit.

To engage Crush Throat, Drake must land a successful unarmed attack from behind the target.

The target can make an initial ST to break free and a second ST the following combat turn.

Rapier: Melee weapon attack, 5' range

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Dodge (3/per day): Drake can choose to dodge one attack of any type except AOE three times per day. Crush Throat: Grapple attack (see details)

Drake is part of the RPG adventure Assault on the Spider Necromancer's Lair from GlendorsRPGAdventures.com

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Level	1	2	3	4	5	6	7	8	9	10
Armor Class	15	15	15	15	15	16	16	16	16	16
Hit Points	11	17	25	27	35	44	49	53	63	81
XP Value	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4
Rapier	2	5 (1d6+2)	6 (1d8+1)	10 (2d6+3)	12 (4d4+2)	12 (4d4+2)	17 (2d10+6)	19 (4d6+5)	18 (6d4+3)	15 (3D6+5)
Eye-Seeking Dagger	1	2	2	4 (1d6)	5 (1d6+2)	5 (1d6+2)	6 (1d8+1)	7 (1d8+3)	7 (1d8+3)	5 (1d6+2)

Other

Other _____





MEDIUM (5'X5')

DRAKE (NPC)

LEVELS 11 THRU 20

STR DEX CON INT WIS CHA 18

Additional information:

Eye-Seeking Daggers (2): Drake will intialize combat by throwing his two magic daggers. On a successful hit, each dagger has a 20% chance to inflict partial blindness in one eye. If partial blindness occurs, there is a 3% chance of total blindness in the same eye. GM's discretion as to how these affect the target's to hit.

Drake can move up to a maximum 30' per turn.

Rapier: Melee weapon attack, 5' range

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Level	11	12	13	14	15	16	17	18	19	20
Armor Class	17	17	17	17	17	18	18	18	18	18
Hit Points	84	84	108	129	115	107	136	164	161	137
XP Value	NA	NA	NA	NA	NA	NA	NA	NA	NA	NA
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6
Rapier	18 (6d4+3)	24 (8d4+4)	27 (9d4+5)	12 (4d4+2)	26 (3d10+9)	36 (4d10+14)	25 (5d6+8)	17 (2d10+6)	22 (2d12+9)	42 (6d8+15)
Eye-Seeking Dagger	7 (1d8+3)	9 (1d10+4)	10 (2d6+3)	5 (1d6+2)	9 (1d10+4)	13 (2d8+4)	9 (1d10+4)	6 (1d8+1)	8 (1d10+2)	15 (3D6+5)
Other										
Other										