



MEDIUM (5'X5')

LEVELS 11 THRU 20

DRAKE (NPC)

STR 18 +4	DEX 20 +5	CON 13 +1	INT 13 +1	WIS 12 +1	CHA 14 +2
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Additional information:

Eye-Seeking Daggers (2): Drake will initialize 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

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)

GLENDORSRPGADVENTURES.COM

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

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_____