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## DUNE DRAKE

The dune drake is a small species of reptile that inhabits desert regions. With its earth-toned, scaly body and sharp, poisonous claws and fangs, it is a formidable presence in its natural habitat. This quadrupedal reptile is a social species that live in packs led by a dominant female and exhibits high loyalty among its members. The dune drake's defense mechanisms include its potent poison and the ability to curl into a defensive ball. Although not naturally aggressive, it will fiercely defend itself using its claws and bite if threatened. Dune drakes are essential predators in the desert ecosystem and are highly sought after for their tasty meat.

**Defense Posture.** When threatened, dune drakes can curl into a defensive ball.

**Tasty Treat.** Despite its dangerous defense, the Dune Drake's meat is considered a delicacy. However, hunting the Dune Drake is not for the faint of heart, as its poison makes it a challenging prey.

**Sonic Siren.** Dune drakes can produce a high-pitched siren-like call, used for communication within its pack. This call can also be used as a warning signal for predators, alerting its pack to danger.

### DUNE DRAKE

*Small beast, unaligned*

**Armor Class 13**  
**Hit Points 10 (3d6)**  
**Speed 40 ft.**

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	10 (+0)	2 (+-4)	10 (+0)	8 (-1)

**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 10  
**Languages** —  
**Challenge 1/8 (25 XP)**      **Proficiency Bonus: +2**

**Desert Camouflage.** The drake has advantage on Dexterity (Stealth) checks made to hide in desert terrain.

**Keen Hearing and Smell.** The drake has advantage on Wisdom (Perception) checks that rely on hearing or smell.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 1 (1d2) poison damage.

**Sonic Blast (Recharge 6).** The drake screams in a 10-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 5 (2d4) thunder damage on a failed save and being deafened for 1 minute, or half as much damage on a successful one and not being deafened.

#### REACTIONS

**Curl Up.** As a reaction to being attacked, the drake can curl into a ball, gaining a +2 bonus to its AC. It may uncurl as a bonus action on its turn.