

The Drakeon

A Giant Duck Monster for D&D Gamma World

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This creature is theorized by most non-eaten scientists to be from a timeline where birds took over as the dominant species when the dinosaurs died out. They were probably apex predators in their original timeline, and certainly are apex predators now, as they are some of the biggest, meanest, nastiest things to “grace” Gamma Terra with their presence.

They look like regular, ordinary ducks scaled up to a massive size, albeit with enormous teeth added to the mix, and come in the colors (listed in ascending order of aggressiveness) yellow, green and red. They are often captured by the Red Death to train as shock troops, most of them horribly abused in the process, as well as by the Gammarauders who find them excellent test subjects. The gens also like to train them as “Defenders of Nature”. Those who get eaten by said Drakeons are said to have not loved nature enough.

It is theorized that the Carrins come from the same timeline as these creatures, supported by the fact that almost all Carrins have a “Kill on sight” policy regarding these creatures. It is also said that the only time you will see genuine generosity out of a Carrin is at a Drakeon cookout. Make of that what you will.

Nobody has any idea why the lasers the Drakeon spits act more like grenades than honest-to-goodness-sci-fi-style lasers or why they apparently have enough mass to knock people down, but Professor Rat suspects that it may be due to the magnetic ores which these creatures enjoy eating. Because, as a great pre-Mistake sage once asked, “F’ng magnets, how do they work?”



Drakeon	Level 7 Brute	
Large terrestrial beast	XP 300	
HP 98; Bloodied 49	Initiative +0	
AC 19; Fortitude 20; Reflex 18; Will 19	Perception +3	
Speed 8, fly 8 (hover), swim 8		
Standard Actions		
⊕ Quack Quack CHOMP (physical) • At-Will		
Attack: Melee 2 (one creature); +12 vs. AC		
Hit: 2d10 + 8 physical damage.		
✱ Lasersplosion! (laser) • Recharge 5 6		
Attack: Area burst 1 within 10 (all creatures); +10 vs. Reflex		
Hit: 2d8 + 8 laser damage and the target falls prone.		
← Wing Whip (physical) • At-Will		
Attack: Close blast 4 (all creatures); +10 vs. Fortitude		
Hit: 1d8 + 5 physical damage, and the target is pushed 2 squares and knocked prone.		
Triggered Actions		
Like Water Off Its Back • At-Will (1/round)		
Trigger: The drakeon is affected by a condition or effect that a save can end.		
Effect (Immediate Reaction): The drakeon rolls a saving throw against the effect.		
Str 20 (+8)	Dex 5 (+0)	Wis 10 (+3)
Con 18 (+7)	Int 5 (+0)	Cha 10 (+3)



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