

Ambush Drake

Medium, Monstrosity, Unaligned

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ARMOR CLASS

13

HIT POINTS

27 (5d8 + 5)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Stealth +4, Perception +3

Senses Passive Perception 13

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Languages None

STR14
+2**DEX**14
+2**CON**14
+2**INT**6
-2**WIS**12
+1**CHA**8
-1

Traits

Encounter Identity. Ambush Drake fights as a pack ambusher bred for sudden violence. It has Advantage on checks and saving throws that directly support this role in its favored terrain or encounter setup.

Pressure Pattern. Once on each of its turns when Ambush Drake damages a creature with Piercing damage, that creature has Disadvantage on its next opportunity attack before the start of Ambush Drake's next turn.

Actions

Signature Strike. Melee Attack Roll: +4, reach 5 ft. Hit: 8 damage including Piercing pressure.

Piercing Burst (Recharge 5-6). Saving Throw: one creature or a small area within 30 feet. Failure: 14 Piercing damage. Success: Half damage.

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