

# Death Slaad

Medium, Aberration (Slaad), Chaotic Evil

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**ARMOR CLASS**

18

**HIT POINTS**

170 (20d8 + 80)

**CHALLENGE**

10 | 5,900 XP

**PROFICIENCY**

+4

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	Cha +7, Con +8, Dex +7
<b>Skills</b>	Arcana +6, Perception +5
<b>Damage Resistances</b>	Acid, Cold, Fire, Lightning, Thunder
<b>Senses</b>	Darkvision 60 ft.; Passive Perception 15
<b>Passive Perception</b>	15
<b>Languages</b>	Slaad; telepathy 60 ft.

**STR**20  
+5**DEX**16  
+3**CON**18  
+4**INT**15  
+2**WIS**12  
+1**CHA**16  
+3

## Traits

**Death-Touched Chaos.** The slaad attacks are magical, and creatures reduced to 0 Hit Points by the slaad cannot regain Hit Points until the start of the slaad next turn.

**Regeneration.** The slaad regains 10 Hit Points at the start of its turn if it has at least 1 Hit Point and did not take Radiant damage since its last turn.

## Actions

**Multiattack.** The slaad makes four attacks: one Bite and three Entropic Claw attacks.

**Bite.** Melee Attack Roll: +9, reach 5 ft. Hit: 16 (2d10 + 5) Piercing damage plus 9 (2d8) Necrotic damage.

**Entropic Claw.** Melee Attack Roll: +9, reach 5 ft. Hit: 14 (2d8 + 5) Slashing damage plus 7 (2d6) Necrotic damage.

**Chaos Death Ray (Recharge 5-6).** Constitution Saving Throw: one creature within 90 feet. Failure: 45 (10d8) Necrotic damage. Success: Half damage.

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