

# Gray Slaad

Medium, Aberration (Slaad), Chaotic Neutral

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**ARMOR CLASS**

17

**HIT POINTS**

136 (16d8 + 64)

**CHALLENGE**

9 | 5,000 XP

**PROFICIENCY**

+4

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	Con +8, Dex +7
<b>Skills</b>	Arcana +6, Perception +4
<b>Damage Resistances</b>	Acid, Cold, Fire, Lightning, Thunder
<b>Senses</b>	Darkvision 60 ft.; Passive Perception 14
<b>Passive Perception</b>	14
<b>Languages</b>	Slaad; telepathy 60 ft.

**STR**18  
+4**DEX**16  
+3**CON**18  
+4**INT**14  
+2**WIS**10  
+0**CHA**14  
+2

## Traits

**Chaos Flesh.** At the start of each of its turns, the slaad can choose to gain Resistance to one damage type until the start of its next turn.

**Unstable 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 three attacks: one Bite and two Chaos Claws.

**Bite.** Melee Attack Roll: +8, reach 5 ft. Hit: 15 (2d10 + 4) Piercing damage.

**Chaos Claw.** Melee Attack Roll: +8, reach 5 ft. Hit: 13 (2d8 + 4) Slashing damage plus 7 (2d6) force, psychic, or thunder damage, chosen by the slaad.

**Warp Pulse (Recharge 5-6).** Charisma Saving Throw: creatures within 20 feet. Failure: 27 (6d8) Force damage and the target teleports 15 feet to an unoccupied space the slaad can see. Success: Half damage and no teleport.

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