

Peluda Drake

Large, Dragon, Neutral Evil

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ARMOR CLASS

17

HIT POINTS

136 (13d10 + 65)

CHALLENGE

6 | 2,300 XP

PROFICIENCY

+3

Speed Swim 30 ft., Walk 30 ft.

Initiative +1

Saving Throws Con +8, Wis +4

Skills Perception +4

Damage Resistances Poison, Piercing

Senses Darkvision 60 ft.; Passive Perception 14

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Languages Draconic

STR21
+5**DEX**12
+1**CON**20
+5**INT**8
-1**WIS**12
+1**CHA**11
+0

Traits

Barbed Hide. A creature that hits the drake with a melee attack while within 5 feet takes 5 (1d10) Piercing damage.

River Lurker. The drake has Advantage on Dexterity (Stealth) checks made while partially submerged.

Actions

Multiattack. The drake makes two attacks: Bite and Barbed Tail.

Bite. Melee Attack Roll: +8, reach 10 ft. Hit: 18 (2d12 + 5) Piercing damage.

Barbed Tail. Melee Attack Roll: +8, reach 15 ft. Hit: 16 (2d10 + 5) Piercing damage.

Quill Storm (Recharge 5-6). Dexterity Saving Throw: creatures in a 20-foot Cone. Failure: 31 (7d8) Piercing damage. Success: Half damage.

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