

Quill Drake

Medium, Dragon, Neutral

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ARMOR CLASS

16

HIT POINTS

68 (8d8 + 32)

CHALLENGE

3 | 700 XP

PROFICIENCY

+2

Speed Fly 50 ft., Walk 30 ft.

Initiative +2

Saving Throws N/A

Skills Perception +5

Senses Darkvision 60 ft.; Passive Perception 15

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Languages Draconic

STR

16
+3

DEX

14
+2

CON

18
+4

INT

6
-2

WIS

12
+1

CHA

9
-1

Traits

Quilled Hide. A creature that grapples the drake or hits it with an unarmed strike takes 3 (1d6) Piercing damage.

Wind Rider. The drake has Advantage on Dexterity saving throws while flying.

Actions

Multiattack. The drake makes one Bite attack and one Tail Quill attack.

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Piercing damage.

Tail Quill. Ranged Attack Roll: +4, range 60/180 ft. Hit: 9 (2d6 + 2) Piercing damage.

Quill Fan (Recharge 5-6). Dexterity Saving Throw: creatures in a 15-foot Cone. Failure: 14 (4d6) Piercing damage. Success: Half damage.

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