

Sea Drake

Large, Dragon, Neutral

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ARMOR CLASS

16

HIT POINTS

119 (14d10 + 42)

CHALLENGE

5 | 1,800 XP

PROFICIENCY

+3

Speed Swim 60 ft., Walk 20 ft.

Initiative +2

Saving Throws Con +6, Dex +5

Skills Stealth +5, Perception +4

Damage Resistances Cold

Senses Darkvision 60 ft.; Passive Perception 14

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Languages Draconic

STR

20
+5

DEX

14
+2

CON

16
+3

INT

8
-1

WIS

13
+1

CHA

12
+1

Traits

Amphibious. The drake can breathe air and water.

Wave Runner. The drake ignores difficult terrain caused by nonmagical water, surf, kelp, or slick stone.

Actions

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

Bite. Melee Attack Roll: +8, reach 10 ft. Hit: 16 (2d10 + 5) Piercing damage.

Tail. Melee Attack Roll: +8, reach 10 ft. Hit: 12 (2d6 + 5) Bludgeoning damage.

Brine Jet (Recharge 5-6). Strength Saving Throw: creatures in a 30-foot Line. Failure: 27 (6d8) Bludgeoning damage and the target is pushed 15 feet. Success: Half damage and no push.

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