

FAERIE DRAKE

Small • Dragon • Chaotic Good

Armor Class 13

Initiative +2 (12)

Hit Points 18 (4d6 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	13 (+1)	7 (-2)	13 (+1)	9 (-1)

Saving Throws Dex +4

Skills Perception +3, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages understands Draconic, Sylvan but can't speak them

CR 1/2 (XP 100; PB +2)



Evasion. If the drake is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the drake instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Displacement. Attack rolls against the drake have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the drake is incapacitated.

ACTIONS

Prismatic Bite. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 4 (1d4 + 2) piercing damage plus 2 (1d4) radiant damage.

FAERIE DRAKE — WEAKER

Armor Class 12

Initiative +1 (11)

Hit Points 3 (1d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	12 (+1)	11 (+0)	6 (-2)	11 (+0)	8 (-1)

Saving Throws Dex +4

Skills Perception +2, Stealth +3

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic, Sylvan but can't speak them

CR 0 (XP 10; PB +2)



Evasion. If the drake is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the drake instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Displacement. Attack rolls against the drake have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the drake is incapacitated.

ACTIONS

Prismatic Bite. *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 2 piercing damage.

Befuddling Puff (Recharge 6). *Wisdom Saving Throw:* DC 11, one creature within 5 feet of the drake that it can see. *Failure:* The target becomes charmed for 1 minute. While charmed, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Limited Minor Illusion (2/Day). The drake cast *minor illusion*. It can only create simple illusions it is familiar with and roughly understands. Using this ability doesn't end the drake's Hide action.

BONUS ACTIONS

Magical Camouflage. The drake takes the Hide action. It has advantage on the Dexterity (Stealth) check.

Befuddling Puff (1/Day). *Wisdom Saving Throw:* DC 10, one creature within 5 feet of the drake that it can see. *Failure:* The target becomes charmed for 1 minute. While charmed, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Limited Minor Illusion (1/Day). The drake cast *minor illusion*. It can only create simple illusions it is familiar with and roughly understands. Using this ability doesn't end the drake's Hide action.

BONUS ACTIONS

Magical Camouflage. The drake takes the Hide action. It has advantage on the Dexterity (Stealth) check.

FAERIE DRAKE — STRONGER

Armor Class 14

Initiative +3 (13)

Hit Points 55 (10d6 + 20)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	16 (+3)	15 (+2)	7 (-2)	15 (+2)	9 (-1)

Saving Throws Dex +4

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic, Sylvan but can't speak them

CR 3 (XP 700; PB +2)



Evasion. If the drake is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the drake instead takes no damage if it succeeds on the save and only half damage if it fails. It can't use this trait if it is incapacitated.

Displacement. Attack rolls against the drake have disadvantage, since it projects an illusion that makes it appear to be near its actual location. This trait is suppressed while the drake is incapacitated.

ACTIONS

Prismatic Bite. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 10 (2d6 + 3) piercing damage plus 13 (3d8) radiant damage.

Befuddling Puff (Recharge 5-6). *Wisdom Saving Throw:* DC 12, one creature within 5 feet of the drake that it can see.

Failure: The target becomes charmed for 1 minute. While charmed, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Limited Minor Illusion (3/Day). The drake cast *minor illusion*. It can only create simple illusions it is familiar with and roughly understands. Using this ability doesn't end the drake's Hide action.

BONUS ACTIONS

Magical Camouflage. The drake takes the Hide action. It has advantage on the Dexterity (Stealth) check.