

ROT DRAKE

Large • Dragon • Chaotic Evil

Armor Class 14

Initiative -1 (9)

Hit Points 142 (19d10 + 38)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	9 (-1)	14 (+2)	7 (-2)	14 (+2)	12 (+1)

Saving Throws Con +7

Skills Perception +6

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic but can't speak

CR 9 (XP 5,000; PB +4)



Aura of Decay. At the end of each of the drake's turns, each creature in a 5-foot emanation originating from the drake takes 5 (1d10) necrotic damage. Undead ignore this effect.

Crippled Wings. If the drake ends its turn midair, it starts to fall.

Disease Host. The drake is immune to diseases but can act as a host for them. When the drake is reduced to 0 hit points (regardless of whether this kills the drake or not), *Constitution Saving Throw*: DC 14, each creature in a 10-foot emanation. *Failure*: The target rolls a d3 to determine the disease it contracts: 1 - *cackle fever*, 2 - *sewer plague*, or 3 - *sight rot*.

ACTIONS

Multiattack. The drake makes two Rend attacks.

Rend. Melee Weapon Attack: +8, reach 5 ft. *Hit*: 9 (1d10 + 4) slashing damage plus 13 (3d8) poison damage.

Rot Breath (Recharge 6). *Constitution Saving Throw*: DC 14, each creature in a 30-foot cone. *Failure*: The target becomes poisoned. While poisoned this way, a creature can't regain hit points and takes 13 (3d8) necrotic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves. The effect also ends if it is targeted by magic or an effect that ends the poisoned condition or ends a disease.

REACTIONS

Undying Resilience. *Trigger*: The drake is reduced to 0 hit points. *Response*: It drops to 1 hit point instead, unless the damage is fire or from a critical hit.

ROT DRAKE — WEAKER

Armor Class 13

Initiative -1 (9)

Hit Points 110 (17d10 + 17)

Speed 30 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	12 (+1)	7 (-2)	12 (+1)	10 (+0)

Saving Throws Con +4

Skills Perception +4

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 14

Languages understands Draconic but can't speak

CR 6 (XP 2,300; PB +3)



Aura of Decay. At the end of each of the drake's turns, each creature in a 10-foot emanation originating from the drake takes 5 (1d10) necrotic damage. Undead ignore this effect.

Crippled Wings. If the drake ends its turn midair, it starts to fall.

Disease Host. The drake is immune to diseases but can act as a host for them. When the drake is reduced to 0 hit points (regardless of whether this kills the drake or not), *Constitution Saving Throw*: DC 12, each creature in a 10-foot emanation. *Failure*: The target rolls a d3 to determine the disease it contracts: 1 - *cackle fever*, 2 - *sewer plague*, or 3 - *sight rot*.

ACTIONS

Multiattack. The drake makes two Rend attacks.

ROT DRAKE — STRONGER

Armor Class 15

Hit Points 187 (22d10 + 66)

Speed 30 ft., fly 20 ft.

Initiative -1 (9)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	16 (+3)	7 (-2)	16 (+3)	12 (+1)

Saving Throws Con +7

Skills Perception +7

Damage Resistances necrotic

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 17

Languages understands Draconic but can't speak

CR 12 (XP 8,400; PB +4)

Aura of Decay. At the end of each of the drake's turns, each creature in a 15-foot emanation originating from the drake takes 5 (1d10) necrotic damage. Undead ignore this effect.

Crippled Wings. If the drake ends its turn midair, it starts to fall.

Disease Host. The drake is immune to diseases but can act as a host for them. When the drake is reduced to 0 hit points (regardless of whether this kills the drake or not), *Constitution Saving Throw*: DC 16, each creature in a 10-foot emanation. *Failure*: The target rolls a d3 to determine the disease it contracts: 1 - *cackle fever*, 2 - *sewer plague*, or 3 - *sight rot*.

ACTIONS

Multiattack. The drake makes two Rend attacks.

Rend. Melee Weapon Attack: +6, reach 5 ft. *Hit*: 7 (1d8 + 3) slashing damage plus 9 (2d8) poison damage.

Rot Breath (Recharge 6). *Constitution Saving Throw*: DC 12, each creature in a 30-foot cone. *Failure*: The target becomes poisoned. While poisoned this way, a creature can't regain hit points and takes 9 (2d8) necrotic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves. The effect also ends if it is targeted by magic or an effect that ends the poisoned condition or ends a disease.

REACTIONS

Undying Resilience. *Trigger*: The drake is reduced to 0 hit points. *Response*: It drops to 1 hit point instead, unless the damage is fire or from a critical hit.



Rend. Melee Weapon Attack: +8, reach 5 ft. *Hit*: 9 (1d10 + 4) slashing damage plus 18 (4d8) poison damage.

Rot Breath (Recharge 6). *Constitution Saving Throw*: DC 16, each creature in a 30-foot cone. *Failure*: The target becomes poisoned. While poisoned this way, a creature can't regain hit points and takes 22 (4d10) necrotic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself after it succeeds on three of these saves. The effect also ends if it is targeted by magic or an effect that ends the poisoned condition or ends a disease.

REACTIONS

Undying Resilience. *Trigger*: The drake is reduced to 0 hit points. *Response*: It drops to 1 hit point instead, unless the damage is fire or from a critical hit.