

# GREATER BROODWARDEN

Large • Dragon • Neutral

**Armor Class** 18

**Initiative** -1 (9)

**Hit Points** 142 (15d10 + 60)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	19 (+4)	7 (-2)	10 (+0)	8 (-1)

**Saving Throws** Str +9, Con +7

**Skills** Athletics +9, Perception +3

**Damage Resistances** acid, cold, fire, lightning, or poison (one of the GM's choice)

**Condition Immunities** charmed, frightened (only while in a 30-foot emanation of the Dragon it is serving)

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Draconic

**CR** 8 (XP 3,900; PB +3)



**Creature of Burden.** The broodwarden is considered to be one size larger for the purpose of determining its carrying capacity.

## ACTIONS

**Multiattack.** The broodwarden makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 15 (2d8 + 6) piercing damage plus 11 (2d10) damage. The extra damage uses the same type as the broodwarden's damage resistance.

**Bellow (Recharges after a Rest).** *Wisdom Saving Throw:* DC 15, each creature in a 30-foot cone. *Failure:* The target becomes frightened and must use its reaction to move up to its speed away from the broodwarden by the safest route available to it.

## GREATER BROODWARDEN — WEAKER

**Armor Class** 17

**Initiative** -1 (9)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	17 (+3)	7 (-2)	10 (+0)	8 (-1)

**Saving Throws** Str +8, Con +6

**Skills** Athletics +8, Perception +3

**Damage Resistances** acid, cold, fire, lightning, or poison (one of the GM's choice)

**Condition Immunities** charmed, frightened (only while in a 30-foot emanation of the Dragon it is serving)

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Draconic

**CR** 5 (XP 1,800; PB +3)



**Creature of Burden.** The broodwarden is considered to be one size larger for the purpose of determining its carrying capacity.

## ACTIONS

**Multiattack.** The broodwarden makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 9 (1d8 + 5) piercing damage plus 7 (2d6) damage. The extra damage uses the same type as the broodwarden's damage resistance.

**Bellow (Recharges after a Rest).** *Wisdom Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* The target becomes frightened and must use its reaction to move up to its speed away from the broodwarden by the safest route available to it.

## BONUS ACTIONS

**Slam Down.** *Constitution Saving Throw:* DC 17, one Medium or smaller creature grappled by the broodwarden. *Failure:* 13 (2d6 + 6) bludgeoning damage, and the target is incapacitated. *Success:* Half damage. *Failure or Success:* The grapple ends.

## REACTIONS

**Tail Grapple.** *Trigger:* A hostile creature tries to leave the broodwarden's reach. *Response - Dexterity Saving Throw:* DC 17. *Failure:* The target is grappled (escape DC 17).

## BONUS ACTIONS

**Slam Down.** *Constitution Saving Throw:* DC 16, one Medium or smaller creature grappled by the broodwarden. *Failure:* 8 (1d6 + 5) bludgeoning damage, and the target is incapacitated. *Success:* Half damage. *Failure or Success:* The grapple ends.

## REACTIONS

**Tail Grapple.** *Trigger:* A hostile creature tries to leave the broodwarden's reach. *Response - Dexterity Saving Throw:* DC 16. *Failure:* The target is grappled (escape DC 16).

# GREATER BROODWARDEN — STRONGER

**Armor Class** 19

**Initiative** -1 (9)

**Hit Points** 189 (18d10 + 90)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	21 (+5)	7 (-2)	10 (+0)	8 (-1)

**Saving Throws** Str +11, Con +9

**Skills** Athletics +11, Perception +4

**Damage Immunities** acid, cold, fire, lightning, or poison (one of the GM's choice)

**Condition Immunities** charmed, frightened (only while in a 30-foot emanation of the Dragon it is serving)

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Draconic

**CR** 11 (XP 7,200; PB +4)



**Creature of Burden.** The broodwarden is considered to be one size larger for the purpose of determining its carrying capacity.

## ACTIONS

**Multiattack.** The broodwarden makes two Claw attacks.

**Claw.** *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 20 (3d8 + 7) piercing damage plus 16 (3d10) damage. The extra damage uses the same type as the broodwarden's damage immunity.

**Bellow (Recharges after a Rest).** *Wisdom Saving Throw:* DC 17, each creature in a 60-foot cone. *Failure:* The target becomes frightened and must use its reaction to move up to its speed away from the broodwarden by the safest route available to it.

## BONUS ACTIONS

**Slam Down.** *Constitution Saving Throw:* DC 19, one Medium or smaller creature grappled by the broodwarden. *Failure:* 17 (3d6 + 7) bludgeoning damage, and the target is incapacitated. *Success:* Half damage. *Failure or Success:* The grapple ends.

## REACTIONS

**Tail Grapple.** *Trigger:* A hostile creature tries to leave the broodwarden's reach. *Response - Dexterity Saving Throw:* DC 19. *Failure:* The target is grappled (escape DC 19).