

## SCALET

Tiny • Dragon • Unaligned

**Armor Class** 14

**Initiative** +0 (10)

**Hit Points** 10 (3d4 + 3)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	12 (+1)	4 (-3)	12 (+1)	7 (-2)

**Skills** Perception +3, Sleight of Hand +3

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

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

**Languages** understands Draconic but can't speak

**CR** 1/8 (XP 25; PB +2)



**Amphibious.** The scalet can breathe air and water.

**Familiar.** The scalet can serve another creature as a familiar. A dragon the scalet is serving can, as an action, see through the scalet's eyes and hear what it hears until the start of its next turn. During this time, it is deaf and blind with regard to its own senses.

**Hoard Instinct.** The scalet always knows the location of unattended coins or gems in a 10-foot emanation originating from it.

**Spider Climb.** The scalet can climb difficult surfaces, including along ceilings, without needing to make an ability check.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +3, reach 5 ft. *Hit:* 3 (1d4 + 1) piercing damage.

### BONUS ACTIONS

**Gulp Down.** The scalet swallows an unsecured Tiny object it is holding. As a bonus action, the scalet can regurgitate the object.

## SCALET — WEAKER

**Armor Class** 13

**Initiative** +0 (10)

**Hit Points** 2 (1d4)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	10 (+0)	10 (+0)	4 (-3)	10 (+0)	7 (-2)

**Skills** Perception +2, Sleight of Hand +2

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

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

**Languages** understands Draconic but can't speak

**CR** 0 (XP 10; PB +2)



**Amphibious.** The scalet can breathe air and water.

**Familiar.** The scalet can serve another creature as a familiar. A dragon the scalet is serving can, as an action, see through the scalet's eyes and hear what it hears until the start of its next turn. During this time, it is deaf and blind with regard to its own senses.

**Hoard Instinct.** The scalet always knows the location of unattended coins or gems in a 10-foot emanation originating from it.

**Spider Climb.** The scalet can climb difficult surfaces, including along ceilings, without needing to make an ability check.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +2, reach 5 ft. *Hit:* 1 piercing damage.

### BONUS ACTIONS

**Gulp Down.** The scalet swallows an unsecured Tiny object it is holding. As a bonus action, the scalet can regurgitate the object.

## SCALET — STRONGER

**Armor Class** 15

**Initiative** +0 (10)

**Hit Points** 36 (8d4 + 16)

**Speed** 30 ft., climb 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	4 (-3)	12 (+1)	7 (-2)

**Skills** Perception +3, Sleight of Hand +4

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

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

**Languages** understands Draconic but can't speak

**CR** 1 (XP 200; PB +2)



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**Amphibious.** The scalet can breathe air and water.

**Familiar.** The scalet can serve another creature as a familiar. A dragon the scalet is serving can, as an action, see through the scalet's eyes and hear what it hears until the start of its next turn. During this time, it is deaf and blind with regard to its own senses.

**Hoard Instinct.** The scalet always knows the location of unattended coins or gems in a 10-foot emanation originating from it.

**Spider Climb.** The scalet can climb difficult surfaces, including along ceilings, without needing to make an ability check.

## **ACTIONS**

**Multiattack.** The scalet makes two Bite attacks.

**Bite.** *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 5 (1d6 + 2) piercing damage.

## **BONUS ACTIONS**

**Gulp Down.** The scalet swallows an unsecured Tiny object it is holding. As a bonus action, the scalet can regurgitate the object.