

YIILDRAGOTH

Huge • Aberration • Lawful Evil

Armor Class 17

Initiative -1 (9)

Hit Points 230 (20d12 + 100)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	8 (-1)	20 (+5)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Str +11, Int +9

Skills History +14, Insight +8, Perception +8, Deception +9

Damage Resistances acid, psychic

Senses blindsight 20 ft., darkvision 120 ft., passive Perception 18

Languages Deep Speech, telepathy 120 ft.

CR 14 (XP 11,500 or 13,000 in lair; PB +5)



Amphibious. The yilldragoth can breathe air and water.

Creature Sense. The yilldragoth is aware of creatures within 100 feet of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Paced Resistance (1/Day; 2/Day in Lair). If the yilldragoth fails a saving throw, it can choose to succeed instead. For each time the yilldragoth used this ability, it loses one of its Legendary Actions per round until it finishes a long rest.

Magic Resistance. The yilldragoth has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 32 (4d12 + 6) piercing damage plus 16 (3d10) acid damage.

Befuddling Breath (Recharge 5-6). *Wisdom Saving Throw:* DC 18, each creature in a 60-foot cone. *Failure:* 36 (8d8) psychic damage, and the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Shell Defense. The yilldragoth withdraws into its shell. Until it emerges, it gains a +7 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.

YIILDRAGOTH — WEAKER

Armor Class 16

Initiative -1 (9)

Hit Points 199 (19d12 + 76)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	18 (+4)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Str +9, Int +7

Skills History +11, Insight +6, Perception +6, Deception +7

Damage Resistances acid, psychic

Senses darkvision 120 ft., passive Perception 16

Languages Deep Speech, telepathy 120 ft.

CR 11 (XP 7,200 or 8,400 in lair; PB +4)



Amphibious. The yiildragoth can breathe air and water.

Creature Sense. The yiildragoth is aware of creatures within 100 feet of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Paced Resistance (1/Day; 2/Day in Lair). If the yiildragoth fails a saving throw, it can choose to succeed instead. For each time the yiildragoth used this ability, it loses one of its Legendary Actions per round until it finishes a long rest.

Magical Resistance. The yiildragoth has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 24 (3d12 + 5) piercing damage plus 11 (2d10) acid damage.

Befuddling Breath (Recharge 5-6). *Wisdom Saving Throw:* DC 16, each creature in a 60-foot cone. *Failure:* 31 (7d8) psychic damage, and the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Shell Defense. The yiildragoth withdraws into its shell. Until it emerges, it gains a +6 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.

YIILDRAGOTH — STRONGER

Armor Class 18

Hit Points 287 (23d12 + 138)

Speed 20 ft., swim 40 ft.

Initiative -1 (9)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	8 (-1)	22 (+6)	20 (+5)	19 (+4)	21 (+5)

Saving Throws Str +13, Int +11

Skills History +17, Insight +10, Perception +10, Deception +11

Damage Resistances acid, psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Deep Speech, telepathy 120 ft.

CR 17 (XP 18.000 or 20.000 in lair; PB +6)

REACTIONS

Spell Reflection. *Trigger:* The yiildragoth succeeds on a saving throw against a spell, or a spell's attack roll misses it. *Response* - *Dexterity Saving Throw:* DC 16, one creature the yiildragoth can see within 120 feet. *Failure:* 13 (2d12) force damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the yiildragoth can expend a use to take one of the following actions. The yiildragoth regains all expended uses at the start of each of its turns.

Aberrant Wisdom. *Charisma Saving Throw:* DC 15, each creature in a 30-foot emanation originating from the yiildragoth. *Failure:* The target becomes affected by the *feblemind* spell until the end of its next turn. *Success:* The target becomes immune to this effect for 24 hours. *Failure or Success:* The yiildragoth can't take this action again until the start of its next turn.

Psychic Strike. *Intelligence Saving Throw:* DC 15, one creature within 60 feet of the yiildragoth. *Failure:* 7 (2d6) psychic damage. *Success:* Half damage.

Reverberating Shell. *Wisdom Saving Throw:* DC 16, each creature in a 30-foot emanation originating from the yiildragoth. *Failure:* The target becomes incapacitated until the end of its next turn. *Success:* The target becomes deafened until the end of its next turn. *Failure or Success:* The yiildragoth can't take this action again until the start of its next turn.



Amphibious. The yiildragoth can breathe air and water.

Creature Sense. The yiildragoth is aware of creatures within 300 feet of it that have an Intelligence score of 4 or higher. It knows the distance and direction to each creature, as well as each one's Intelligence score, but can't sense anything else about it. A creature protected by a *mind blank* spell, a *nondetection* spell, or similar magic can't be perceived in this manner.

Paced Resistance (1/Day; 2/Day in Lair). If the yiildragoth fails a saving throw, it can choose to succeed instead. For each time the yiildragoth used this ability, it loses one of its Legendary Actions per round until it finishes a long rest.

Magical Resistance. The yiildragoth has advantage on saving throws against spells and other magical effects.

ACTIONS

Bite. *Melee Weapon Attack:* +13, reach 15 ft. *Hit:* 39 (5d12 + 7) piercing damage plus 22 (4d10) acid damage.

Befuddling Breath (Recharge 5-6). *Wisdom Saving Throw:* DC 20, each creature in a 60-foot cone. *Failure:* 40 (9d8) psychic damage, and the target has disadvantage on Intelligence, Wisdom, and Charisma saving throws until the end of its next turn. *Success:* Half damage.

BONUS ACTIONS

Shell Defense. The yiildragoth withdraws into its shell. Until it emerges, it gains a +8 bonus to its AC, is restrained, and a critical hit against it becomes a normal hit. It can emerge from its shell as a bonus action on its turn.

REACTIONS

Spell Reflection. *Trigger:* The yiildragoth succeeds on a saving throw against a spell, or a spell's attack roll misses it. *Response - Dexterity Saving Throw:* DC 20, one creature the yiildragoth can see within 120 feet. *Failure:* 26 (4d12) force damage.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the yiildragoth can expend a use to take one of the following actions. The yiildragoth regains all expended uses at the start of each of its turns.

Aberrant Wisdom. *Charisma Saving Throw:* DC 19, each creature in a 30-foot emanation originating from the yiildragoth. *Failure:* The target becomes affected by the *feblemind* spell until the end of its next turn. *Success:* The target becomes immune to this effect for 24 hours. *Failure or Success:* The yiildragoth can't take this action again until the start of its next turn.

Psychic Strike. *Intelligence Saving Throw:* DC 19, one creature within 60 feet of the yiildragoth. *Failure:* 13 (3d8) psychic damage. *Success:* Half damage.

Reverberating Shell. *Wisdom Saving Throw:* DC 20, each creature in a 30-foot emanation originating from the yiildragoth. *Failure:* The target becomes incapacitated until the end of its next turn. *Success:* The target becomes deafened until the end of its next turn. *Failure or Success:* The yiildragoth can't take this action again until the start of its next turn.