

DROGULUM

Huge • Dragon • Neutral

Armor Class 18

Initiative +7 (17)

Hit Points 199 (19d12 + 76)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	19 (+4)	13 (+1)	20 (+5)	16 (+3)

Saving Throws Con +9, Int +6, Wis +10, Cha +8

Skills Arcana +6, Investigation +6, Perception +10

Condition Immunities charmed, deafened, frightened

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 300 ft., passive Perception 20

Languages Deep Speech, Draconic

CR 15 (XP 13,000, or 15,000 in lair; PB +5)



Crystal Resistance (3/Day, or 4/Day in Lair). If the drogulum fails a saving throw, it can choose to succeed instead. When it does so, randomly determine which action (Crystal Beam, Crystal Blur, Crystal Lure, or Crystal Resonance) the drogulum can't use until it finishes a short or long rest.

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

ACTIONS

Multiattack. The drogulum's makes four Tentacle attacks. It can replace each of these attacks with a use of either Crystal Beam, Crystal Blur, Crystal Lure, or Crystal Resonance (each only once per turn).

Tentacle. *Melee Weapon Attack:* +11, reach 20 ft. *Hit:* 11 (1d10 + 6) bludgeoning damage. A Medium or smaller creature it is grappled (escape DC 19).

Crystal Beam. *Ranged Spell Attack:* +10, range 120 ft. *Hit:* 13 (3d8) radiant damage.

Crystal Blur. Until the start of its next turn, creatures have disadvantage on attack rolls against the drogulum. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Crystal Lure. *Wisdom Saving Throw:* DC 18, one creature within 60 feet that can see the drogulum. *Failure:* The target becomes charmed until the end of its next turn. While charmed, the target must try to move as close as possible to the drogulum.

DROGULUM — WEAKER

Huge • Dragon • Neutral

Armor Class 17

Initiative +7 (17)

Hit Points 168 (16d12 + 64)

Speed 30 ft., burrow 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	13 (+1)	19 (+4)	15 (+2)

Saving Throws Con +9, Int +6, Wis +9, Cha +7

Skills Arcana +6, Investigation +6, Perception +9

Condition Immunities charmed, deafened, frightened

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 300 ft., passive Perception 19

Languages Deep Speech, Draconic

CR 13 (XP 10,000, or 11,500 in lair; PB +5)



Crystal Resistance (3/Day, or 4/Day in Lair). If the drogulum fails a saving throw, it can choose to succeed instead. When it does so, randomly determine which action (Crystal Beam, Crystal Blur, Crystal Lure, or Crystal Resonance) the drogulum can't use until it finishes a short or long rest.

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

ACTIONS

Multiattack. The drogulum's makes four Tentacle attacks. It can replace each of these attacks with a use of either Crystal Beam, Crystal Blur, Crystal Lure, or Crystal Resonance (each only once per turn).

Tentacle. *Melee Weapon Attack:* +10, reach 20 ft. *Hit:* 9 (1d8 + 5) bludgeoning damage. A Medium or smaller creature it is grappled (escape DC 18).

Crystal Beam. *Ranged Spell Attack:* +9, range 120 ft. *Hit:* 10 (3d6) radiant damage.

Crystal Blur. Until the start of its next turn, creatures have disadvantage on attack rolls against the drogulum. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Crystal Lure. *Wisdom Saving Throw:* DC 17, one creature within 60 feet that can see the drogulum. *Failure:* The target becomes charmed until the end of its next turn. While charmed, the target must try to move as close as possible to the drogulum.

DROGULUM — STRONGER

Huge • Dragon • Neutral

Armor Class 19

Hit Points 230 (20d12 + 100)

Speed 30 ft., burrow 30 ft., climb 30 ft.

Initiative +8 (18)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	20 (+5)	14 (+2)	22 (+6)	18 (+4)

Saving Throws Con +11, Int +8, Wis +12, Cha +10

Skills Arcana +8, Investigation +8, Perception +12

Condition Immunities charmed, deafened, frightened

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 300 ft., passive Perception 22

Languages Deep Speech, Draconic

CR 17 (XP 18,000, or 20,000 in lair; PB +6)

Crystal Resonance. *Wisdom Saving Throw:* DC 17, each creature in a 30-foot emanation originating from the drogulum. *Failure:* 7 (2d6) thunder damage. *Success:* Half damage.

LEGENDARY ACTIONS

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

Crystal Pillar. *Dexterity Saving Throw:* DC 17, each creature in a 5-foot space within 60 feet that the drogulum can see. *Failure:* 9 (2d8) piercing damage. *Failure or Success:* A 5-foot square, 20-foot-high crystal pillar (AC 15, HP 25) lasting for 1 minute erupts from the ground in that space and pushes creatures to the closest unoccupied spaces. Additionally, the drogulum can't take this action again until the start of its next turn.

Crystal Shard Breath. *Dexterity Saving Throw:* DC 17, each creature in a 30-foot cone. *Failure:* 7 (3d4) piercing damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for creatures other than the drogulum. Additionally, the drogulum can't take this action again until the start of its next turn.

Tentacle. The drogulum makes one Tentacle attack.



Crystal Resistance (3/Day, or 4/Day in Lair). If the drogulum fails a saving throw, it can choose to succeed instead. When it does so, randomly determine which action (Crystal Beam, Crystal Blur, Crystal Lure, or Crystal Resonance) the drogulum can't use until it finishes a short or long rest.

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

ACTIONS

Multiattack. The drogulum's makes four Tentacle attacks. It can replace each of these attacks with a use of either Crystal Beam, Crystal Blur, Crystal Lure, or Crystal Resonance (each only once per turn).

Tentacle. *Melee Weapon Attack:* +12, reach 20 ft. *Hit:* 13 (2d6 + 6) bludgeoning damage. A Medium or smaller creature it is grappled (escape DC 20).

Crystal Beam. *Ranged Spell Attack:* +12, range 120 ft. *Hit:* 16 (3d10) radiant damage.

Crystal Blur. Until the start of its next turn, creatures have disadvantage on attack rolls against the drogulum. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Crystal Lure. *Wisdom Saving Throw:* DC 20, one creature within 60 feet that can see the drogulum. *Failure:* The target becomes charmed until the end of its next turn. While charmed, the target must try to move as close as possible to the drogulum.

Crystal Resonance. *Wisdom Saving Throw:* DC 20, each creature in a 30-foot emanation originating from the drogulum. *Failure:* 13 (3d8) thunder damage. *Success:* Half damage.

LEGENDARY ACTIONS

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

Crystal Pillar. *Dexterity Saving Throw:* DC 20, each creature in a 5-foot space within 60 feet that the drogulum can see. *Failure:* 16 (3d10) piercing damage. *Failure or Success:* A 5-foot square, 20-foot-high crystal pillar (AC 15, HP 35) lasting for 1 minute erupts from the ground in that space and pushes creatures to the closest unoccupied spaces. Additionally, the drogulum can't take this action again until the start of its next turn.

Crystal Shard Breath. *Dexterity Saving Throw:* DC 20, each creature in a 30-foot cone. *Failure:* 12 (5d4) piercing damage. *Success:* Half damage. *Failure or Success:* The area becomes difficult terrain for creatures other than the drogulum. Additionally, the drogulum can't take this action again until the start of its next turn.

Tentacle. The drogulum makes one Tentacle attack.