

DRACOAVE

Large • Dragon • Unaligned

Armor Class 16

Initiative +1 (11)

Hit Points 127 (15d10 + 45)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	7 (-2)	15 (+2)	10 (+0)

Saving Throws Str +7, Dex +4, Wis +5

Skills Acrobatics +4, Perception +5

Senses darkvision 60 ft., passive Perception 15

Languages understands Draconic but can't speak

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



ACTIONS

Multiattack. The dracoave makes one Claw and one Petrifying Beak attack.

Petrifying Beak. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 20 (3d10 + 4) piercing damage. If the target is a creature, its maximum hit points are reduced by an amount equal to the piercing damage dealt, and its movement speed is reduced by a cumulative 5 feet for 10 minutes. When the creature's speed is reduced to 0 feet, it becomes petrified.

Claw. *Melee Weapon Attack:* +7, reach 5 ft. *Hit:* 11 (2d6 + 4) piercing damage.

BONUS ACTIONS

Paralyzing Shriek (Recharge 6). Constitution Saving Throw: DC 14, each creature in a 60-foot emanation originating from the dracoave. *Failure:* The target becomes paralyzed until the end of its next turn.

DRACOAVE — WEAKER

Armor Class 15

Initiative +1 (11)

Hit Points 82 (11d10 + 22)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	7 (-2)	13 (+1)	10 (+0)

Saving Throws Str +5

Skills Acrobatics +3, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Draconic but can't speak

CR 2 (XP 450; PB +2)



ACTIONS

Multiattack. The dracoave makes one Claw and one Petrifying Beak attack.

Petrifying Beak. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 14 (2d10 + 3) piercing damage. If the target is a creature, its maximum hit points are reduced by an amount equal to the piercing damage dealt, and its movement speed is reduced by a cumulative 5 feet for 10 minutes. When the creature's speed is reduced to 0 feet, it becomes petrified.

Claw. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) piercing damage.

BONUS ACTIONS

Paralyzing Shriek (Recharge 6). Constitution Saving Throw: DC 12, each creature in a 30-foot emanation originating from the dracoave. *Failure:* The target becomes paralyzed until the end of its next turn.

DRACOAVE — STRONGER

Armor Class 17

Initiative +2 (12)

Hit Points 161 (17d10 + 68)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	18 (+4)	7 (-2)	17 (+3)	10 (+0)

Saving Throws Str +8, Dex +5, Wis +6

Skills Acrobatics +5, Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages understands Draconic but can't speak

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



ACTIONS

Multiattack. The dracoave makes one Claw and one Petrifying Beak attack.

Petrifying Beak. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 31 (4d12 + 5) piercing damage. If the target is a creature, its maximum hit points are reduced by an amount equal to the piercing damage dealt, and its movement speed is reduced by a cumulative 5 feet for 10 minutes. When the creature's speed is reduced to 0 feet, it becomes petrified.

Claw. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 18 (3d8 + 5) piercing damage.

BONUS ACTIONS

Paralyzing Shriek (Recharge 6). *Constitution Saving Throw:* DC 14, each creature in a 60-foot emanation originating from the dracoave. *Failure:* The target becomes paralyzed until the end of its next turn.