

GREEN GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	16 (+3)	6 (-2)	12 (+1)	7 (-2)

Skills Perception +5

Senses Darkvision 60 ft., Passive Perception 15

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Blood Scent. The drake can pinpoint, by scent, the location of any creature within 120 ft. that does not have all of its hit points.

Fuming Blood. Whenever the drake takes slashing or piercing damage, its blood reacts with the air to form a poisonous gas. Until the beginning of its next turn, a creature that starts its turn within 10 feet of the drake takes 3 (1d6) poison damage.

Actions

Multiattack. The drake attacks twice, once with its bite and once with its tail.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage plus 7 (2d6) poison damage. Instead of dealing damage, the drake can grapple the target (escape DC 13).

Tail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and the target is pushed 5 ft. away.

Spit Venom. One creature within 30 feet must succeed on a DC 13 Constitution saving throw or take 17 (5d8) Poison damage, or half as much on a success. A creature that fails this save by 5 or more is Blinded until the end of the drake's next turn.

Reactions

Bluff Strike. As a reaction to a creature entering the drake's reach, it may force the creature to succeed on a DC 13 Wisdom saving throw or be forced to immediately move 10 ft. away from the drake, if it can.

RED GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	17 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Blood Scent. The drake can pinpoint, by scent, the location of any creature within 120 ft. that does not have all of its hit points.

Burning Rage. While the drake has fewer than 43 hit points, its attacks deal an additional 3 (1d6) fire damage.

Actions

Multiattack. The drake attacks twice, once with its bite and once with its tail.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and 3 (1d6) fire damage. Instead of dealing damage, the drake can grapple the target (escape DC 13).

Tail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and the target is pushed 5 ft. away.

Spit Fire. One creature within 30 feet must succeed on a DC 13 Dexterity saving throw or take 16 (3d10) fire damage and catch fire. Until a creature takes an action to douse the fire, the creature takes 5 (1d10) fire damage at the start of each of its turns.

Reactions

Bluff Strike. As a reaction to a creature entering the drake's reach, it may force the creature to succeed on a DC 13 Wisdom saving throw or be forced to immediately move 10 ft. away from the drake, if it can.

WHITE GUARD DRAKE

Medium dragon, unaligned

Armor Class 14 (Natural Armor)

Hit Points 76 (9d10 + 27)

Speed 30 ft., burrow 15 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	4 (-3)	10 (+0)	7 (-2)

Skills Perception +2

Senses Darkvision 60 ft., Passive Perception 12

Languages understands Draconic but can't speak

Challenge 2 (450 XP)

Blood Scent. The drake can pinpoint, by scent, the location of any creature within 120 ft. that does not have all of its hit points.

Dweomer Chill. A creature that casts a spell within 15 feet of the drake takes 4 (1d8) cold damage per level of the spell. A creature that starts its turn in the area while concentrating on a spell must make a Concentration check.

Actions

Multiattack. The drake attacks twice, once with its bite and once with its tail.

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage and 4 (1d8) cold damage. Instead of dealing damage, the drake can grapple the target (escape DC 13).

Tail. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and the target is pushed 5 ft. away.

Worry. One creature grappled by the drake and at least one of its allies must succeed on a DC 13 Constitution saving throw or take 35 (10d6) piercing damage, or half as much on a success.

Reactions

Bluff Strike. As a reaction to a creature entering the drake's reach, it may force the creature to succeed on a DC 13 Wisdom saving throw or be forced to immediately move 10 ft. away from the drake, if it can.