

# Half-Red Dragon Veteran

March 8, 2023



Medium humanoid (human), any alignment

**Armor Class** 18 (plate)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	14 (+2)	10 (+0)	11 (+0)	10 (+0)

**Saving Throws**

**Skills** Athletics +5, Perception +2

**Damage Resistances** fire

**Damage Immunities**

**Condition Immunities**

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 12

**Languages** Common, Draconic

**Challenge** 5 (1800 XP)

## Actions

**Multiattack.** The veteran makes two longsword attacks. If it has a shortsword drawn, it can also make a shortsword attack.

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Fire Breath (Recharge 5–6).** The veteran exhales fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.