

Pseudodragon

March 8, 2023



Tiny dragon, neutral good

Armor Class 13 (natural armor)

Hit Points 7 (2d4 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)

Saving Throws

Skills Perception +3, Stealth +4

Damage Resistances

Damage Immunities

Condition Immunities

Senses . The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Languages understands Common and Draconic but can't speak

Challenge 44930 (50 XP)

Keen Senses. The pseudodragon has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

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

Limited Telepathy. The pseudodragon can magically communicate simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language.

Actions

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.

Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.