

# 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.