



Art: AI



# Dreadscale





# Dreadscale Warrior

Medium monstrosity, chaotic evil

**Armor Class:** 14 (natural armor)

**Hit Points:** 32 (5d8 + 10)

**Speed:** 30 ft., swim 30 ft.

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

17(+3)

12(+1)

15(+2)

8(-1)

11(+0)

9(-1)

**Skills** Athletics +5

**Senses** passive Perception 10

**Languages** Dreadscale, Draconic

**Challenge** 1 (200 XP)

## Traits

**Amphibious.** The dreadscale can breathe air and water.

**Aqua Warriors.** The dreadscale has advantage on attack rolls against any creature that is fully submerged in water.

## Actions

**Multiattack.** The dreadscale makes two melee attacks with its greatclub.

**Greatclub.** Melee Weapon Attack: +5 to hit, reach 5 ft.,



one target. Hit: 8 (1d8 + 3) bludgeoning damage plus 2 (1d4) piercing damage.

**Javelin.** Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

## Reactions

**Reactive Swimmer.** When the dreadscale takes damage from a creature while it is submerged in water, it can use its reaction to move up to 15 feet without provoking opportunity attacks.



# Dreadscale Sorcerer

Medium monstrosity, chaotic evil

**Armor Class:** 14 (natural armor)

**Hit Points:** 26 (4d8 + 8)

**Speed:** 30 ft., swim 30 ft.

**STR**

**DEX**

**CON**

**INT**

**WIS**

**CHA**

11(+0)

14(+2)

14(+2)

12(+1)

12(+1)

16(+3)

**Skills** Arcana +3, Perception +3

**Senses** passive Perception 13

**Languages** Dreadscale, Draconic

**Challenge** 1 (200 XP)

## Traits

**Amphibious.** The dreadscale can breathe air and water.

**Spellcasting.** The dreadscale sorcerer is a 1st-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dreadscale sorcerer knows the following sorcerer spells:

At will: frostbite, light

1st level (2 slots): magic missile, witch bolt



## Actions

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

## Reactions

**Reactive Swimmer.** When the dreadscale takes damage from a creature while it is submerged in water, it can use its reaction to move up to 15 feet without provoking opportunity attacks.