



"AstralDactyl" by Christopher Ginn @ www.TheDungeonGeek.net
Adobe Photoshop, Generative Prompting, Adobe Lightroom, + ProCreate

ASTRALDACTYL

Gargantuan beast, neutral

Armor Class 18 (natural armor)

Hit Points 222 (12d20 + 96)

Speed 20 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	26 (+8)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +7, Con +13

Skills Perception +8, Stealth +7

Damage Resistances cold, necrotic

Damage Immunities radiant

Senses darkvision 120 ft., passive Perception 18

Languages understands Celestial and Draconic but cannot speak, telepathy 120 ft.

Challenge 14 (11,500 XP)

Limited Magic Immunity. The AstralDactyl can't be affected or detected by spells of 3rd level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

Reflective Camouflage. The AstralDactyl has advantage on Dexterity (Stealth) checks made to hide in space terrain.

Unusual Nature. The AstralDactyl doesn't require air.

ACTIONS

Multiattack. The AstralDactyl makes two claw attacks or one claw and one bite attack.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target.
Hit: Hit: 20 (2d12 + 7) slashing damage.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target.
Hit: Hit: 21 (3d8 + 7) piercing damage.

Breath Weapon (Recharge 5-6). The AstralDactyl exhales radiant energy in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 56 (16d6) radiant damage on a failed save, or half as much damage on a successful one.



The Dungeon Geek™
Fantasy Maps & More

#creatuinary2024