



Sarinal Gruup Winnie Calabos

GM ? Death Slaad: [ATTACK (M)] Bite (Slaad Form Only) **17 +9 26**

H Attack [26] -> [at Sarinal] [HIT]

GM ? Death Slaad: [DAMAGE] Bite (Slaad Form Only) [TYPE: piercing (1d8+5=13)] [TYPE: necrotic (2d6=2)] **8 1 1 +5 15**

Damage [15] -> [to Sarinal] [WOUNDED]

GM ? Death Slaad: [ATTACK (M)] Claws (Slaad Form Only) **17 +9 26**

H Attack [26] -> [at Sarinal] [HIT]

GM ? Death Slaad: [DAMAGE] Claws (Slaad Form Only) [TYPE: slashing (1d10+5=11)] [TYPE: necrotic (2d6=8)] **6 5 3 +5 19**

Damage [19] -> [to Sarinal]

GM

0 Modifiers

ADV +2 +5
DIS -2 -5

DEATH SLAAD

The slaad has advantage on saving throws against spells and other magical effects.

Magic Weapons
The slaad's weapon attacks are magical.

Regeneration
The slaad regains 10 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack
The slaad makes three attacks: one with its bite and two with its claws or greatsword.

Bite (Slaad Form Only)
Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) necrotic damage.

Claws (Slaad Form Only)
Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (1d10 + 5) slashing damage plus 7 (2d6) necrotic damage.

Greatsword
Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 7 (2d6) necrotic damage.

NPCs

Aberration

- Aboleth
- Beholder
- Blue Slaad
- Chuul
- Cloaker
- Flumph
- Gibbering Moulder
- Grell
- Intellect Devourer
- Mind Flayer
- Nothic
- Otyugh
- Red Slaad
- Slaad Tadpole
- Spectator

Aberration (shapechanger)

- Death Slaad
- Gray Slaad
- Green Slaad

Beast

- Allosaurus
- Ankylosaurus
- Ape
- Axe Beak
- Baboon
- .

Game control panel with various icons for actions, settings, and navigation.

PCs

STORY

IMAGES & MAPS

NPCs

ITEMS

NOTES

LIBRARY

TOKENS



NPCs

- NPCs - Alphabetical Index
- NPCs - Challenge Rating Index
- NPCs - Class Index



OTYUGH

Large aberration, neutral

Armor Class 14 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	11	19	6	13	6
+3	+0	+4	-2	+1	-2

Saving Throws Con +7

Senses darkvision 120 ft., passive Perception 11

Languages Otyugh

Challenge 5 **XP** 1800

TRAITS

Limited Telepathy

The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.

NPCs

Aberration

- Aboleth
- Beholder
- Blue Slaad
- Chuul
- Cloaker
- Flumph
- Gibbering Mouter
- Grell
- Intellect Devourer
- Mind Flayer
- Nothic
- Otyugh
- Red Slaad
- Slaad Tadpole
- Spectator

Aberration (shapechanger)

- Death Slaad
- Gray Slaad
- Green Slaad

Beast

- Allosaurus
- Ankylosaurus
- Ape
- Axe Beak
- Baboon
-

GM

0 Modifier

ADY +2 +5

DIS -2 -5

PCs

STORY

IMAGES & MAPS

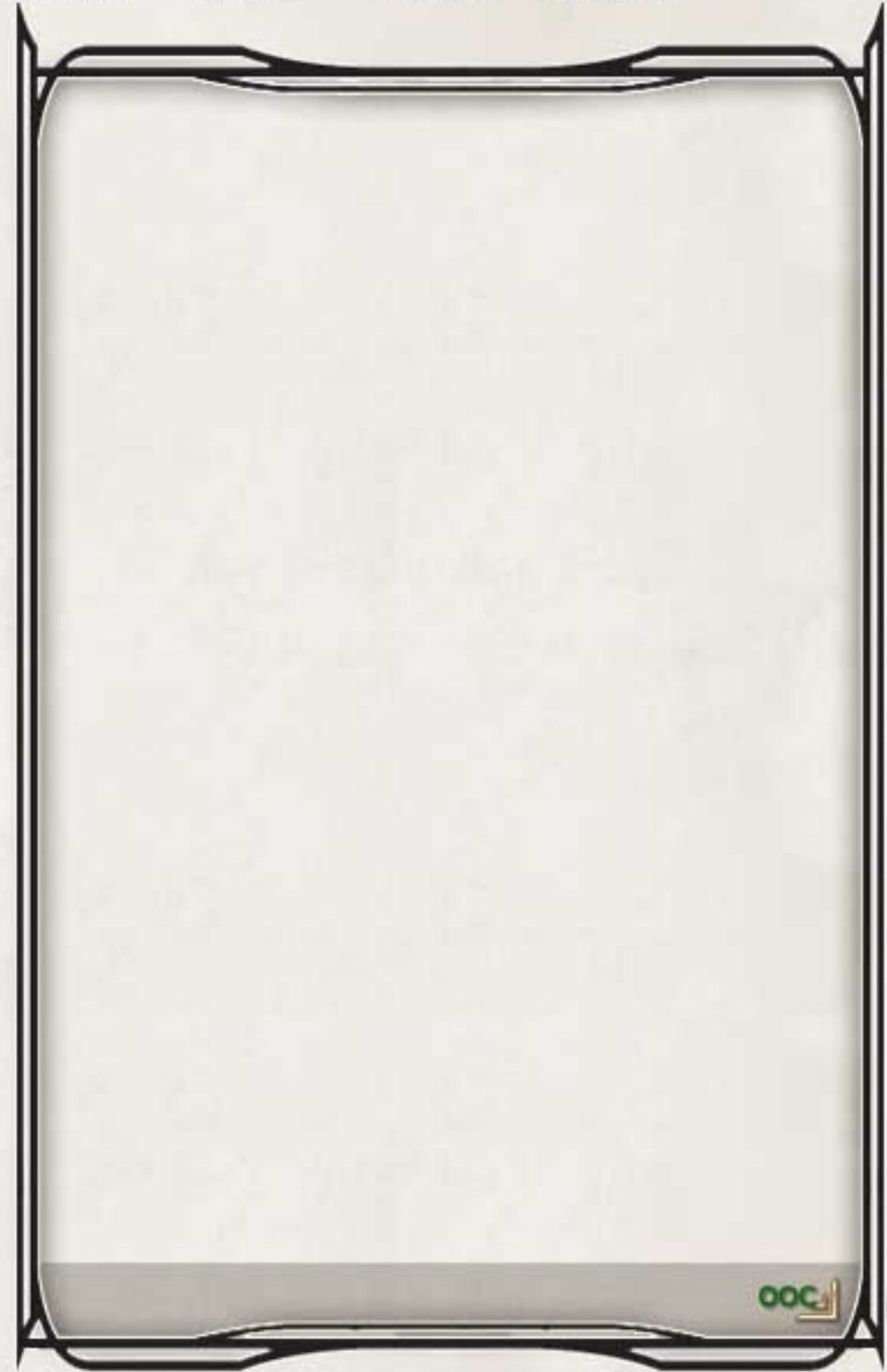
NPCs

ITEMS

NOTES

LIBRARY

TOKENS



GM

0 Modifier

ADY +2 +5

DIS -2 -5

LIBRARY

CORE RULES

- Images & Maps
- NPCs
- Tables
- Reference Manual

DD MM Monster Manual

IMAGES & MAPS

- Aarakocra.jpg
- Aboleth.jpg
- Air Elemental.jpg
- Androsphinx.jpg
- Angels.jpg
- Animated Armor.jpg
- Ankheg.jpg
- Arcanath.jpg
- Archmage.jpg
- Azer.jpg
- Balor.jpg
- Bandit Captain.jpg
- Banshee.jpg
- Barbed Devil.jpg
- Barlgura.jpg
- Basilisk.jpg
- Bearded Devil.jpg



PCs

STORY

IMAGES & MAPS

NPCs

ITEMS

NOTES

LIBRARY

TOKENS





LIBRARY

CORE RULES

REFERENCE

D&D MONSTER MANUAL

PREFACE

Credits

INTRODUCTION

- Introduction
- How to Use This Book
- What Is a Monster?

STATISTICS

Statistics

A monster's challenge rating tells you how great a threat the monster is to an appropriately equipped and well-rested party of four adventurers should be able to defeat a monster that has a challenge rating equal to its level without suffering any deaths. For example, a party of four 3rd-level characters should find a monster with a challenge rating of 3 to be a worthy challenge, but not a deadly one.

Monsters that are significantly weaker than 1st-level characters have a challenge rating lower than 1.

Monsters with a challenge rating of 0 are insignificant except in large numbers; those with no effective attacks are worth no experience points, while those that have attacks are worth 10 XP each.

Some monsters present a greater challenge than even a typical 20th-level party can handle. These monsters have a challenge rating of 21 or higher and are specifically designed to test player skill.

EXPERIENCE POINTS

The number of experience points (XP) a monster is worth is based on its challenge rating. Typically, XP is awarded for defeating the monster, although the DM may also award XP for neutralizing the threat posed by the monster in some other manner.

Unless something tells you otherwise, a monster summoned by a spell or other magical ability is worth the XP noted in its stat block.

The Dungeon Master's Guide explains how to create encounters using XP budgets, as well as how to adjust an encounter's difficulty.

Experience Points by Challenge Rating

Challenge	XP
0	0 or 10
1/8	25



GM

0 Modifier

ADY +2 +5

DIS -2 -5



COMBAT TRACKER

GM ? Death Slaad: [ATTACK (M)] Bite (Slaad Form Only)

H Attack [26] -> [at Sarinal]

GM ? Death Slaad: [DAMAGE] Bite (Slaad Form Only) [DMG: 1d8+5=13]

Damage [15] -> [to Sarinal]

GM ? Death Slaad: [ATTACK (M)] Claw (Slaad Form Only)

H Attack [26] -> [at Sarinal]

GM ? Death Slaad: [DAMAGE] Claws (Slaad Form Only) [DMG: 1d10+5=15]

Damage [19] -> [to Sarinal]

GM

0 Modifier

ADY +2 +5

DIS -2 -5



Name	Init	HP	Tmp	Wnd	Icons
2.0 Sarinal	21	69	34		Skull, Target, Hand, Sword, Shield, Light, Dragon
Adult Red Dragon	15	256			Skull, Target, Hand, Sword, Shield, Light, Dragon
2.0 Winnie	14	14			Skull, Target, Hand, Sword, Shield, Light, Dragon
Hell Hound	11	45			Skull, Target, Hand, Sword, Shield, Light, Dragon
2.0 Calabos	7	35			Skull, Target, Hand, Sword, Shield, Light, Dragon
2.0 Gruop	6	75			Skull, Target, Hand, Sword, Shield, Light, Dragon

React? **Init** 0 **Spd** 40 ft., climb 40 ft., fly 80 ft.

Actions

- Multiattack
- Bite [M] [RNG: 10] [ATK: +14] [DMG: 2d10+8 piercing + 2d6 fire]
- Claw [M] [ATK: +14] [DMG: 2d6+8 slashing]
- Tail [M] [RNG: 15] [ATK: +14] [DMG: 2d8+8 bludgeoning]
- Frightful presence [SAVEVS: wisdom 19]
- Fire breath (recharge 5-6) [SAVEVS: dexterity 21 (H)] [DMG: 18d6 fire] [R:5]

Reactions

Effects: (IMMUNE: fire)

Str 17 **Dex** 12 **Con** 14 **Int** 10 **Wis** 13 **Cha** 10

Effects: (IMMUNE: fire)

MENU **ROUND 1**

