Pseudodragon

Tiny dragon, neutral good

- **Armor Class** 13
- **Hit Points** 7 (2d4+2)
- **Speed** 15 ft., fly 60 ft

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

- **Skills** Perception +3, Stealth +4
- **Senses** Blindsight 10 Ft., Darkvision 60 Ft., passive Perception 13
- **Languages** Understands Common And Draconic But Can't Speak
- **Challenge** 1/4 (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 ft. of it that can understand a language.

Actions

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

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

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