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Blue slaad dnd 5e stats

The bone hooks protruding from the back of the hands of a blue slaad cause a terrible transformative disease on humanoids that they are wounded. This infection, called Chaos Phages, turns its victim into a full-blown red slaad - or green slaad, if the host was a wizard capable of throwing third-level or higher spells. This monster is a member of the Slaadi group. Large Aberration, Chaotic Neutral Armor Class 15 (Natural Armor) Hit Points 123 (13d10 + 52) Speed 30 ft. STR 20 (+5) DEX 15 (+2) CON 18 (+4) INT 7 (-2) WIS 7 (-2) CHA 9 (-1) Skills Perception +1 Damage Resistance acid, Cold, Fire, Lightning, Thunder Sense Darkvision 60 ft., passive perception 11 languages Slaad, telepathy 60 ft. Challenge 7 (2,900 XP) Magical Resistance. The Slaad has the advantage of saving throws against spells and other magical effects. Regeneration. The Slaad gets 10 hit points back at the beginning of its turn if it has at least 1 hit point. Actions Multiattack. The Slaad makes three attacks: one with his bite and two with his claws. Bite. Melee Weapon Attack: +8 to hit, reach 5 ft., a target. Hits: 12 (2d6 + 5) Piercing damage. Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., a target. Hits: 12 (2d6 + 5) slash damage. If the target is a humanoid, it must be successful on a DC 15 Constitution Save litter or be infected with a disease called Chaos Phages. During infection, the target cannot recover hit points, and its hit point maximum is reduced by 10 (3d6) every 24 hours. If the disease reduces the target's hit point to 0, the target immediately turns into a red slaad or, if it has the ability to cast 3rd level or higher spells, into a green slaad. Only a wish spell can reverse the transformation. From Dungeons and Dragons Wiki Edit Share Blue slaadi,[1] also known as talon slaads,[2] were members of the slaad race and rivals to the interconnected red slaadi. [4] The Batrachian bullies were superior to them in every respect, but hardly so, and were still considered to be of low status. [3] [4] [5] Xanxost likes friends or enemies that it can touch or bash if necessary. — Xanxost the blue slaad[7] Description[edit | edit source] Blue slaadi were 10 ft (3 m) high bipeds that weighed about 450 kg and resemble approximately humanoid toads[3] with light, electric blue skin characterized by gray stripes. [5] Although they were larger, wider and stronger than their red Slaadi counterparts[3], they were also limbers and had longer snouts. [4] In contrast to the larger hands of the red Slaad[3], blue Slaadi had two long, Bone hooks protruding from the back of both hands. [4] [5] Otherwise, they were typically identical in body structure, complexion and clothing to the red slaadi. [3] [4] Personality[edit | edit source] A blue slaad that rises above an unhappy being. Blue slaads were only marginally more intelligent than red slaads and other behaviours, namely their bad mood. Strength was the only trait they valued, and they were constantly trying to prove their own. [3] [4] Skills[edit | edit source] Blue slaadi were stronger than their already physically powerful red counterparts, struggling with their claws and hooks, and rinsing flesh with their teeth.[4][5] although they had the added advantage of inflicting a rotting disease like that of a mummy through their bite. [4] They also possessed some magical abilities, namely Person, Passwall and Telekinesis. Their slaad summoning forces allowed them to call other blue slaads, although it was said that they were also able to summon green slaads and, in extremely rare cases, red slaads. [3] [4] [5] Combat[edit | edit source] A blue slaad fighting a githzerai. The fighting style of the blue Slaadi allowed them to attack with both their actual claws and their bone protrusions. [4] They specialized in mass struggles and were usually found in groups because they could effectively coordinate according to the low standards of the red slaadi. [3] At the same time, they were not exactly tactically superior, but usually waded into battle with teeth and claws, throwing enemies over their heads and throwing furiously at anything close enough. [2] Due to their grumpy nature, they had to prove their physical superiority, they tended to attack most other creatures on sight. [3] Society[edit | edit source] Blue slaadi were the errands used to complete various missions, and the soldiers who gathered to wage war in the name of more powerful Slaadi, both against other civilizations and against rival slaad societies. [3] When blue slaads were together, they could be in groups as small as a pair or the size of a dozen, but although their maximum pack size was smaller than the red slaads, they were still more likely to be found in gatherings of their own free will, as red slaads preferred to be alone. [3] [4] Only in the worst situations would blue Slaad's red slain help. [5] Ecology[edit | edit source] Although they were passionate about each other, blue slaads and red slats were irrevocably linked by their reproductive cycles, instinctively driven to produce offspring that were unfortunately slain for them by the rival color. Blue slaads produced red slaads and vice versa, but after conception the spawn was raised by the opposing variety. [4] Biology[edit | edit source] By beating humanoid victims with their bony hooks, although some said they had their bite Blue-Slaadi could infect them with a disease known as chaos phages or slaad fever, similar to lycanthropy. It took somewhere between a few days and three months, and if she was left untreated,[3][4] the disease would slowly drain not only the vitality and mobility of the victim, but also her personality. [1] [3] At the end of the process, they would transformed into a full-blown red slaad or green slaad if the victim had been a capable arcane wizard or perhaps just a different skillful or powerful being, with no memories or abilities from their previous lives. Blue slaads, on the other hand, were born as a result of red slaadi, which injected humanoids with egg pellets that hatched into lakadated tadpoles before eating out of their host, feeding on carrion and other pieces of meat, until they grew to maturity some time later. [3] [3] A blue, slaad tadpole that burst out of its host's chest Only a wish spell could return a transformed victim to normal after the process was complete [1] and the disease simply killed non-humanoids, but before that the process could be stopped with spells, the disease healed and the infection could be found with a detection evil spell. For this reason, slaadi often kidnapped victims, took them to prisons, or created them to keep them until they had completely transformed. [4] Spawning Stone[edit | edit source] During the blue Slaadi breeding season, they scratched the area around the spawning stone almost inaudibly. [8] Subraces[edit | edit source] A blue slaad digester digester was a variant of ordinary blue slaadi who had their own philosophy of spreading chaos throughout the multiverse. Believing that the reality beneath the surface was really chaotic, they tried to devour as much as possible to reveal their hidden nature: They grabbed as much loot as they could, their skin covered with sticky secretions, before spraying them with predigestive acid and devouring them and using their tongues to stumble anyone trying to escape. [9] Remarkably Blue Slaadi[edit | edit source] Gamp Laa'ren, a blue slaad born of a deformed egg that, despite the fracture in his right leg, stubbornly survived in the lower levels and took over a crew of over 300 blue and red slaadi. He and his group served as mercenaries and guides to those making their way through Limbo, Pandemonium and the Abyss, although his prices were as wildly variable as his mood. [10] Xanxost, an interplanar researcher and writer whose bizarre writing style was shaped by his propensity to go to random tangents, is distracted by the thought of food and does not seem to be countable. [7] [11] Appendix[edit | edit source] Gallery[edit | edit source] Appearances[edit | edit source] Waterdeep: Dungeon of the Mad Mage Dark Pyramid of Sorcerer's Isle[6] References[edit | edit source] Monster Manual 5th edition, Edited by Scott Fitzgerald Gray, (Wizards of the Coast), pp. 274-276. 2.2 Mike Mearls, Stephen Schubert, James Wyatt (Juni 2008). Monster Manual 4. Auflage. (Wizards of the Coast), S. 228–229. ISBN 978-0-7869-4852-9. 3.00 3.01 3.02 3.03 3.04 3.05 3.06 3.07 3.08 3.09 3.10 3.11 3.12 3.13 3.14 Skip Williams, Jonathan Tweet und Monte Cook (Oktober 2000). Monster Manual 3. Auflage. (Wizards of the Coast), S. 229–230. ISBN 0-7869-1552-1. 4.00 4.01 4.02 4.03 4.04 4.05 4.06 4.07 4.08 4.09 4.10 4.11 4.12 4.13 4.14 4.15 4.16 Allen Varney, Anm. d. A. (Juni 1994). Planescape Monströses Kompendium Anhang. (TSR, Inc.), S. 88–90. ISBN 978-1560768623. 5.0 5.1 5.2 5.3 5.4 5.5 5.6 5.7 Don Turnbull (1981). Fiend Folio. (TSR Hobbies), S. 80. ISBN 0-9356-9621-0. 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