



LINDWYRM

Large dragon, unaligned

Armor Class 15

Hit Points 102 (12d10 + 36)

Speed 40 ft., Swim 50ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	9 (-1)	14 (+2)	8 (-1)

Saving Throws Str +7

Skills Perception +8, Stealth +6

Damage Immunities Poison

Damage Resistances Acid

Senses Tremorsense 90ft., Darkvision 20ft.

(Blind beyond this radius), Passive Perception 18.

Languages -

Challenge 8 (3900 xp)

Amphibious. The wyrm can breathe air and water.

ACTIONS

Multiattack. The lindwyr makes 3 attacks, one with its bite and two with its claws.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6+4) Piercing + 4 (2d4) Poison damage.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6+4) Slashing damage.

Poison Vapor (Recharge 5-6). The Lindwyr exhales poison in a 30 ft. cone. Each creature in that area has to make a Constitution saving throw (DC 15). On a failed save they take 22 (6d6+4) Poison damage and become Poisoned for 1 minute. On a successful save they take half as much damage and do not become Poisoned.

LINDWYRM

Deep under ground, in damp tunnels and muddy caverns dwell the draconic creatures known as Lindwyrms. These pale, slimy creatures employ their sharp teeth and claws to catch their prey by surprise in the complete darkness of their habitats. Lindwyrms are not as smart as their winged cousins, but they are extremely vicious and territorial. When a lindwyr is threatened, it will most likely fight to the death in a blind rage of claws and teeth.

Disgusting lair: A Lindwyr does not consume their prey fresh. It kills it's victim and lets it rot for at least a week in its lair. Pools of fetid and acidic water are a place of rest for the Lindwyr, here they lie in wait and sleep, just below the surface. If anything enters the lindwyr's lair, it will attempt to ambush it first.

VARIANT: SPIKED LINDWYRM

A spiked lindwyr is a mutated strain of the species in which bonelike spines grow along the length of the body. The lindwyr has learned to use these to its advantage and can use the following action.

Tailslam. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 14 (3d8+4) Bludgeoning + 6 (2d6) Piercing damage.

A spiked Lindwyr can choose to use a Tailslam action as part of their multiattack instead of a Bite attack.