

FUCCUBUS

Large fiend (shapechanger), neutral evil

Armor Class 20 (Natural Armor)

Hit Points 346 (33d10 + 165)

Speed 40 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
16 (+3)	22 (+6)	21 (+5)	23 (+6)	21 (+5)	26 (+8)	30 (+10)

Saving Throws DEX +9, CON +12, WIS +12

Skills Deception +15, Insight +12, Perception +12, Persuasion +15, Sex +20, Seduction +15, Temptation +16

Damage Resistances cold, fire, lightning

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 22

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Limitless Arousal. The Fuccubus has complete and total control over when they climax. Abilities or spells that add points of arousal have little to no effect on the Fuccubus. They have an infinite pool of Arousal points and can never reach max Arousal.

Shapechanger. The Fuccubus can use their action to polymorph into a form that resembles a Small, Medium, or Large humanoid, or back into their true form. Aside from their size, their statistics are the same in each form. Any equipment they are wearing or carrying isn't transformed.

Innate Spellcasting. The Fuccubus's spellcasting ability is Charisma (spell save DC 24). They can innately cast the following spells, requiring no material components:

At will: *charm person, crown of madness, detect kink, detect magic, dispel magic, dissonant whispers, heat, jealousy, strip*

3/day each: *counterspell, cursed climax, darkness, dominate person, lover's grotto, sanctuary, tantalize, telekinesis, teleport*

1/day each: *dominate monster, greater invisibility, mass tantalize*

Legendary Resistance (3/Day). If the Fuccubus fails a saving throw, they can choose to succeed instead.

Magic Resistance. The Fuccubus has advantage on saving

throws against spells and other magical effects.

Magic Weapons. The Fuccubus's weapon attacks are magical.

ACTIONS

Multiaction. The Fuccubus attacks twice with the Shifting Blade.

Shifting Blade (Any Weapon). Melee Weapon Attack: +14 to hit, reach 5-15 ft., one target. Hit: 20 (4d6 + 6) slashing damage plus 10 (3d6) fire damage. (*the type of damage "slashing, bludgeoning, piercing, etc" will change depending on what type of weapon the Shifting Blade currently is*)

Alluring Presence. Each creature of the Fuccubus's choice within 120 feet of them and aware of them must succeed on a DC 18 Wisdom saving throw or gain their maximum Arousal. A creature can repeat the saving throw at the end of each of its turns to attempt to lower their Arousal by 1 point. These later saves have disadvantage if the Fuccubus is within line of sight of the creature. If a creature climaxes while under the effects of the Alluring Presence they become charmed by the Fuccubus.

After a creature either successfully saves or the effect ends, the creature is immune to the effect for 1 minute.

Etherealness. The Fuccubus magically enters the Ethereal Plane from the Material Plane, or vice versa.

Teleport. The Fuccubus magically teleports, along with any equipment they are wearing or carrying, up to 120 feet to an unoccupied space they can see.

LEGENDARY ACTIONS

The Fuccubus can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The Fuccubus regains spent legendary actions at the start of their turn.

Attack. The Fuccubus attacks once with the Shifting Blade.

Play With Me. One creature charmed by the Fuccubus that the fuccubus can see must use its reaction to move up to its speed as the Fuccubus directs.

Let Loose. The Fuccubus casts heat or strip.

Teleport. The Fuccubus uses their Teleport action.



FUCCUBUS

The Fuccubus is a non gendered sexual entity residing within the lower planes. When a Succubus or Incubus grows powerful enough, they earn the right to challenge the current Fuccubus for their title. There is only ever one Fuccubus at a time. The Fuccubus' power is on a level equal to that of the Demon Princes, though they have no interest in affairs of one another.

Pure Eroticism. No one can stand within the presence of the Fuccubus for long without being enthralled by their raw beauty and power. Even the most chaste of mortals will grovel at their feet for the honor of laying with them.

Lover Not a Fighter. While the Fuccubus is undoubtedly powerful, they have no desire for violence or bloodshed. If given the opportunity, they will resolve every conflict through sex.

Shifting Form. The true form of the Fuccubus looks different to each creature that looks upon them. While their demonic characteristics remains, their sex, body proportions, and coloration are tailored to be the most attractive form possible for each creature.

Endless Pleasure. The Fuccubus' domain is one of pure ecstasy and erotic bliss. Many an adventurer has traveled to their domain in an attempt to slay the Fuccubus, but none has ever returned, not because they are dead; they just don't want to leave.

INCUBUS

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 66 (12d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
8 (-1)	17 (+3)	13 (+1)	15 (+2)	12 (+1)	20 (+5)	25 (+7)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 5 (1,800 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Without wings, the fiend loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

INCUBUS

An incubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Incubi live for the sole purpose of tempting and corrupting mortals. An incubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.

Slow Corruptors. Incubi rarely if ever use magic or charms to tempt mortals, finding it much more fun to slowly break down their moral walls. Once a mortal's soul has been completely corrupted by the incubus, it will either kill the mortal or keep them as a servant until their death. An incubus will only charm a victim magically as a form of self defense, as the actions of a charmed individual will have no corruptive influence on the mortal's soul.

Selfish Lovers. When an Incubus has sex, it has no concern for its partner's pleasure. While they are pleasant to look at, the act of sex with an incubus can actually be

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 15 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 15 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Etherealness. The fiend magically enters the Ethereal Plane from the Material Plane, or vice versa.

quite painful. As they have sex, they corrupt the soul and body of the one that they are with and leave a deep empty feeling in their partner for days after they are done. There are some instances in which an incubus will attend to the sexual needs of their partner, but these are not common.

Hellish fertility. Incubi are extremely fertile creatures, having sex with one will result in pregnancy 50% of the time.

INCUBUS (FEMALE)

While an incubus is typically depicted in a male form, that is not always the case. A female incubus is a lower level variant of the more common male incubus. An incubus is a demonic entity residing within the lower planes, often working in service to more powerful fiends such as devils, demons, yugoloths, the Fuccubus or Asmodeus. Incubi live for the sole purpose of tempting and corrupting mortals. An incubus uses illusion and trickery to tempt mortals, and they rarely show their true form to anyone.



INCUBUS (FEMALE)

Medium fiend (shapechanger), neutral evil

Armor Class 15 (natural armor)

Hit Points 55 (11d8 + 9)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
7 (-2)	16 (+3)	11 (+0)	14 (+2)	11 (+1)	18 (+4)	20 (+5)

Skills Deception +9, Insight +5, Perception +5, Persuasion +9, Temptation +9, Seduction +5, Stealth +7

Damage Resistances cold, fire, lightning, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60ft., passive Perception 15

Languages Abyssal, Common, Infernal, telepathy 60ft.

Challenge 4 (1,100 XP)

Telepathic Bond. The fiend ignores the range restriction on its telepathy when communicating with a creature it has charmed. The two don't even need to be on the same plane of existence.

Shapechanger. The fiend can use its action to polymorph into a Small or Medium humanoid, or back into its true form. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

ACTIONS

Claw (Fiend Form Only). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.

Charm. One humanoid the fiend can see within 30 feet of it must succeed on a DC 14 Wisdom saving throw or be magically charmed for 1 day. The charmed target obeys the fiend's verbal or telepathic commands. If the target suffers any harm or receives a suicidal command, it can repeat the saving throw, ending the effect on a success. If the target successfully saves against the effect, or if the effect on it ends, the target is immune to this fiend's Charm for the next 24 hours.

The fiend can have only one target charmed at a time. If it charms another, the effect on the previous target ends.

Draining Kiss. The fiend kisses a creature charmed by it or a willing creature. The target must make a DC 14 Constitution saving throw against this magic, taking 32 (5d10 + 5) psychic damage on a failed save, or half as much damage on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

LESSER BONE DEVIL

When a bone devil is under the care of the Fuccubus, it will become a lesser bone devil. Its body will shrink in size, and its sharp edges will be smoothed out. But most importantly, it will be infused with a powerful lust and a desire to mate.

Horny. A lesser bone devil is constantly in a state of maximum arousal and will seek to mate with any mortal creatures that it can find.

Soft Edges. While it is by no means a gentle lover, the lesser bone devil's body is built to be as pleasurable as possible for mortal creatures. Several rounded phallic protrusion across its body can be used to pleasure multiple partners at once. Always hard and studded for your pleasure.



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LESSER BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (Natural Armor)

Hit Points 126 (14d10 + 50)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
17 (+3)	15 (+2)	17 (+3)	12 (+1)	13 (+1)	15 (+2)	12 (+1)

Saving Throws INT +5, WIS +6, CHA +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 7 (2,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

Innate Spellcasting. The devil's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *bedroom eyes, cursed climax, detect kink, silent image*

Magic Resistance. The devil has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its tail.

Claw. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Tail Slam. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

LOST LOVER

Medium undead, any alignment

Armor Class 11

Hit Points 45 (10d8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
7 (-2)	13 (+1)	10 (+0)	10 (+0)	12 (+1)	17 (+3)	18 (+4)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 4 (1,100 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The ghost enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Beautiful Visage. Any creature that attempts to attack the ghost will need to succeed on a DC 13 Wisdom saving throw. On a failed save the creature will be unable to attack the ghost and they will be at disadvantage on all ability checks while the ghost is within line of sight.



LOST LOVER

When a creature dies during sex, it is possible to become a lost lover, wandering the earth forever cursed to search for people to touch them. Longing for a pleasure and a release that will never come.

Unfinished Business. A ghost yearns to complete some unresolved task from its life, and for the lost lover, that task is sex. The longer that it goes without completing its unfinished business, the more distraught they will become.

Undead Nature. A ghost doesn't require air, food, drink, or sleep.





LUST BEETLE

Large monstrosity, chaotic neutral

Armor Class 18 (Natural Armor)

Hit Points 93 (11d10 + 33)

Speed 30 ft., burrow 20 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
20 (+5)	13 (+2)	16 (+3)	9 (-1)	10 (+0)	11 (+0)	8 (-1)

Senses darkvision 120 ft., lustsense 60 ft., passive Perception 12

Languages Lust Beetle

Challenge 5 (1,800 XP)

Lustsense. The lust beetle can pinpoint, by scent, the location of creatures with at least 1 point of arousal within 30 feet of it.

Tunneler. The lust beetle can burrow through solid rock at half its burrowing speed and leaves a 5 foot-wide, 8-foot-high tunnel in its wake.

ACTIONS

Multiattack. The lust beetle makes three attacks: two with its claws and one with its mandibles.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) slashing damage.

Mandibles. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

LUST BEETLE

Lurking within tunnels and caves, the lust beetles only ever leave their homes to search for food or during their mating season. They are generally docile creatures, but during mating season, they can get quite aggressive.

Sexual Performers. Male Lust Beetles will seek out and attempt to seduce females of different species as a show of virility to the female lust beetles. If a male lust beetle finds a willing mate, he will lead them back to his cave and put on a show for the female lust beetles.

Cooperative Mating. If a female lust beetle is particularly aroused by the performance of the male, she will sometimes join in. They will lay their eggs inside of the other female's orifices, and the male will fertilize the eggs inside of the female. After this process is done, the eggs can be expelled from the body, the lust beetles will collect them and go back to their caves to rest.

MELODY WASP

Medium monstrosity, neutral evil

Armor Class 19 (Natural Armor)

Hit Points 52 (8d10 + 8)

Speed 10 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
18 (+4)	15 (+2)	12 (+1)	10 (+0)	10 (+0)	7 (-2)	6 (-2)

Damage Vulnerabilities cold

Damage Immunities poison

Senses darkvision 60 ft., passive Perception 10

Languages -

Challenge 5 (1,800 XP)

Magic Weapons. The melody wasp's weapon attacks are magical.

Melodic Hum. While flying the melody wasp's wings produce a rhythmic hum. Any creature within 60 ft. of the wasp while it is flying must succeed on a DC 17 Wisdom saving throw or be stunned. Once a creature has succeeded once it is immune for the next 24 hours.

ACTIONS

Multiattack. The melody wasp makes two attacks: one with its sting and one with its talons.

Sting. Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target is also paralyzed. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Talons. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

MELODY WASP

These large intelligent insects have a propensity for kidnapping. If hunting alone, the melody wasp will use the rhythmic sound of its wings to charm creatures. The wasps will lift the creature high into the air so that it is almost impossible to escape once captured. Once captured, the melody wasp will either take their prey back to their hive, or attempt to copulate in the air.

Pack Hunters. Melody wasps tend to hunt in packs of 4 or more. If a wasp is out hunting alone, they are likely looking for a suitable mate.

Ovipositors. Melody wasps have a parasitic reproduction cycle. If they are not hungry, they will hold their prey captive and lay their eggs inside of them before lowering them back to the ground.



PEEPING TOM

Medium undead, any alignment

Armor Class 12

Hit Points 56 (11d8 + 8)

Speed 0 ft., fly 40 ft. (hover)

STR	DEX	CON	INT	WIS	CHA	ALL
17 (+3)	12 (+1)	15 (+2)	5 (-3)	13 (+1)	8 (-1)	6 (-2)

Skills Perception +8, Stealth +5

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold, necrotic, poison

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages Any languages it knew in life

Challenge 5 (1,800 XP)

Ethereal Sight. The ghost can see 60 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Incorporeal Movement. The ghost can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

ACTIONS

Withering Touch. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 17 (4d6 + 3) necrotic damage.

Etherealness. The peeping tom enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane.

Telekinetic Thrust. The peeping tom targets a creature or unattended object within 30 feet of it. A creature must be Medium or smaller to be affected by this magic, and an object can weigh up to 200 pounds.

If the target is a creature, the peeping tom makes a Charisma check contested by the target's Strength check. If the peeping tom wins the contest, then it hurls the target up to 30 feet in any direction, including upward. If the target then comes into contact with a hard surface or heavy object, the target takes 1d6 damage per 10 feet moved.

If the target is an object that isn't being worn or carried, the peeping tom hurls it up to 30 feet in any direction. The peeping tom can use the object as a ranged weapon, attacking one creature along the object's path (+6 to hit) and dealing 15 (6d4) bludgeoning damage on a hit.

PEEPING TOM

A peeping tom is a type of ghost that likes to watch people having sex. It wanders the lands aimlessly in search of people to watch. If noticed, the peeping tom will become violent, but if it goes unnoticed, it will finish watching and move on and search for more to watch.

Voyeur. They like to watch.

Unprovoked. A peeping tom will not harm anyone unless they are noticed or something happens to interrupt what they were watching.

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PINK CUBE

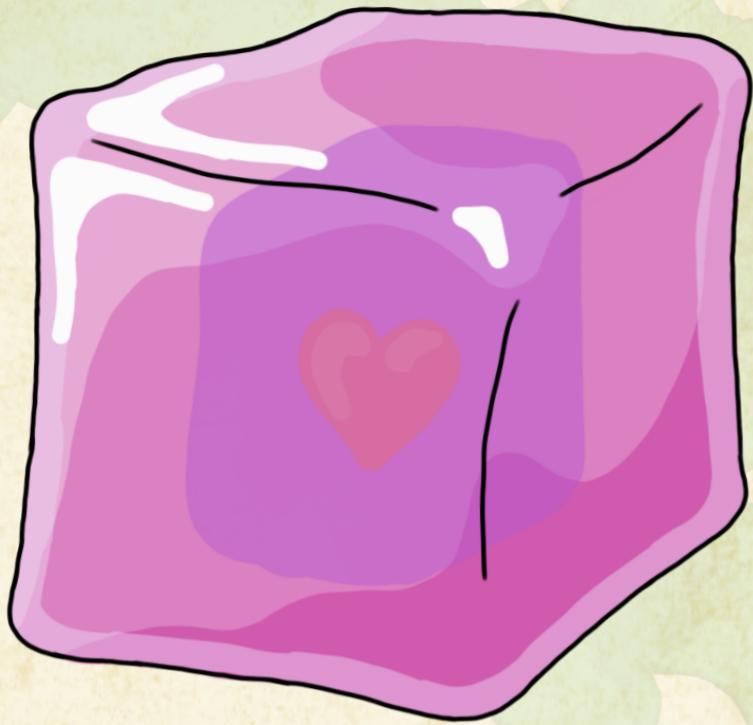
A discolored variant of the gelatinous cube, the pink cube exhibits many of the same behaviors and patterns. However the primary difference between the two is that a pink cube likes to arouse its prey while consuming it. The more aroused they are, the better they taste.

Slow Death. An ooze kills its prey slowly. Some varieties, such as black puddings and gelatinous cubes, engulf creatures to prevent escape. The only upside of this torturous death is that a victim's comrades can come to the rescue before it is too late.

Aphrodisiac. Some oozes use chemical aphrodisiacs to sedate their prey and further prevent them from escaping.

Gender Bender. When a creature is engulfed by the cube, there is a chance that the aphrodisiacs within the slime will flip the creature's biological sex. Once this has occurred, they can only be restored to their original form via a greater restoration or higher. Engulfed creatures roll 1d4 when they first enter the cube, on a 1 their sex is flipped.

Ooze Nature. An ooze doesn't require sleep.



PINK CUBE

Large ooze, unaligned

Armor Class 6

Hit Points 84 (9d10 + 30)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
14 (+2)	3 (-4)	20 (+5)	1 (-5)	5 (-3)	1 (-5)	2 (-4)

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone

Senses blindsight 60ft. (blind beyond this radius), passive Perception 8

Languages -

Challenge 3 (700 XP)

Aphrodisiac. A creature that touches the cube or hits it with a melee attack while within 5 feet of it must make a DC 13 Constitution saving throw. On a failed save they gain 1 point of Arousal.

Ooze Cube. The cube takes up its entire space. Other creatures can enter the space, but a creature that does so is subjected to the cube's Engulf and has disadvantage on the saving throw. Creatures inside the cube can be seen but have total cover.

A creature within 5 feet of the cube can take an action to

pull a creature or object out of the cube. Doing so requires a successful DC 12 Strength check, and the creature making the attempt takes 10 (3d6) acid damage. The cube can hold only one Large creature or up to four Medium or smaller creatures inside it at a time.

ACTIONS

Pseudopod. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 10 (3d6) acid damage.

Engulf. The cube moves up to its speed. While doing so, it can enter Large or smaller creatures' spaces. Whenever the cube enters a creature's space, the creature must make a DC 12 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the cube. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed save, the cube enters the creature's space, and the creature takes 10 (3d6) acid damage and is engulfed. The engulfed creature can't breathe, is restrained, and takes 21 (6d6) acid damage and 1 point of Arousal at the start of each of the cube's turns. When the cube moves, the engulfed creature moves with it.

An engulfed creature can try to escape by taking an action to make a DC 12 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the cube.



ANCIENT PINK DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 119)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA	ALL
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	20 (+5)	21 (+5)

Saving Throws DEX +6, CON +13, WIS +8, CHA +10

Skills Perception +14, Persuasion +10, Stealth +6

Damage Resistances acid, cold, fire, lightning, poison

Senses blindsight 60 ft., darkvision 120 ft., passive

Perception 24

Languages Common, Draconic

Challenge 20 (25,000 XP)

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 17 (2d8 + 8) bludgeoning damage.

Breath Weapons (Recharge 5–6). The dragon uses one of the following breath weapons.

Force Breath. The dragon exhales a beam of force in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one.

Arousing Breath. The dragon exhales a gaseous cloud of aphrodisiac in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or gain 3 points of Arousal. This effect can last up to 5 minutes.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.