



damage.

**Claw:** Melee Weapon Attack, +15 to hit, reach 10 ft., one target. Hit: 19 (2d6 + 7) slashing damage.

**Tail:** Melee Weapon Attack, +15 to hit, reach 20 ft., one target. Hit: 21 (2d8 + 7) bludgeoning damage.

**Fire Breath (Recharge 5-6):** Ba'JE exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

**Frightful Presence:** Each creature of Ba'JE's choice within 120 feet of him and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

**Special Abilities:**

**Destructive Regeneration:** Whenever Ba'JE causes damage with his attacks or breath weapon, he regains hit points equal to half the damage dealt.

**Legendary Resistance (3/Day):** If Ba'JE fails a saving throw, he can choose to succeed instead.

**Legendary Actions:** Ba'JE can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. Ba'JE regains spent legendary actions at the start of his turn.

**Tail Attack:** Ba'JE makes a tail attack.

**Wing Attack (Costs 2 Actions):** Ba'JE beats his wings. Each creature within 15 feet of him must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Ba'JE can then fly up to half his flying speed.

**Fireball (Costs 2 Actions): FIFTH LEVEL:** Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 8d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

*Make sure to check [?] for how to properly fill out cost & weight.*

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