

PELLUCCIA

Huge construct, neutral good

Armor Class 20 (natural armor)

Hit Points 210 (2d10 + 100)

Speed 30 ft., fly 60 ft. (dragon form only)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	20 (+5)	10 (+0)	11 (+0)	14 (+2)

Saving Throws Wis +6, Cha +8

Skills Insight +6, Intimidation +8, Perception +6

Damage Resistances cold, fire, psychic

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical weapon attacks that aren't adamantine

Condition Immunities petrified, poisoned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Elven, Gnomish

Challenge 16 (15,000 XP)

Immutable Form. Pelluccia is immune to any spell or effect that would alter her form.

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

Magic Weapons. Pelluccia's weapon attacks are magical.

Transform. Pelluccia can use a bonus action to transform into a dragon shape or back into her humanoid shape. Her statistics, other than fly speed and attacks, are the same in both forms.

Actions

Multiattack. In her humanoid form, Pelluccia makes three melee attacks. In dragon form, she attacks twice with her claws and once with her bite.

Sword (Humanoid Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Slam (Humanoid Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) bludgeoning damage.

Bite (Dragon Form Only). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage.

Claw (Dragon Form Only). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 17 (3d6 + 7) slashing damage.

Tail (Dragon Form Only). *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 23 (3d10 + 7) slashing damage.

Spark Breath (Recharge 5-6; Dragon Form Only).

Pelluccia exhales electrical sparks in a 30-foot cone.

Each creature in that area must make a DC 19

Dexterity saving throw, taking 55 (10d10) lightning

damage on a failed save, or half as much damage on a successful one.