

Adult Red Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Magma Geyser: 20'x5' geyser within 120', DC 15 Dex save, 6d6 fire, save half

Tremor: 60' radius, creatures on ground DC 15 Dex save or prone

Volcanic Gases: 20' radius within 120', light obscure, if start turn in cloud DC 13 Con save or poisoned & incapacitated until end of creature's next turn, cloud lasts until initiative 20 next round

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 22 Dex save or 2d6+8b & prone, fly half speed

Adult Silver Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Fog: As fog cloud spell until initiative 20 next round

Icy Wind: 120', DC 15 Con save or 1d10 cold, extinguish open flames, 50% extinguish shielded flames, disperse gases

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 21 Dex save or 2d6+8b & prone, fly half speed

Adult White Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Freezing Fog: 20' radius within 120', heavy obscure, DC 10 Con save, 3d6 cold, save half, 3d6 cold if end turn in cloud, until death/uses this action again/wind disperses

Ice Shards: 3 targets within 120', +7, 3d6p

Wall of Ice: 30'x30'x1' within 120', creatures pushed 5' out of space. Per 10': AC 5, 30 HP, vuln fire, immune acid, cold, necrotic, poison, psychic. Lasts until death/uses this action again

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 10', DC 19 Dex save or 2d6+6b & prone, fly half speed

Ancient Black Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Water Surge: 120', water pools, creatures within 20' DC 15 Str save or pulled 20' to water & prone

Insect Swarm: 20' radius within 120', light obscure, DC 15 Con save, 3d6p, save half, 3d6p if end turn in cloud

Darkness: 15' radius within 60', magical darkness, light spells <3rd lvl dispelled, until dismiss/death/uses this action again

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 23 Dex save or 2d6+8b & prone, fly half speed

Ancient Blue Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

Ceiling Collapse: 120', 1 target, DC 15 Dex save or 3d6b & prone, buried, restrained, suffocate, exit DC 10 Str check

Sand Cloud: 20' radius within 120', light obscure, DC 15 Con save or blind 1min/until save

Lightning Arcs: 5' line between 2 solid surfaces within 120' each other & dragon, DC 15 Dex save, 3d6 lightning

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 24 Dex save or 2d6+9b & prone, fly half speed

Ancient Brass Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Wind: 60', DC 15 Str save or pushed 15' & prone, extinguish open flames, 50% extinguish shielded flames, disperse gases

Sand Cloud: 20' radius within 120', DC 15 Con save or blind 1min/until save

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 22 Dex save or 2d6+8b & prone, fly half speed

Ancient Bronze Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Fog: As fog cloud spell until initiative 20 next round

Thunderclap: 20' radius within 120', DC 15 Con save or 1d10 thunder & deaf until end of creature's next turn

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 24 Dex save or 2d6+9b & prone, fly half speed

Ancient Copper Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Stone Spikes: 20' radius within 120', as spike growth spell until death/uses lair action again

Create Mud: 10' square within 120', DC 15 Dex save or restrained, DC 15 Str check as action exit, difficult terrain. Mud hardens initiative 20 next round & exit DC becomes 20

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 23 Dex save or 2d6+8b & prone, fly half speed