

5e THE BOOK OF DRAGONS

FOR 5TH EDITION

A book all about dragons
for the world's greatest roleplaying game



THE DRACONOMICON

A HOMEBREW 5E DRAGON SUPPLEMENT

WRITTEN BY CONNER MCCALL

"I AM THE HARBINGER OF DOOM, THE FIERY END OF KINGDOMS; I HAVE NO EQUAL! I AM THE PINNACLE OF CREATION ITSELF!" -ASHKUROTH, GREAT RED WYRM

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FOREWORD

I like dragons. Just so you know. If you couldn't tell from the fact that I wrote a 230 page supplement about them. To be fair, about 150 pages of it is made up of monster stat blocks, but still.

Anyway. Dragons are cool. I like them as a DM: as patrons, quest-givers, powerful bosses, and as dreaded BBEGs. I like them as a player too, as all the same things. When it comes to 5th edition, however, I missed several of the options available in earlier renditions of the game (namely 3.5 and 4th editions). 3.5 had TONS of player options (one could argue that it bordered on too many), and both of them had enough dragons to fill plenty of campaigns with, without ever seeing the same dragon twice (again, one could argue that it bordered on too many).

So that explains the first part of the book, which is filled with player races, subclasses, and whatnot. As a player, I wanted those dragon-themed elements, and I didn't get them with any of the options currently in the official 5th edition rules. So here they are. Some of them are based (kinda obviously) on subclasses or prestige classes from previous editions, but others stemmed from abilities that I wanted to see in a dragon-based subclass.

It also explains the new dragon types within the third section of the book. These dragon types help fill out other parts of the map (or other monster roles) where other dragons may not fit or would be scarce, like the Underdark or open plains. They also give the DM a few more options when it comes to choosing a dragon to drop into the campaign, making dragons as a whole more versatile.

Now the age categories. This is partly because I'm a completionist and wanted literally ALL the options, but the other part of it is that, with the expanded age categories, there is a dragon of any type that is powerful enough (or weak enough) for nearly any adventuring party. To be honest it probably took WAY more time than it was worth, but it's done and there they are and that's that.

Then dragon feats. I couldn't help but notice an extreme decrease in the power of dragons from 3.5 to 5th edition. The challenge ratings are similar, but the dragons of 3.5 are so much more versatile. So much more unique. So much scarier. And I wanted to emulate that within 5th edition. The dragon feats I've created herein give the dragons of 5e an extra dimension of personality, flavor, and toughness that wasn't there before. Now every dragon is a different (more challenging) encounter (rather than just another big fire-breathing meatbag with wings), and no two dragon fights will play out exactly the same way.

I can try to justify all of this to you all I want, but the long and short of it is that I wanted more dragons. So I wrote this. I wanted more player options, more age categories, and more powerful dragons in my campaigns, so I made rules for it. Then I figured, after I had written it all, "Why not share it with anyone else who may or may not be a dragon enthusiast?"

And that's one of the joys of D&D. Your game is your game, and nobody plays it (or runs it) exactly like you do. It's a sandbox where we can create what we want, play how we want, and all tell epic stories.

But you already know all of that. That's why you're here. Not to listen to me rant- to get some cool new dragon-related options for your games.

I hope you enjoy the options here. I'll check back now and again for suggestions, either on balancing or on completely new content that you want to see (dragon-related or not), and every once in a while I'll upload an updated version of The Book of Dragons for you.

I'll stop talking now, and let you peruse the options before you. Go on adventures, slay dragons, and be awesome. And may the dice ever roll in your favor.

—Conner McCall





PART 1: PLAYER OPTIONS

DMs aren't the only ones who have fun with dragons. Players do too! These options are made available for particularly dragon-heavy campaigns, or for players who are especially fond of dragons and draconic power.

First are listed three new playable races: the *Dragonkin*, the *Platinum Dragonborn*, otherwise known as the *Dragonborn of Bahamut*, and the *Half-Dragon*. All are rare races, and should be treated as such; they are likely to draw a great deal of attention.

Second are listed a series of subclasses: *Path of the Dragon* for the Barbarian, *College of Dragonsong* for the Bard, *Dragon Domain* for the Cleric, *Circle of Dragons*

for the Druid, *Dragon Knight* and *Dragon Slayer* for the Fighter, *Way of the Dragon* for the Monk, *Oath of the Dragon* for the Paladin, *Dragonstalker Conclave* for the Ranger, *Burglar Roguish Archetype* for the Rogue, and *Legendary Dragon Otherworldly Patron* for the Warlock.

Third is a new class option: *Dragonbound*. The subclasses for this new class are: *Dragonrider*, *Skirmisher*, and *Spellbound*.

Lastly are listed dragon-themed feats for characters to take. These feats are highly specialized, and are not recommended unless the campaign is fairly dragon-heavy.

NEW RACES

Race	Ability Score Increases	Description
Dragonkin	Str +2, Cha +1	A large dragon-like humanoid whose people come from draconic ancestry.
Half-Dragon	Str +1, Con +1, Cha +1	A humanoid with a dragon parent, from which it gains natural abilities.
Platinum Dragonborn	Str +1, Cha +1	A dragonborn pledged to serve Bahamut, created by Bahamut himself.

NEW SUBCLASSES

Class	Subclass	Level Available	Description
Barbarian	Path of the Dragon	3rd	Unleashes destruction by calling on the wrath of dragons
Bard	College of Dragonsong	3rd	Controls and strikes fear through the art of Dragonsong
Cleric	Dragon Domain	1st	Serves a dragon god and calls upon draconic abilities
Druid	Circle of Dragons	2nd	Utilizes draconic power to take dragon form
Fighter	Dragon Knight	3rd	Weilds draconic power, empowered by a draconic lord
Fighter	Dragon Slayer	3rd	Survivability and damage against tough monsters
Monk	Way of the Dragon	3rd	Channels ki to emulate draconic power and fighting styles
Paladin	Oath of the Dragon	3rd	A Holy Knight of Bahamut, or a Talon of Tiamat
Ranger	Dragonstalker	3rd	Stays hidden to track and deal damage to tough monsters
Rogue	Burglar	3rd	Relies on stealth to avoid damage and steal loot
Warlock	The Legendary Dragon	1st	Forges a pact with a powerful, truly ancient dragon





DRAGONKIN

Vaedrond's clawed fingers nervously traced the pommel of the greatsword hanging at his waist, tapping as the smaller folk watched him pass. His wings tightened against his back and his tail flicked behind him, but his scaled face remained stoic beneath a hardened bony brow. He knew that his people weren't particularly liked, but he didn't know it was this bad.

"It would be so much easier to kill them all," he thought to himself. He could picture himself flying forward, a raging whirlwind of claws, teeth, and blade; heads rolling, and blood splattering the ground.

He shook his head, clearing his mind. "No," he thought. "That is not what I am here for."

Found in wild tribes or in service to powerful masters, dragonkin are a rare and dangerous creature to meet. As their name implies, they seem to be distantly related to dragons, though their origins are unknown; they despise dragonborn, despite their kinship. Dragonkin are a violent and relatively dim-witted race with no real place in society outside of their own tribes.

COUSINS OF DRAGONS

Dragonkin look even more dragon-like than their dragonborn cousins, with their hulking bodies, wings, and tails. Their hides are scaly and tough, (much tougher than a dragonborn's, they would brag), and can range from dark yellow to reddish brown, sometimes with a spotted, banded, or mottled pattern. A mane of thick hair covers the top of their heads and sweeps down the back of their necks. They take pride in the fact that they can fly with their great wings; another fact that they hold over dragonborn. The only thing that they lack is a breath weapon, for which they despise dragonborn even further.

WANDERING TRIBES

From the time it is born, a dragonkin is taught that strength is power. Those that are the strongest lead and rule their tribes, while the weakest are killed or left to die. Loyalty is nearly absent, as each dragonkin believes that he, not any other, is the rightful ruler of the tribe (tribute of their dragon heritage). Because of this, power changes hands rapidly in dragonkin society. There are no friends. There is no trust. Each has only his own interests at heart.

Ironically, the exact opposite of this is true should anyone stoke the ire of a dragonkin. To do so is to declare war on the dragonkin's tribe, which will fight and die together invariably. Civilizations who live close to dragonkin settlements have learned to let them be; otherwise entire towns become victim to the rage of the tribe.

They also have an odd desire for treasure, especially of magical nature. Many think that they have inherited this desire from their dragon ancestors, but in any case, they covet magical items to a fault.


DRAGONKIN NAMES

Dragonkin have a variety of naming customs, and even these can vary from tribe to tribe. The most common is to give a newborn dragonkin a draconic name based on its traits or deeds. Often, a dragonkin will earn a nickname through some folly or heroic feat.

DRAGONKIN TRAITS

Dragonkin share a number of traits in common with each other.

Ability Score Increase. Your Strength score increases by 2, and your Charisma score increases by 1.



Age. Dragonkin grow quickly as children, walking and running within days of their birth. They mature fully by the time they reach about 14 years old. They can live to be as old as 80 or 90, but that is assuming they haven't died in battle by then.

Alignment. Dragonkin society is a violent one where the strongest rule and the weakest die. As a result, dragonkin are often evil with a chaotic bent, but anomalies exist.

Size. Dragonkin are usually around 8 feet tall and weigh between 300 and 350 pounds. Your size is Medium.

Speed. Your base walking speed is 25 feet.

Claws. Your claws are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal slashing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Attacking using both of your claws counts as dual-wielding.

Darkvision. You have a dragon's keen senses, especially in the dark. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Flight. You have a flying speed of 40 feet. To use this speed, you can't be wearing medium or heavy armor.

Natural Armor. You have tough, scaly skin. When you aren't wearing armor, your AC is 13 + your Dexterity modifier. You can use your natural armor to determine your AC if the armor you wear would leave you with a lower AC. A shield's benefits apply as normal while you use your natural armor.

Powerful Build. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Languages. You can speak, read, and write Common and Draconic.





HALF-DRAGON

The silhouette of a man drew near to the city's gates and lowered his cowl, revealing crimson scales and a pair of horns curling from the back of his head. He drew a sword, and before the guards could do more than cry for help, he unleashed a blast of fire from his maw. A sneer tugged at his face as he stepped over their corpses and his father's titanic shadow fell across him from overhead.

Half-Dragons are begotten from the union of a polymorphed dragon and some other creature, often a humanoid. There are other methods of creating Half-Dragons, most of them magical and some of them profane, and Half-Dragons are just as unique as the methods used to create them.

FEW AND FAR BETWEEN

As fertile as dragons usually are, half-dragons do not occur particularly often, especially among metallic dragons. When they appear, half-dragons are dealt with cautiously at best, and with blunt hostility at worst. Though chromatic half-dragons are notably feared, even metallic half-dragons are met with distrust. Merchants, innkeepers, and other people may be unwilling to speak or deal with you.

DRAGONIC PARENTAGE

The first thing to consider about playing a Half-Dragon is: how am I a half-dragon? Perhaps you were begotten by the union of a gold dragon and a human. Perhaps you were cursed by a powerful wizard or deity for some act of hypocrisy. Perhaps you pledged yourself in service to a particular dragon and undertook a ritual to change yourself physically to emulate them.

Once that is decided, decide the race of your other parent. This race will hereafter be referred to as your "base race." The most common races are human, elf, and half-elf, though the others are not impossible.

Then decide your relationship with your parents. Did your draconic mother take you in and raise you as her own? Were you considered an abomination at birth and disowned? Is your draconic parent a tyrant who expects you to follow her every command? Or is she a kind mentor, offering guidance and assistance? Take into account the dragon's type when determining this. Black dragons tend to be cruel, while a red dragon is simply too prideful to accept you would do anything but his will.

Consider how many children your dragon parent has. What is your relationship with your half-siblings? Are they your rivals, or are they your companions and close friends?

Work with your Dungeon Master to decide these things and build a character background that both of you are happy with.

DRAGONIC FEATURES

As a Half-Dragon, you look like your draconic parent. You take on the appearance of your parent, including teeth and horns, and you have scales and saurian legs, though you stand upright like any other humanoid.

HALF-DRAGON TRAITS

Your draconic lineage gifts you with traits and abilities that set you apart from other humanoids.

Ability Score Increase. Your Strength, Constitution, and Charisma scores each increase by 1.

Age. You are expected to live about twice as long as your base race.

Alignment. A Half-Dragon's alignment is strongly influenced by its parentage. Chromatic half-dragons tend to be evil, and metallic half-dragons tend to be good, but there are anomalies. You may also retain the tendencies of your base race. For example: if your other parent was an elf, you still might be inclined towards chaotic alignments.

Size. Half-dragons are larger than their base race; the size difference usually ranges between a few inches and a foot.

Speed. Your base walking speed is 30 feet.

Draconic Parentage. You were begotten in some way by a dragon. Choose one type of dragon from the Draconic Parentage table. Your damage resistance and breath weapon type are determined by your parent, as shown in the table.

DRACONIC PARENTAGE

Dragon	Damage Type	Breath Weapon
Black	Acid	5 by 30 ft. line (Dex. save)
Blue	Lightning	5 by 30 ft. line (Dex. save)
Brass	Fire	5 by 30 ft. line (Dex. save)
Bronze	Lightning	5 by 30 ft. line (Dex. save)
Copper	Acid	5 by 30 ft. line (Dex. save)
Gold	Fire	15 ft. cone (Dex. save)
Green	Poison	15 ft. cone (Con. save)
Red	Fire	15 ft. cone (Dex. save)
Silver	Cold	15 ft. cone (Con. save)
White	Cold	15 ft. cone (Con. save)

Breath Weapon. You can use your action to exhale destructive energy. Your draconic parentage determines the size, shape, and damage type of the exhalation. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your draconic parentage. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, roll a d6 at the beginning of each of your turns. If you roll a 6, your breath weapon recharges and you can use it again.

Damage Resistance. You have resistance to the damage type associated with your draconic parentage.

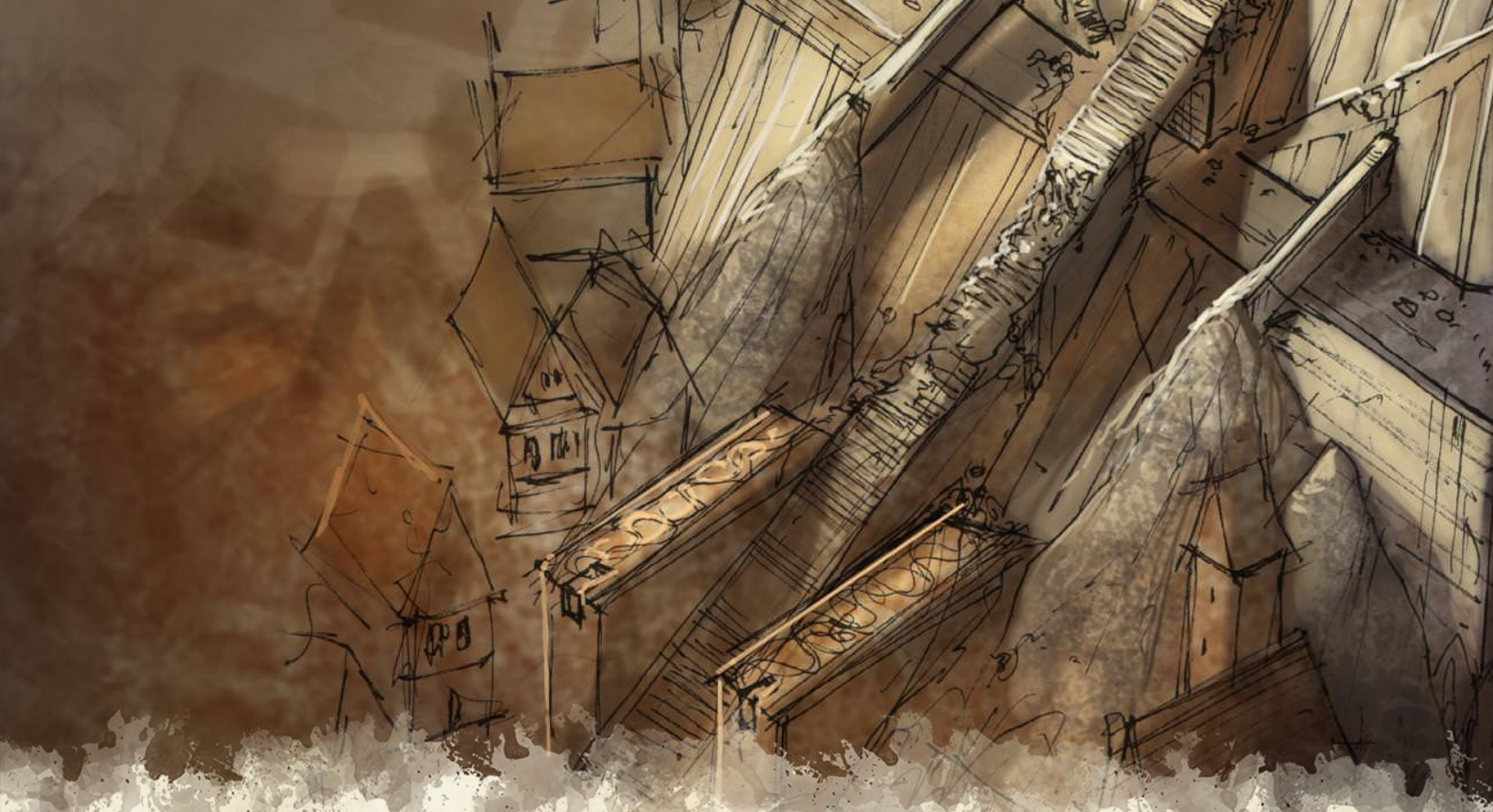
Senses. You have blindsight with a radius of 10 feet, and darkvision with a radius of 60 feet.

Languages. You can speak, read, and write Draconic, in addition to any languages offered by your base race (or that you knew before you were transformed).

OTHER HALF-DRAGONS

It is possible that your parent is of a different type than those that have been listed. If you desire a different dragon type, consult with your DM about other possibilities (including other dragon types detailed later in this book).

For more information on Half-Dragons, see the "Half-Dragons" entry in the *Monster Manual*.



PLATINUM DRAGONBORN

A lone figure sat cross-legged in meditation, the sun gleaming off of her silvery scaled hide, her tail coiled around her. Her eyes snapped open at the crack of a twig, and she turned to unleash her scintillating prismatic breath upon the servants of Tiamat.

The Platinum Dragonborn are different from the other dragonborn in one way: they are not born. They are re-born. They enter life as any other humanoid: an elf, a halfling, a human, even a tiefling, as a few examples. A humanoid who pledges its life to the service of the dragon god Bahamut can undergo the rituals required to become a true emissary of its desired master. That said, Bahamut must accept the volunteer to his righteous cause. He only accepts those who have truly dedicated themselves to supporting his ideals and ridding the world of Tiamat's vile draconic creations. Past actions do not matter to Bahamut, however; he looks inward to the present and future devotion of the creature. Any willing creature who passes such a test becomes a son or daughter of Bahamut, giving up all former racial identity and becoming a Platinum Dragonborn.

Because of the nature of the transformation, a player can start a new character as a Platinum Dragonborn, or change an existing character's race to Platinum Dragonborn, assuming the DM's approval (as well as Bahamut's).

THE CALLING

A Dragonborn of Bahamut appears as any other dragonborn, but with scales of platinum, who carry a certain aura around them. Their scales seem to shimmer and the very air around them seems to carry the presence of Bahamut. Because of the ritual that the humanoid undergoes, it changes from its previous race to a Dragonborn of Bahamut, losing all traits

of its previous race and gaining all traits of its new race. Needless to say, Dragonborn of Bahamut are few and far between; they are sure to attract attention no matter where their adventures bring them.

Bahamut calls to those who he would have serve him. The call is often heard early in one's life, before the creature reaches adolescence. Occasionally, one may not hear (or heed) the call until well into adulthood. Not all who are called will answer, and to those Bahamut simply withholds his blessing. It is the creature's choice.

The call is a strange event that one must experience to understand. It takes the form of a courteous mental question, asking if one's heart and soul are able and willing to undertake dedication to a noble and arduous purpose: protecting the world from the spawn of Tiamat.

Bahamut asks of the creature if it is willing to devote its life to him in its entirety. The choice is never easy. The chosen one is reminded of what it will be leaving behind: racial identity, friends, family, and the way of life. The only reward for those forfeitures is service to the Platinum Dragon and his abiding love.

THE RITE OF REBIRTH

Becoming a servant of Bahamut is not a decision to be taken lightly. It is a long process of self-reflection and commitment. The volunteer must consider carefully what exactly they are giving up, and if they are willing to pay that price.

The rite includes meditation, sleep, and a magical encasing and hatching from an egg, symbolizing the creature's literal and figurative rebirth.

When the rite begins, (usually at dawn) the supplicant lays aside all possessions and equipment. Dressed in a loose linen shift, she must spend a full twenty-four hours fasting and

meditating on the choice to become Dragonborn. Bahamut fills her mind with all things that she will be giving up, to be sure that she knows and is determined to dedicate herself wholly to the service of the Platinum Dragon. The materials to create the egg are arranged around her.

The following dawn, the prospective dragonborn is encased within an egg, using the materials that she has brought. It is unknown exactly how this process takes place, but scholars believe that Bahamut himself wills the materials into an egg around the supplicant. There she sleeps for another twenty-four hours, and at the next dawn, she breaks out of the egg as a Dragonborn of Bahamut.

Prerequisites: for the creature to be a suitable candidate, it cannot be any evil alignment, and must have an intelligence of at least 5.

Time: The Rite takes 24 hours of meditation followed by 24 hours of sleep. If the Rite is interrupted, the prospective dragonborn must start the Rite over from the beginning.

Cost: The materials for the egg cost 100 gold pieces, and requires a handful of scales from metallic dragons of any kind.

PLATINUM DRAGONBORN NAMES

A prospective dragonborn, as part of the ritual, is expected to choose a new name, which is symbolic of leaving behind their previous life. From the moment they are reborn, they are known as their new name. Such names may be chosen by the creature, but in special cases are chosen by Bahamut and revealed to the creature however the Platinum Dragon sees fit.

PLATINUM DRAGONBORN TRAITS

The creature gives up all racial traits of their original race and gains the racial benefits presented here. Most of these are shared with other natural-born Dragonborn.

Ability Score Increase. Your Strength score increases by 1, and your Charisma score increases by 1. Because you are not used to your new form, for one month after the ritual your Dexterity score decreases by 2, and returns to normal after that time is past.

Age. A normal Dragonborn will live to be about 80. However, a Dragonborn of Bahamut is blessed with unusually long life. After emerging from the egg, the Dragonborn will be adult regardless of the age she had been previously. It is from this rebirth that she then begins to track her age. They reach middle-age around 200 years, and will live to be between 400 or 500.

Alignment. To even be considered for the ritual, the humanoid must not be evil. They retain their original alignment, but most are good. A select few are neutral.

Size. Platinum Dragonborn are taller and heavier than humans, standing well over 6 feet tall and averaging almost 250 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Draconic Ancestry. Because of the ritual, you have become a son or daughter of Bahamut. This grants you your breath weapon, damage resistance, and the ability to speak Draconic.

Breath Weapon. You can use your action to exhale destructive energy. Your breath weapon is a bright, shining line that coruscates with every metallic color. When you use your breath weapon, each creature in a 30-foot line that is 5 feet wide must make a Constitution saving throw. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes 2d6 radiant damage on a failed save, and half as much damage on a successful one. The damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level.

After you use your breath weapon, you can't use it again until you complete a short or long rest.

Damage Resistance. Bahamut blesses you with one resistance of your choice: acid, cold, lightning, or fire. This choice cannot be changed.

Languages. You can speak, read, and write Draconic, if you did not know it previously, in addition to all languages you knew before the ritual.

Subrace (Aspect). Bahamut blesses his children to set them apart from other dragonborn. During the ritual, the prospective dragonborn communes with Bahamut to decide which draconic aspect she would like: Heart, Mind, or Might. This choice cannot be changed.

HEART

A Dragonborn who chooses Heart as her aspect gains an unbreakable will and a more advanced breath weapon. She will never falter, no matter the odds.

Ability Score Increase. Your Wisdom score increases by 1.

Draconic Bravery. You have advantage on saving throws against being frightened.

Misty Breath. When you use your breath weapon, you can choose to exhale a cloud of mist instead of destructive energy. The mist has a 15-foot radius centered around you and functions as if cast with the *fog cloud* spell.

MIND

A Dragonborn who chooses Mind as her aspect gains sharpened intellect and senses.

Ability Score Increase. Your Intelligence score increases by 1.

Senses. You gain proficiency in the Perception skill (if you did not have it already), and darkvision out to 30 feet. If you already had darkvision, its range increases to 60 feet. When you reach 11th level, you also gain blindsight with a radius of 10 feet.

MIGHT

A Dragonborn who chooses Might as her aspect gains a portion of her father's strength and power. They are tougher and stronger than other warriors and are terrible foes to face.

Ability Score Increase. Your Constitution score increases by 1.

Draconic Strength. You count as one size larger when calculating carry weight and the amount of weight you can manipulate.

Draconic Fortitude. When an attack hits you and the damage dealt would reduce you to 0 hit points, it reduces you to 1 hit point instead. You can't use this ability again until you finish a long rest.

BARBARIAN: PRIMAL PATH

At 3rd level, a barbarian gains the Primal Path feature. The following option is available to a barbarian: the Path of the Dragon.

PATH OF THE DRAGON

All barbarians harbor within them the rage that grants them superior strength, constitution, and speed. For barbarians who follow the Path of the Dragon, that rage is the fiery wrath of a red dragon, the bestial cold of a white dragon, or fury that in some way encapsulates the rage of dragons.

These barbarians often hail from tribes who revere dragonkind, or who themselves are servants of powerful dragons. Their zealotry for dragonkind is the seed of their power, from which their dragonlike rage stems.

PATH OF THE DRAGON FEATURES

Druid Level	Feature
3rd	Dragon's Rage
6th	Dragon's Armor
10th	Fearsome Roar
14th	Dragon's Flight

DRAGON'S RAGE

When you choose this path at 3rd level, your rage emulates the wrath of a powerful dragon. Choose one of the following options:

Black Dragon. While you are raging, you gain the ability to breathe underwater and you gain a swimming speed of 30 feet. If you already have a swimming speed, it increases to 30 feet, unless it was already faster.

Blue Dragon. While you are raging, you can use your bonus action to empower your next strike. Until the end of your turn, the next time you hit with a weapon attack, the attack deals an extra 1d8 lightning damage.

Green Dragon. While you are raging, your movement speed increases by 10 feet, and difficult terrain composed of natural materials such as plants, earth, and water doesn't cost you extra movement.

Red Dragon. While you are raging, you can use your bonus action to empower your next strike. Until the end of your turn, the next time you hit with a weapon attack, the attack deals an extra 1d8 fire damage.

White Dragon. While you are raging, your weapon attacks score a critical hit on a roll of 19 or 20.

DRAGON'S ARMOR

Starting at 6th level, you gain resistance to a damage type determined by the dragon type you chose at 3rd level. You do not need to be raging to have this resistance.

Black Dragon. You gain resistance to acid damage.

Blue Dragon. You gain resistance to lightning damage.

Green Dragon. You gain resistance to poison damage.

Red Dragon. You gain resistance to fire damage.

White Dragon. You gain resistance to cold damage.

Moreover, while you are raging, you can develop dragon scales to shield you from attack. While you are raging, if you are hit by an attack, you can use your reaction to add your Charisma modifier to your AC for that attack, potentially causing the attack to miss. To gain this bonus, you cannot be wearing medium or heavy armor.

FEARSOME ROAR

Starting at 10th level, whenever you enter your rage, you can choose to unleash a fearsome roar as a bonus action. When you do so, every creature of your choice within 60 feet of you that can see you must make a Wisdom saving throw. The DC for this saving throw equals 8 + your proficiency bonus + your Charisma modifier. On a failed save, a creature is frightened of you. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. The effect ends early if your rage ends.

DRAGON'S FLIGHT

Starting at 14th level, whenever you enter your rage, you also sprout a pair of spectral draconic wings. These wings grant you a flying speed of 30 feet, however you do not have the ability to sustain flight. You cannot end your turn in the air; if you do, you fall. The wings last until your rage ends.



BARD: BARD COLLEGE

At 3rd level, a bard gains the Bard College feature. The following option is available to a bard: the College of Dragonsong.

COLLEGE OF DRAGONSONG

The bards of the College of Dragonsong are sometimes taught the ancient art by dragons themselves, though the secrets of dragonsong are more often passed by bards who already know it. Many of the members of this college end up entertaining a dragon as their audience; bronze and copper dragons especially love the music and company.

Depending on the society, bards who are members of this college are regarded with either awe or fear. Barbarian tribes in particular seem to hold them in high esteem, while many human settlements will hardly listen to a single tune from them. Both perspectives are fair, as a bard of the College of Dragonsong could go either way. A villainous bard has the potential to rule through oppression and fear, emulating a draconic tyrant, while a heroic bard has the potential to protect with the determination of a benevolent metallic dragon.

COLLEGE OF DRAGONSONG FEATURES

Cleric Level	Feature
3rd	Song of Strength, Song of Compulsion
6th	Song of Fear
14th	Song of Flight

SONG OF STRENGTH

When you join this college at 3rd level, you learn to imbue yourself and your allies with great physical power. As a bonus action, you can expend one Bardic Inspiration to sing the dragonsong of strength. Choose a number of creatures up to your Charisma modifier, within 60 feet of you that can hear you. Those creatures have their Strength score increased by 2. This lasts for as long as you maintain concentration (as if concentrating on a spell), for up to one minute.

The amount of the Strength bonus increases as you gain levels in this class, increasing to +4 at 6th level, and +5 at 14th level. This ability cannot increase a creature's Strength score over 22.

SONG OF COMPULSION

Starting at 3rd level, you can attempt to persuade a group of creatures to act in a certain way. As an action, you can expend one Bardic Inspiration to sing the dragonsong of compulsion. Choose a number of creatures up to your Charisma modifier, within 60 feet of you and that can hear you. Each of those creatures must succeed on a Wisdom saving throw against your spell save DC or be affected as if by a *suggestion* spell. A creature who succeeds this saving throw has no idea that you tried to influence it.

SONG OF FEAR

When you reach 6th level, your dragonsong can inspire fear in your enemies. You can use an action to invoke the dragonsong of fear. When you do so, choose a number of creatures up to your Charisma modifier, within 60 feet of you and that can hear you. Each of those creatures must succeed on a Wisdom saving throw against your spell save DC or be affected as if by a *fear* spell.

Once you invoke this dragonsong, you cannot do so again until you finish a long rest.

SONG OF FLIGHT

Starting at 14th level, you can use your dragonsong to grant yourself and your allies flight. You can use an action to invoke the dragonsong of flight. When you do so, you cast *fly* on yourself and a number of creatures up to your Charisma modifier that are within 30 feet of you and that can hear you.

Once you invoke this dragonsong, you cannot do so again until you finish a long rest.



CLERIC: DIVINE DOMAIN

At 1st level, a cleric gains the Divine Domain feature. The following domain option is available to a cleric: the Dragon Domain.

DRAGON DOMAIN

It is rare that a non-dragon chooses to worship a draconic god, and rarer still that the believer has such faith that he can draw power from that god. Often clerics of this domain are at the head of a draconic cult, but they can also be seen holding aloft Bahamut's holy symbol, driving evil out of the dark corners of the world; for this reason, the common folk aren't sure what to make of these worshippers. Dragon Domain clerics tend to be a bit of wild card at first, but stick to their beliefs just like the dragons they idolize. Dragon gods are as diverse as the gods of any other race, and include: Bahamut, the Platinum Dragon; Tiamat, the Dragon Queen; Falazure, the Night Dragon; Garyx, the Firelord; and Io, the Creator of Dragonkind.

DRAGON DOMAIN FEATURES

Cleric Level Feature

1st	Domain Spells, Draconic Knowledge
2nd	Channel Divinity: Frightful Presence
6th	Draconic Resistance
8th	Dragon's Strike (1d8)
14th	Dragon's Strike (2d8)
17th	Draconic Immunity

DOMAIN SPELLS

You gain domain spells at the cleric levels listed in the Dragon Domain Spells table. See the Divine Domain class feature for how domain spells work.

DRAGON DOMAIN SPELLS

Cleric Level Spells

1st	<i>absorb elements, identify</i>
3rd	<i>locate object, dragon's breath</i>
5th	<i>elemental weapon, fear</i>
7th	<i>elemental bane, leomund's secret chest</i>
9th	<i>scrying, skill empowerment</i>

DRACONIC KNOWLEDGE

At 1st level, you learn Draconic if you don't know it already. If you already know Draconic, you learn a different language of your choice. You also gain proficiency in your choice of one of the following: Arcana, History, or Nature.

Your proficiency bonus is doubled for any skill checks you make using that skill.

Additionally, if you spend at least one minute studying a gem or object, you can determine the item's exact value.

CHANNEL DIVINITY: FRIGHTFUL PRESENCE

At 2nd level, you can use your Channel Divinity to magically make yourself appear more draconic and menacing in nature.

As an action, choose a number of creatures up to your Wisdom modifier (minimum 1) that are within 30 feet of you. These creatures must succeed on a Wisdom saving throw or be frightened of you for one minute. A creature that fails its saving throw can attempt it again at the end of each of its turns, ending the effect on itself on a success.

DRACONIC RESISTANCE

At 6th level, you gain resistance to a damage type of your choice: acid, cold, fire, lightning, or poison. This choice cannot be changed.

Additionally, if a creature within 20 feet of you takes acid, cold, fire, or lightning damage from an effect that you can see, you can use your reaction to grant resistance to the creature against that instance of the damage.

DRAGON'S STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with draconic energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 damage to the target. When you reach 14th level, the extra damage increases to 2d8. The damage is of the same type that you chose for your Draconic Resistance class feature.

DRACONIC IMMUNITY

At 17th level, you become immune to the damage type that you chose for your Draconic Resistance class feature.

Additionally, you become immune to being charmed, and magic can't put you to sleep.

DRUID: DRUID CIRCLE

At 2nd level, a druid gains the Druid Circle feature. The following option is available to a druid: the Circle of Dragons.

CIRCLE OF DRAGONS

Druids of the Circle of Dragons place dragons in a light nearing worship. For this, they are shunned by most other druids, which isn't really fair; dragons are a part of nature too, are they not? The magic that the druids of this circle practice revolves around the ability to transform oneself into a dragon form, which they do all too often; yet another reason that the common folk aren't very fond of them. Their magic can also be quite destructive, but they only use their power to protect the dragons they revere, or the sacred places where they believe Great Wyrms have passed on.

CIRCLE OF DRAGONS FEATURES

Druid Level	Feature
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2nd	Combat Wild Shape, Dragon Forms
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6th	Mighty Strike
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10th	Dragon's Breath
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14th	Lingering Resistance
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COMBAT WILD SHAPE

When you choose this circle at 2nd level, you gain the ability to use Wild Shape as a bonus action on your turn, rather than as an action.

DRAGON FORMS

The rites of your circle allow you to transform into more dangerous forms. Starting at 2nd level, you can use your Wild Shape to transform into a beast or dragon with a challenge rating as high as 1 (you ignore the Max CR column of the Beast Shapes table, but must abide by the other limitations there). When you reach 6th level, you can use your Wild Shape to transform into a dragon with a challenge rating as high as your level divided by 3, rounded down. (Remember you need to have seen a creature before you can transform into it.)



MIGHTY STRIKE

At 6th level, while you are transformed by Wild Shape, when you hit with a melee weapon attack, you can expend a spell slot to empower that attack. That attack deals an extra 1d8 force damage for every level of the spell slot expended, to a maximum of 5d8.

DRAGON'S BREATH

When you reach 10th level, you learn the *dragon's breath* spell, which counts as a druid spell for you and doesn't count against the number of druid spells you know. Additionally, you can cast this spell (at 2nd level) once using this ability without expending a spell slot. Once you cast the spell in this way, you cannot do so again until you finish a long rest.

LINGERING RESISTANCE

When you reach 14th level, you have the ability to retain the resistances of your alternate forms. When you revert back to your normal form after using Wild Shape, you retain all resistances of that form, which carry over to your normal form. If your Wild Shape had any immunities, you get resistance to those damage types to which it was immune. You retain these resistances until you use your Wild Shape again, or until the end of your next long rest.

FIGHTER: MARTIAL ARCHETYPES

At 3rd level, a fighter gains the Martial Archetype feature. The following options are available to a fighter: the Dragon Knight and the Dragon Slayer.

DRAGON KNIGHT

Dragon Knights are known for their valor in battle and for their great personal charm during the victory feasts afterward. Their blades carry the sting of dragon's breath, and their resolve carries them ever onward into the eternal war between Bahamut and Tiamat. Woe to those who draw the ire of a Dragon Knight.

DRAGON KNIGHT FEATURES

Fighter Level	Feature
3rd	Bonus Language, Draconic Lord, Draconic Strike
7th	Draconic Emissary
10th	Draconic Resistance
15th	Steel Will
18th	Draconic Eminence

BONUS LANGUAGE

When you take this archetype at 3rd level, you learn to speak, read, and write Draconic. If you already know Draconic, you can learn a different language instead.

DRACONIC LORD

When you choose this archetype, you develop a close tie to a dragon, whom you serve as your lord. This bond grants you strengths and abilities, some of which are determined by your lord's type. Choose a dragon type from the Draconic Lord list, and work with your DM to develop a suitable backstory.

In rare cases, a particularly studious individual can learn enough about dragons and their powers and abilities to become a Dragon Knight without having a Draconic Lord. If you are such an anomaly, work with your DM to see how you were able to harness this power. Is it through bloodline? Perhaps an inexplicable magical bond?

DRACONIC LORD

Dragon Damage

Type	Type	Draconic Eminence Ability
Black	acid	you gain blindsight with a radius of 30 feet and can breathe underwater for the next minute
Blue	lightning	you cast <i>lightning bolt</i> as a 5th level spell
Brass	fire	you cast <i>conjure minor elementals</i>
Bronze	lightning	you cast <i>freedom of movement</i> on yourself
Copper	acid	you cast <i>stoneskin</i> on yourself
Gold	fire	you cast <i>polymorph</i> on yourself
Green	poison	you cast <i>dominate person</i>
Red	fire	you cast <i>dragon's breath</i> as a 5th level spell on yourself, and you must choose fire as the damage type
Silver	cold	you cast <i>fly</i> , targeting yourself, and you gain the ability to walk on clouds and fog as if on solid ground during the duration of the spell
White	cold	you cast <i>cone of cold</i>

DRACONIC STRIKE

Starting at 3rd level, your draconic lord has granted you a measure of ability over his respective element. Once on each of your turns, when you hit with a weapon attack, you can deal an extra 1d6 damage of the type corresponding to your draconic lord's type. Consult the Draconic Lord list to learn which damage type you deal.

DRACONIC EMISSARY

At 7th level, your Draconic Lord entrusts you to represent him in councils and other matters of great importance, and you carry a mote of your lord's charisma with you. You gain proficiency in the Persuasion skill, if you don't already have it, and you can add double your proficiency bonus to any Charisma (Persuasion) skill checks you make.

The draconic influence has also strengthened your mind and wit. You gain proficiency in Charisma saving throws. If you already have this proficiency, you instead gain proficiency in Wisdom or Intelligence saving throws (your choice).

DRAGONIC RESISTANCE

At 10th level, the energy resistance of your lord begins to take hold on you. You gain resistance to a damage type according to the type of your draconic lord. Consult the Draconic Lord table to learn which damage type you become resistant to.

STEEL WILL

When you reach 15th level, your loyalty lies unwavering with your draconic lord, and none can sway you. You have advantage on saving throws against being frightened, charmed, or paralyzed, and against magical sleep.

DRAGONIC EMINENCE

At 18th level, you have harnessed an innate power of your draconic lord. Your ability at this level depends on your lord's type, as given in the Draconic Lord table. This ability can only be used once, and you must finish a long rest before you can use it again.

DRAGON SLAYER

A Dragon Slayer is a stoic warrior who stands fast in the face of daunting foes and revels in the challenging combat they bring with them. They are often reckless, charging into a fray that others would run from, and then coming out on top time and time again, relying on deadly slaying strikes to bring down even the toughest of monsters.

DRAGON SLAYER FEATURES

Fighter Level Feature

3rd	Bonus Proficiency, Slaying Strike (1d8)
7th	Supernatural Resilience
10th	Slayer's Counter, Slaying Strike (2d8)
15th	Slayer's Defense
18th	Deadly Strike

BONUS PROFICIENCY

When you choose this archetype at 3rd level, you gain proficiency in either Nature or Survival. Additionally, you have advantage on ability checks using that skill, if whatever you are identifying or tracking is draconic in nature.

SLAYING STRIKE

At 3rd level, you can make the most of an advantageous position. If you take the Attack action on your turn and have advantage on one of the attacks, you can forgo the advantage for that roll to make your strike exceptionally deadly. If the attack hits, it deals an extra 1d8 damage of the weapon's damage type, and the creature must succeed on a Strength saving throw or be knocked prone.

This damage increases to 2d8 at 10th level. The DC for the Strength saving throw is equal to the total damage dealt.

You can use this ability only once per round.

SUPERNATURAL RESILIENCE

Starting at 7th level, you have enough experience dealing with dragons and other monsters to be able to withstand their most powerful attacks. When another creature forces you to make a saving throw, you can use this feature to add a d10 to your roll. You can do so after seeing the initial roll, but before any of the roll's effects occur.

If you use this feature and then reroll the save using your Indomitable class feature, the bonus you rolled also applies to the second roll.

Once you use this feature, you can't use it again until you finish a short or long rest.

SLAYER'S COUNTER

Starting at 10th level, when a creature larger than you hits or misses you with a melee weapon attack, you can use your reaction to immediately make a melee weapon attack against that creature.

SLAYER'S DEFENSE

At 15th level, if an enemy creature hits you with a weapon attack, you can add +4 to your AC for all subsequent attacks that the creature makes against you until the end of the current turn. You can use this ability once per round.

DEADLY STRIKE

At 18th level, you have learned how to maximize the effectiveness of your Slaying Strike. If you hit a creature with a Slaying Strike, you can choose to automatically deal maximum damage rather than rolling damage. If you do so, the creature falls prone without a saving throw.

Once you use this ability, you can't do so again until you finish a short or long rest.



MONK: MONASTIC TRADITION

At 3rd level, a monk gains the Monastic Tradition feature. The following option is available to a monk: the Way of the Dragon.

WAY OF THE DRAGON

The monks who follow the Way of the Dragon learn to channel their ki to emulate draconic power within their fighting styles.

Occasionally a dragon will be at the head of a monastery studying the Way of the Dragon. The dragon's type will have an enormous sway over the monks of that monastery; not only on what disciplines they study, but on their actions within the wider world.

WAY OF THE DRAGON FEATURES

Monk Level	Feature
3rd	Dragon Disciple (2)
6th	Dragon Disciple (3)
11th	Dragon Disciple (4)
17th	Dragon Disciple (5)

DRAGON DISCIPLINE

When you choose this discipline at 3rd level, you learn draconic disciplines that teach you to channel your ki to harness draconic techniques. A discipline requires you to spend ki points each time you use it.

You know the Dragon's Knowledge discipline, as well as one additional draconic discipline, which are detailed in the "Draconic Disciplines" section below. You learn an additional draconic discipline of your choice at 6th, 11th, and 17th level.

Whenever you learn a new draconic discipline, you can also replace one draconic discipline that you already know with a different discipline.

Casting Draconic Spells. Some draconic disciplines allow you to cast spells. To cast one of these spells, you use its casting time and other rules, but you don't need to provide material components for it.

Once you reach 5th level in this class, you can spend additional ki points to increase the level of a draconic discipline spell that you cast, provided that the spell has an enhanced effect at a higher level as *dragon's breath* does. The

spell's level increases by 1 for each additional ki point you spend. For example, if you are a 9th-level monk and use *Dragon's Breath* to cast *dragon's breath*, you can spend 4 ki points to cast it as a 3rd-level spell (the discipline's base cost of 3 ki points plus 1).

The maximum number of ki points you can spend to cast a spell in this way (including its base ki point cost and any additional ki points you spend to increase its level) is determined by your monk level, as shown in the Spells and Ki Points table.

SPELLS AND KI POINTS

Monk Levels	Maximum Ki Points for a Spell
5th-8th	3
9th-12th	4
13th-16th	5
17th-20th	6

DRAGONIC DISCIPLINES

The draconic disciplines are listed in alphabetical order. If a discipline requires a level, you must be that level in this class to learn the discipline.

Dragon's Breath (6th Level Required). You can spend 3 ki points to cast *dragon's breath*.

Dragon's Charm (6th Level Required). You can spend 3 ki points to cast *charm person*.

Dragon's Hide (6th Level Required). When you take acid, cold, fire, lightning, or poison damage, you can use your reaction and spend 1 ki point to become resistant to that damage type, including to the triggering damage, until the end of your next turn.

Dragon's Hoard (11th Level Required). You can spend 4 ki points to cast *Leomund's secret chest*.

Dragon's Knowledge. You can speak, read, and write Draconic. You have advantage on History and Nature ability checks to recall information about dragons, and if you don't recall the information, you know where the information can be found, unless the DM rules that it is unknown.

Dragon's Lore (11th Level Required). You can spend 3 ki points to cast *legend lore*.

Dragon's Power (11th Level Required). You have learned to channel the raw physical power of dragons through your ki. For as long as you maintain concentration (as if concentrating on a spell), for up to one minute, each of your unarmed strikes deals an extra 1d4 bludgeoning damage.

Dragon's Sight. You can spend 2 ki points to gain darkvision out to 60 feet.

Dragon's Strength (6th Level Required). You have learned to channel the unstoppable might of the dragons through your ki. You can spend 3 ki points on your bonus action to activate this ability. For as long as you maintain concentration (as if concentrating on a spell), for up to one minute, you gain advantage on Strength ability checks and saving throws, and you count as one size larger when determining your carrying capacity and the amount of weight you can manipulate.

Dragon's Strike. When you hit with a melee weapon attack, you can spend 2 ki points to deal extra damage. Choose a damage type: acid, cold, fire, lightning, or poison. Your attack deals an extra 1d10 damage of that type, plus 1d10 for every extra ki point above 2 that you spend.

Dragon's Visage. You can spend 2 ki points to cast *cause fear*.

Dragon's Will You can spend 2 ki points to make your mind nearly impenetrable. For as long as you maintain concentration (as if concentrating on a spell), for up to one minute, you become immune to fear and charming effects, and you have advantage on Wisdom saving throws.

Dragon's Wings (11th Level Required). You can spend 4 ki points to cast *fly*, targeting yourself.

Path of the Blue Wyrn (17th Level Required). You can spend 6 ki points to cast *lightning bolt* as a fifth-level spell.

Path of the Gold Wyrn (17th Level Required). You can spend 6 ki points to gain the foresight of the gold wyrn. For as long as you maintain concentration (as if concentrating on a spell), for up to one minute, your attack rolls have advantage and attack rolls against you have disadvantage.

Path of the Green Wyrn (17th Level Required). You can spend 6 ki points to cast *geas*.

Path of the Red Wyrn (17th Level Required). You can spend 6 ki points to cast *immolation*.

Path of the White Wyrn (17th Level Required). You can spend 6 ki points to cast *cone of cold*.

PATHS OF OTHER DRAGON TYPES

If you really want a path of a different dragon type, ask your Dungeon Master about it. *Path of the White Wyrn* could easily become *Path of the Silver Wyrn* with no changes to the actual ability. The same could be said of Blue being changed to Bronze or Red being changed to Brass.

If you want a new ability, keep in mind that the other paths cost 6 ki points and allow the casting of a 5th level spell. Consider the following:

Path of the Copper Wyrn. You can spend 6 ki points to cast *wall of stone*.

Path of the Purple Wyrn. You can spend 6 ki points to cast *dominate person*.





PALADIN: SACRED OATH

At 3rd level, a paladin gains the Sacred Oath feature. The following option is available to a paladin: the Oath of the Dragon.

OATH OF THE DRAGON

The Oath of the Dragon sets a paladin on a path of patient warfare. Their long lives give them time to set plans in motion that take decades or centuries to complete, always against the other side of the eternal Bahamut-Tiamat war; when dealing with dragons, it is impossible to keep from taking a side.

Usually these paladins gather into orders headed by a single dragon or epic paladin who shares their oath, but occasionally a single paladin will rise to power. These outliers most often are paladins who have pledged themselves to a specific dragon, though many throughout history have been wanderers who have taken up the Oath of the Dragon because of their respect and reverence for dragonkind.

TENETS OF THE DRAGON

A paladin who undertakes this oath usually does so under the supervision and guidance of a powerful dragon, whom the paladin chooses to serve, though it is possible to take this oath simply by devoting oneself to Bahamut, Tiamat, or one of the other dragon gods. Even if you don't serve a particular dragon or type of dragon, choose a type of dragon to emulate from the Dragon Type table. This choice will effect the abilities you obtain later in this class.

Accumulate Wealth. It is your duty to accumulate wealth, whatever form that might take. Save what you gain, keep it somewhere safe, and do not part with it without good cause.

Elimination. You play a crucial part in the eternal war between metallic and chromatic dragons. When you can, you must take any opportunity to destroy or weaken any dragon who would oppose you or your beliefs. It is your responsibility to ensure that dragons of your alignment are cared for and protected. Protect those who cannot defend themselves, and pledge loyalty to older dragons.

Perspective. Dragons live for centuries or millennia. Their plans take time to execute; often humanoids forget this, and look at the short-term rewards rather than the long-term. Maintain a long-term perspective.

Reverence. Dragons are the pinnacle of creation and they should be treated as such. Correct those who fail to see this, and commend those who do.

OATH OF THE DRAGON FEATURES

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity, Draconic Smite
7th	Aura of Resistance (10 ft.)
15th	Draconic Immunity
18th	Aura of Resistance (30 ft.)
20th	Dragon Aspect

OATH SPELLS

You gain oath spells at the paladin levels listed in the Oath of the Dragon Spells table. See the Sacred Oath class feature for how oath spells work.

OATH OF THE DRAGON SPELLS

Paladin Level	Spells
3rd	<i>absorb elements, chromatic orb</i>
5th	<i>earthbind, locate object</i>
9th	<i>elemental weapon, fear</i>
13th	<i>elemental bane, leomund's secret chest</i>
17th	<i>hold monster, geas</i>

CHANNEL DIVINITY

When you take this oath at 3rd level, you gain the following two Channel Divinity options:

Dragon's Breath. You can use your Channel Divinity to manifest the breath weapon of a dragon. The area and damage type of the breath are determined by the dragon type you chose when you took this oath. Every creature in that area must succeed on a saving throw (also determined by the dragon type), or take 2d6 damage, or half as much on a successful save. This damage increases to 3d6 at 6th level, 4d6 at 11th level, and 5d6 at 16th level. If you already have a breath weapon, the damage dice of your breath increases to d10 when you use this Channel Divinity option.



Frightful Presence. You can use your Channel Divinity to suddenly appear frightening to your enemies. All creatures of your choice within 60 feet of you that can see you must succeed on a Wisdom saving throw or be frightened of you. A frightened creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

DRAGONIC SMITE

When you take this oath at 3rd level, you gain the ability to infuse your strikes with elemental power. When you use your Divine Smite ability, you can choose to deal a damage type other than radiant, determined by the dragon type you chose on the Dragon Type table. When you change the damage type in this way, the damage dice for your Divine Smite become d6 rather than d8.

When you reach 11th level, you can change the damage type without changing the damage dice. Additionally, your Improved Divine Smite ability is changed, such that you always deal your draconic damage type rather than radiant.

AURA OF RESISTANCE

When you reach 7th level, you exude an aura of draconic power. You and all of your allies within 10 feet of you have resistance to the damage type specified by the Dragon Type table, according to the type you chose when you first took this oath. When you reach 18th level, the range of this aura extends to 30 feet.

DRAGONIC IMMUNITY

When you reach 15th level, you gain immunity to the damage type given by your Draconic Type. In addition, your aging slows to a nearly imperceptible crawl. For every decade that passes, you age only 1 year.

DRAGON ASPECT

When you reach 20th level, you gain the ability to take on the appearance of a mighty dragon. When you do this, you gain the following benefits for the next hour:

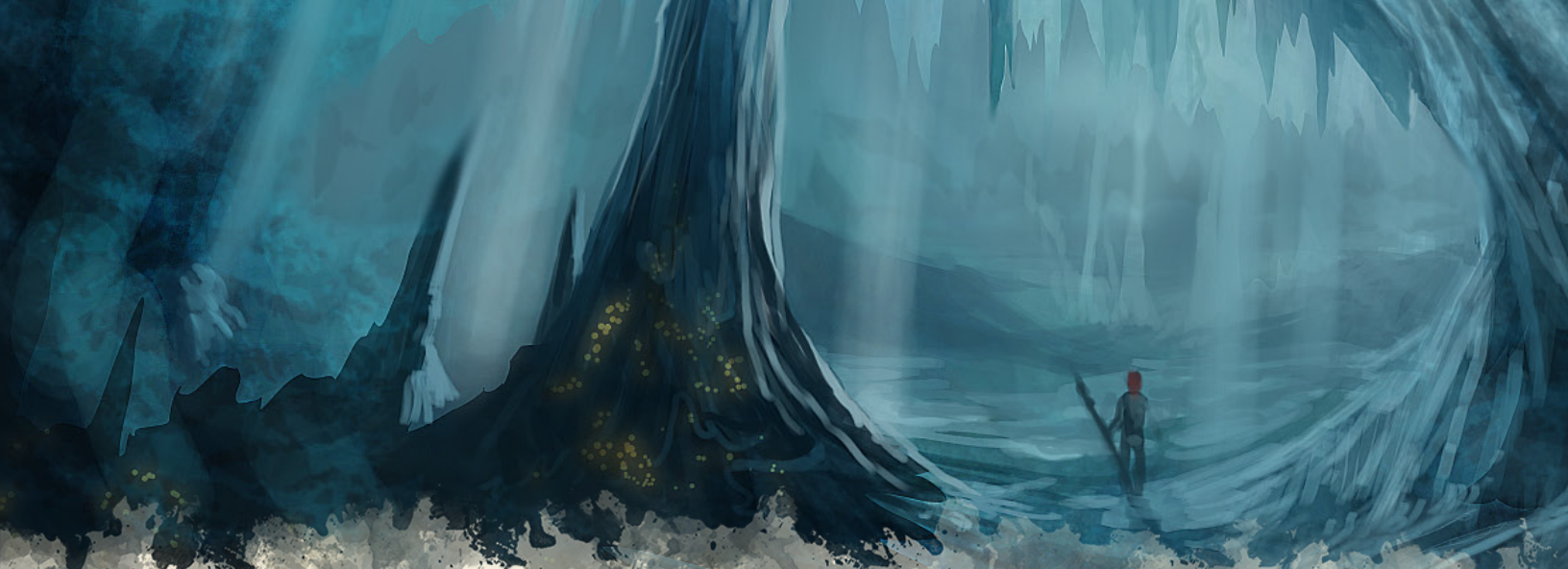
- Magical draconic wings sprout from your back, granting you a flying speed of 60 feet.
- Magical horns or spines sprout on your head and your eyes glow with draconic power. You have advantage on Charisma (Intimidation) checks.

- You can use your Dragon's Breath Channel Divinity option without expending a use of Channel Divinity. Instead, after using your Dragon's Breath, roll a d6 at the beginning of each of your turns. On a roll of 5 or 6, your Dragon's Breath recharges and you can use it again.

DRAGON TYPE

Dragon Type	Damage Type
Black	acid
Blue	lightning
Brass	fire
Bronze	lightning
Copper	acid
Gold	fire
Green	poison
Red	fire
Silver	cold
White	cold





RANGER: RANGER CONCLAVE

At 3rd level, a ranger gains the Ranger Archetype feature. The following option is available to a ranger: the Dragonstalker.

DRAGONSTALKER

Dragonstalkers are most well-known for their ability to hunt the beasts from which their name is derived: dragons. However, they have proven time and again to possess the versatility to take on other monsters of similar caliber.

These rangers train with a specialized skill set focused on staying hidden from their quarry and throwing attacks that manage to find their way through even the toughest of hides.

DRAGONSTALKER CONCLAVE FEATURES

Ranger Level	Feature
3rd	Aimed Strike
7th	Skulker
11th	Pierce
15th	Stalker's Knowledge

AIMED STRIKE

When you choose this conclave at 3rd level, you gain the ability to find and exploit weak points on your enemy. Once on each of your turns, if you have advantage on an attack roll, you can deal an extra 2d6 damage to the target. You don't need advantage on the attack roll if one of your allies is within 5 feet of the target. If you are using a ranged weapon, you must be within 30 feet of the target to use this ability, because of the accuracy and power required to pull off this maneuver.

If you have a similar ability (such as the Rogue's Sneak Attack), you must choose to use one class feature or the other; you cannot use both on a single attack roll.

SKULKER

When you reach 7th level, you have learned to evade the detection abilities of even the most perceptive of creatures. You can spend one minute preparing yourself to mask your scent. While masked in this way, if the DM determines that you can hide from a creature, that creature gains no benefit from its blindsight or darkvision to perceive you. This effect lasts for one hour.

Additionally, while hidden in this way, you can choose to move silently. While moving silently, your movement speed for that turn is halved.

This ability has no effect on creatures with tremorsense or truesight, or against spells such as *true seeing*.

Once you use this ability, you cannot do so again until you finish a long rest.

PIERCE

Once you reach 11th level, you have mastered the art of finding weak spots in hide, scales, and other natural armors of creatures. Once on each of your turns, you may choose to ignore a creature's natural armor for a single attack. For that attack, if the target is not wearing armor, the target's Armor Class becomes 10 + its Dexterity modifier.

STALKER'S KNOWLEDGE

When you reach 15th level, your knowledge of your favored enemies is nearly unparalleled. Choose one of the following options. This choice cannot be changed.

Insight. You have gained several insights into the combat abilities of your favored enemies. As an action, you can choose a creature within 30 feet of you that you can see, which must be one of your favored enemies. When you do so, you learn one of the following statistics about the creature:

- Armor Class
- Current Hit Points
- Str, Dex, or Con score

Ire. You have an increased ability to slay your foes. You gain a +2 bonus on attack rolls against all of your favored enemies.

Versatility. You have experience stalking multiple kinds of monsters. You may choose another favored enemy from the list that you choose from at 1st level.



ROGUE: ROGUISH ARCHETYPE

At 3rd level, a rogue gains the Roguish Archetype feature. The following option is available to a rogue: the Burglar.

BURGLAR

Most burglars are much more than robbers in the night. They have their sights on much more than the baubles and trinkets that they would get out of a neighbor's safe, or even than the treasures they would find in a noble's vault. Burglars aspire for hoards of legendary proportion: ancient tombs containing kingly treasure, the lost riches of a dwarven city, or—of course—a dragon's hoard.

BURGLAR FEATURES

Rogue Level	Feature
3rd	Darkvision, Detect Treasure
9th	Deep Pockets
13th	Trap Sense
17th	Disappear

DARKVISION

When you choose this archetype at 3rd level, you are used to working in dark conditions, because of the nature of your work. You gain darkvision out to 30 feet. If you already have darkvision, its range extends by 30 feet.

DETECT TREASURE

At 3rd level, the nature of your work has also gifted you with the ability to innately sense the location of treasure near you. You can use an action to detect the location of Medium or smaller objects that are worth 100 gp or more, out to a range of 30 feet, for the next 10 minutes. This ability can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.

When you use this ability, you cannot do so again until you finish a long rest.

DEEP POCKETS

When you reach 9th level, you have learned to magically enhance your pockets or other containers to contain all of the loot you carry. During a long rest, you can enchant one container on your person, usually a pocket or backpack, but other containers can work with the DM's consent. This container becomes the equivalent of a *bag of holding* for you.

You can enchant a different container over the course of a long rest. If you do so, the previous container loses its magic.

If the container is filled above its capacity, if there are still items in the container when you enchant a different one, or if the container is targeted by a spell such as *dispel magic* or *antimagic field*, all of its contents spill out around you, landing in an empty adjacent space.

When you reach 17th level, you can have two containers enchanted simultaneously.

TRAP SENSE

When you reach 13th level, you have enough experience fighting through dungeons to know that monsters aren't the only threat, so you are always on your toes. You gain the following benefits:

- If you succeed on an Investigation ability check to determine how a trap works by 5 or more, you and your allies can safely bypass the trap without triggering or disarming it.
- You have advantage on saving throws against traps and their effects.
- Traps make attack rolls against you with disadvantage.

DISAPPEAR

At 17th level, you have gained the ability to make yourself disappear from sight. You can cast *greater invisibility* once without expending a spell slot. Once you cast the spell in this way, you cannot do so again until you finish a long rest.



WARLOCK: OTHERWORLDLY PATRON

At 1st level, a warlock gains the Otherworldly Patron feature. The following option is available to a warlock: the Legendary Dragon.

THE LEGENDARY DRAGON

Your patron is a dragon of truly ancient origin, who has unlocked secrets of the multiverse still unknown to most of the cosmos. This dragon could be a gold wyrm who has watched over a kingdom for millenia, or perhaps he is a shadow dragon living in the Shadowfell, looking for ways to spread his corrupting influence. He could be a powerful dracolich that saw the dawn of the world, posing as a benevolent silver dragon. Perhaps you were able to draw the attention of Tiamat herself.

Dragons are versatile creatures, and take a variety of forms; work with your DM to determine who your patron is and why they have chosen you (or accepted your request for power). How did you learn of their existence, or vice versa? The dragon's identity determines its motives, alignment, and ultimately how it treats you as your patron. Choose (or roll) on the list of possible Legendary Dragons below. If you have ideas for other Legendary Dragon patrons, ask your DM about them.

DRAGON PATRONS

d20	Dragon Type	Damage Type
1-2	Black	acid
3-4	Blue	lightning
5-6	Brass	fire
7-8	Bronze	lightning
9-10	Copper	acid
11	Gold	fire
12-13	Green	poison
14	Red	fire
15	Silver	cold
16-17	White	cold
18	Shadow	necrotic
19	Dracolich	see sidebar
20	Tiamat	see sidebar

LEGENDARY DRAGON FEATURES

Warlock Level Feature

1st	Expanded Spell List, Dragon Lore
6th	Dragon's Breath
10th	Dragon's Resistance
14th	Dragon's Presence

EXPANDED SPELL LIST

The Legendary Dragon lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

LEGENDARY DRAGON EXPANDED SPELLS

Spell Level Spells

1st	<i>chromatic orb, command</i>
2nd	<i>locate object, see invisibility</i>
3rd	<i>elemental weapon, protection from energy</i>
4th	<i>compulsion, polymorph</i>
5th	<i>geas, legend lore</i>

DRAGON LORE

When you make this pact at 1st level, you learn secrets told only among the dragon race. You can speak, read, and write Draconic, and you can add double your proficiency bonus to any Persuasion or Deception skill check made to interact with dragons, if you are already proficient in those skills.

In addition, you gain proficiency in one of the following: Arcana, Nature, History, or Religion. If you make an ability check with your chosen ability, and the information is draconic in nature, you may double your proficiency bonus.

DRAGON'S BREATH

Starting at 6th level, you gain the ability to manifest your patron's breath weapon. You can cast *dragon's breath* at the level of your highest spell slot without expending a spell slot. When you do so, you can only cast it on yourself, and instead of choosing the damage type, the damage type is determined by the nature of your patron, as given in the Dragon Patron table.

Once you use this ability, you cannot do so again until you finish a long rest.

DRAGON'S RESISTANCE

When you reach 10th level, your patron bestows on you a portion of its resistant ability. You gain resistance to the damage type specified by the type of your Dragon Patron.

DRAGON'S PRESENCE

Starting at 14th level, you can channel the great and terrible presence of your patron. As an action, you can appear terrifying to your enemies, and you take on traits of your patron: horns, fiery eyes, spectral wings, a tail, or other like things. You exude a terrifying aura with a radius of 60 feet for as long as you maintain concentration (as if concentrating on a spell), for up to one minute. Whenever a creature starts its turn in the area or enters the area for the first time on its turn, you can force it to make a Wisdom saving throw against your spell save DC. On a failed save, the creature becomes frightened of you until your concentration ends. At the end of each of its turns, it can attempt the save again. On a successful save, it can't be affected by your Dragon's Presence for the next 24 hours.

Once you use this ability, you can't use it again until you finish a long rest.



LEGENDARY DRAGONS AS PATRONS

Generally, a Legendary Dragon needs to be at least of the Ancient age category, though it would be most desirable to have one as old as a Great Wyrn.

The Legendary Dragon Otherworldly Patron is unique because it openly offers (and encourages) the possibility of open interaction between warlock and patron (unless the patron is Tiamat or an extraplanar dragon, which obviously makes things a bit trickier). As a DM, carefully consider who this dragon is and why they are important. Also consider: what is the dragon getting out of this deal? Does the warlock owe her patron a share of earned treasure, and if so, what kind of treasure does that dragon prefer? Or is the warlock to find other domitable servants to further the dragon's ends?

The Legendary Dragon also differs from most other patrons because dragons can feasibly be killed. What effect does this have on the warlock with whom the dragon shares its power? Is the dragon terrified of death and searching for a way to claim immortality? What happens to the warlock's power if/when the dragon dies?

Bahamut. Bahamut does not offer his power to those who are not willing to dedicate themselves wholly to him. Those who desire to draw upon Bahamut's power should consider the Cleric or Paladin classes.

Tiamat. Though the alignment of a patron does not necessarily affect the alignment of the warlock, good-aligned warlocks tend to stay away from Tiamat. The dragon queen expects to see results from her servants, which usually includes spreading her spawn and destroying anything that isn't dragonkind.

If you select Tiamat as your patron, you may choose which damage type you use for your abilities from acid, cold, lightning, fire, or poison. Every time you use your Dragon's Breath ability, you may choose the damage type that you deal, as normal for the spell. Additionally, when you gain the Dragon's Resistance ability at 10th level, you may choose which ability you are resistant to from the same damage types. When you finish a long rest, you may change this choice to a different type from those options.

Dracoliches. Though a dracolich has forsaken its draconic nature for undeath, that doesn't mean it can't bestow its draconic abilities upon its pawn-excuse me- followers. When determining which damage type the warlock uses, first determine the dracolich's original dragon type. This type determines the damage type, according to the Dragon Patron table.

For more information on dracoliches and shadow dragons (and all the other dragons), see their entries in the Monster Manual.



DRAGONBOUND

With a torrent of wind, a red dragon descends from the sky and alights on the castle's stone parapet. Upon his back, atop an armored saddle, sits a leering hobgoblin who readies his glaive as the dragon leaps into the fight, unleashing a column of flame.

A single dragonborn stands at the war camp's edge as goblins and bugbears sound the alarm. He draws a greatsword from his back as they begin to rally and charge toward him, but a grin tugs at his lip as his bronze dragon companion rises behind them, lightning crackling at her toothy maw.

A high-pitched cry rings out as an elf falls to the ground, her sword flung far from her grasp. The gold dragon above, unable to reach her in time, whispers words of arcane origin as the orc's sword swings down. The elf glances at her companion in thanks as the orc's sword is deflected, before flinging a ball of fire into her attacker.

Each of these heroes is a dragonbound: someone whose soul has been inexplicably tied to the soul of a dragon.

MYSTICAL BONDS

A Dragonbound is a rare and curious thing that utterly confounds wizards and other studious individuals. It is described as a bond between two creatures: a true dragon and a humanoid of nearly any variety. It is unknown exactly how or why such a thing exists, but a few of the more popular theories argue that either both souls are entities of a single soul, or the two are bound together by a higher power to complete some cosmic goal.

Most often the two creatures meet early on in their lives; they are always born at nearly (if not exactly) the same time, and prior to their meeting feel some sort of cosmic pull that must be experienced to describe correctly. This pull brings them together, and the two (almost always) instantly know the bond that they share.

Occasionally the two won't meet until much later in life, but this is rare; however, finding an unhatched dragon egg to which you are bonded is much rarer.

BETWEEN TWO WORLDS

When the two realize the bond that they share, they often become outcasts in society. The common folk fear and shun them, but are unwilling to refuse service and lodging lest they stoke the ire of the Dragonbound. Other more powerful creatures and humanoids may try to track them down and destroy them. Among dragons, their lives are no better. Dragons are solitary creatures by nature and don't associate much with each other anyway, but chromatic dragons view their Dragonbound brethren with contempt and condescension while most metallic dragons view the Dragonbound as honored, and aimed to complete some higher purpose.

As a result, the two creatures become inseparable comrades and grow extremely close to each other. Some of them become powerful tyrants and warmongers, while others become noble protectors, leaders, and teachers.

CREATING A DRAGONBOUND

While you are building your Dragonbound, consider how you met your dragon companion. Did you both sense your connection and embark on an epic journey to find each other? Did you meet by chance while you were out on a hunting trip? Perhaps you had a mentor who was a sorcerer or even another Dragonbound, who sensed your power and started you on your journey.

It is important to keep in mind that the dragon is its own creature with its own personality and alignment. You essentially play two characters when you choose this class. The dragon may not agree with everything you say or do, and you may not agree with everything the dragon says or does.

Additionally, think about the dragon's background. Who are its parents? What is the dragon's relationship to its family? Do they have any rivals? Dragons have the desire for a lair and a treasure hoard. How does this affect you and your relationship? What are the dragon's other goals and ambitions?

THE DRAGONBOUND

Level	Proficiency Bonus	Features	Dragon's Stat Adjustments
1st	+2	Dragon Companion, Adjusted Aging, Soulbound	—
2nd	+2	Soul Sense	+1 HD
3rd	+2	Dragonbound Archetype	—
4th	+2	Ability Score Improvement	+1 HD; Str +1, Con +1, Int +1; +1 Breath Weapon Damage die
5th	+3	Extra Attack	(Chromatics only) Bite elemental damage increases to d6
6th	+3	—	+1 HD
7th	+3	Dragonbound Archetype Feature	Speed Increase; Breath Weapon size increase
8th	+3	Ability Score Improvement	+1 HD; Str +1, Con +1, Cha +1; +1 Breath Weapon Damage die; size becomes Medium
9th	+4	Dragon Multiattack	—
10th	+4	Dragonbound Archetype Feature	+1 HD
11th	+4	Improved Soul Sense	—
12th	+4	Ability Score Improvement	+1 HD; Str +1, Con +1, Int +1; +1 Breath Weapon Damage die
13th	+5	Symbiotic Resistance	(Chromatics only) Bite elemental damage increases to d8
14th	+5	—	+1 HD
15th	+5	Dragonbound Archetype Feature	HD becomes d10; size becomes Large
16th	+5	Ability Score Improvement	+1 HD; Str +1, Con +1, Cha +1; +1 Breath Weapon Damage die
17th	+6	Dragon Multiattack (2)	Speed Increase; Breath Weapon size increase; +1 AC
18th	+6	Dragonbound Archetype Feature	+1 HD
19th	+6	Ability Score Improvement	+1 HD; Str +1, Con +1, Int +1; +1 Breath Weapon Damage die
20th	+6	Soul Meld	—

QUICK BUILD

You can make a dragonbound quickly by following these suggestions. First, make Strength your highest ability score. Your next highest score should be Constitution, or Charisma if you plan to adopt the Spellbound dragonbound archetype. Second, choose the outlander background.

CLASS FEATURES

HIT POINTS

Hit Dice: 1d8 per dragonbound level

Hit Points at 1st Level: 8 + your Constitution modifier

Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per dragonbound level after 1st

DRAGONBOUNDS AS VILLAINS

Because of the powerful nature of the Dragonbound, they have the potential to be extremely powerful villains. A 20th level Dragonbound with an Ancient dragon companion would make for an intense final battle.

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, shortswords, longswords, rapiers, and scimitars.

Tools: None

Saving Throws: Strength, Charisma

Skills: Choose two skills from Acrobatics, Animal Handling, Arcana, Athletics, Insight, Intimidation, Perception, and Survival.

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) hide armor or (b) leather, shortbow, and 20 arrows
- (a) two shortswords or (b) a longsword and a shield
- (a) a dungeoneer's pack or (b) an explorer's pack

DRAGON COMPANION

At 1st level, you discover the bond that you have with a dragon. This dragon starts as a Wyrmling, but rather than using the stat block provided later in the DM Options section (or the one in the Monster Manual), use the stat block given at the end of the class description. As you level up, your dragon companion will gain abilities and become stronger as you do.

Choose or roll on the table below to see which dragon type you develop a bond with. The dragon you choose must be within one step of your alignment. Character conflicts between dragon and dragonbound can be interesting, but not if you end up killing each other before you reach 2nd level.

DRAGON COMPANION

d10	Dragon Type	Damage Type	Alignment
1	Black	acid	chaotic evil
2	Blue	lightning	lawful evil
3	Brass	fire	chaotic good
4	Bronze	lightning	lawful good
5	Copper	acid	chaotic good
6	Gold	fire	lawful good
7	Green	poison	lawful evil
8	Red	fire	chaotic evil
9	Silver	cold	lawful good
10	White	cold	chaotic evil

Your companion is its own creature. It rolls for initiative like any other creature, but you may determine its actions, decisions, attitudes, and so on, with the understanding that the DM can override your decision at any time. After all, dragons are their own creatures (and wise ones at that), and are perfectly capable of making their own decisions in and out of combat. And as the prideful creatures they are, they resent being told what to do.

Your companion has personality traits and flaws, some of which are determined by its dragon type and/or alignment. Options for fleshing out these details are given at the end of the class description.

ADJUSTED AGING

At 1st level, the bond that you share with your companion speeds up the dragon's aging (for a time), while simultaneously slowing down your own. No matter your race, your lifespan adjusts to that of a dragon's. You live as long as your dragon companion, which can be centuries or even millennia.

Your companion starts as a Wyrmling, as stated above, but with adjusted statistics given at the end of the class description. It has immunity to the damage listed in the Dragon Companion table, and its breath weapon deals the same damage. All of the adjustments explained below are given in the Dragonbound class table, underneath "Dragon Stat Adjustments."

The dragon uses your proficiency bonus instead of its own.

The dragon's skills are given in the Dragon Companion Skills table at the end of the class description.

The dragon can speak all languages that you do.

Some dragons have additional abilities. These are also listed in the Dragon Companion Skills table.

The dragon's hit die starts at d8, and it gains one hit die on every even-numbered level. Don't roll for the number of hit points it gains; instead add 5 (this makes the conversion to d10 easier). When you reach 15th level, the dragon's hit die becomes a d10. Add 13 hit points to account for this. (HD stands for "Hit Die.")

The dragon's size is Small, but increases to Medium at 8th level and then to Large at 15th level.

The dragon's speeds increase when you reach 7th level, and again when you reach 17th level. Fly speed increases by 10 feet, and all other speeds increase by 5 feet.

The dragon gains ability score improvements every time you do. These ability scores are defined in the Dragon Companion class table. Strength and Constitution are increased by 1 each time. Intelligence and Charisma alternate on every increase, increasing by 1, starting with Intelligence.

Chromatic dragons deal elemental damage of their type when they hit with a bite attack. This damage increases when you reach 5th level, and again when you reach 13th level.

The dragon's breath weapon damage die depends on its dragon type. This die type is given in the Dragon Companion Skills table. The number of the breath weapon's damage dice increases by 1 every time you get an Ability Score Improvement. The save DC for the dragon's Breath Weapon is calculated as: 8 + your proficiency bonus + the dragon's Charisma modifier.

The dragon's base breath weapon shape and range are given by the Dragon Companion Skills table and by the stat block. It increases in size by 5 feet when you reach 7th level, and again when you reach 17th level.

The dragon gains a +1 natural armor bonus at 17th level.

ADJUSTED AGING ALTERNATIVE

If the Adjusted Aging option is a little too complicated, consider this alternative:

At first level, use the Wyrmling statistics for the type of dragon you chose. When you reach 7th level, your dragon companion advances to the Very Young stage; when you reach 13th level, your dragon companion advances to the Young stage, and when you reach 17th level, your dragon companion advances to the Juvenile stage. Ignore the dragon's Multiattack action option and the Dragon Stat Adjustments side of the Dragonbound class table.

This method is much easier to keep track of, but also has some drawbacks. With Adjusted Aging, each dragon type is mostly the same, but with this method, certain dragon types are stronger than others. Encounter balancing is the other issue. With Adjusted Aging, the dragon gains strength as you do, but with this method, it becomes more and more difficult to keep your companion alive until it attains the next age category.

Assuming you live long and healthy lives, you will reach your maximum potential power long before your dragon companion does. By the time you reach 20th level, your dragon is somewhere between the Juvenile and Young Adult stages of its development.

If you desire a truly epic character, talk to your DM about playing a centuries-old 20th level character with an Adult or older dragon companion. Alternatively, ask your DM about playing a campaign of legendary scope that spans centuries or millenia, in which your companion attains an age category for every two levels that you gain. At that point, it is best to use the stat blocks given later in this book to represent the dragon.

WHY ADJUSTED AGING?

I've seen several different iterations of this sort of class, and nearly every time, it's grossly overpowered. The issue with having a dragon companion straight out of the Monster Manual is that at early levels the dragon will kill everything, but at later levels the dragon is in serious danger of being totally annihilated. This is because of how aging works.

My solution to this issue is to have the dragon age faster as you go up levels, so that you stay relatively comparable in power. Then, when you peak in power, the dragon's aging slows back down to normal.

Some may argue that I'm stepping on the toes of other classes, such as the Druid, because Druids don't get Timeless Body until 18th level. Here's the thing. That's a flavor ability. Age really doesn't have an effect on gameplay, it's just cool to think that your character might still be around a few centuries later. Adjusted Aging adds flavor to the class, while simultaneously giving a reason within the lore for your dragon to grow stronger as you do.

Another one of the ways I attempted to balance the class is **Soulbound**. This way, enemies don't have to attack the dragon. If they're smart enough, they'll know that they only need to kill you to get rid of the dragon (or vice versa).

I only have one other thing to say about this: having a dragon companion as a part of your character is overpowered. It just is. Adjusting the dragon down to the point of "balance" would make it no longer feel like a dragon, and that's no fun because dragons are supposed to be big, scary, and powerful.

So a note to DM's: if you decide to allow this class (first of all thanks, I appreciate that you're actually using something I wrote and that's really cool of you), plan for the dragon in the encounters that you write. Make encounters more difficult and plan for ways to counter the dragon's abilities like blindsense and flight. I tried to balance the dragon in such a way that, for the purposes of balance, it counts as another character of the same level as the dragonbound.

SOULBOUND

At 1st level, your soul is inseparably connected to your dragon companion's. If you die, so does your dragon companion, and if your companion dies, so do you.

In order to be resurrected or otherwise returned to life, both you and your companion must be resurrected simultaneously. Otherwise, the resurrection attempt fails.

SOUL SENSE

When you reach 2nd level, you and your dragon companion have a strong enough bond that one can innately sense the soul of the other. If you are on the same plane of existence as your dragon, you can feel when it is in danger. You can also use a bonus action to sense your companion's emotions and surface thoughts, unless it is unwilling. Your companion can do the same to you, sensing when you are in danger, and can use a bonus action to sense your emotions and surface thoughts, unless you are unwilling.

In addition, you can speak telepathically, but only to each other, as long as you are within 60 feet of each other.

DRAGONBOUND ARCHETYPE

At 3rd level, you choose an archetype that defines how you best fight in tandem with your dragon companion. Choose Dragonrider, Skirmisher, or Spellbound, all detailed at the end of the class description. The archetype you choose grants you features at 3rd level and again at 7th, 10th, 15th, and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DRAGON MULTIATTACK

Beginning at 9th level, your dragon companion can attack twice, instead of once, whenever it takes the Attack action on its turn. Only one of these attacks can be a Bite attack.

The number of attacks increases to 3 when you reach 17th level in this class.

COMPANIONS OF DIFFERENT ALIGNMENTS

If you really have your heart set on a dragon companion with an alignment different or opposite of yours, discuss the options with your DM. The difference in alignment could make for some interesting roleplaying opportunities and character development for both you and the dragon.

However, there is a reason I put that rule into place. Chromatic dragons are truly evil. Don't be surprised if your red dragon companion roasts the bartender or eats the halfling rogue.

IMPROVED SOUL SENSE

When you reach 11th level, you and your dragon companion have learned to sense through each other's minds. If you are on the same plane of existence, then as an action, one of you can see through the other's eyes and hear what it hears until you choose to end the effect as a bonus action or until the other is incapacitated, gaining the benefits of any special senses that the other has. During this time, you are deaf and blind with regard to your own senses.

In addition, you gain the ability to cast *detect thoughts* without expending a spell slot and without providing material components. The spell can be cast by either you or your dragon companion.

When you or your companion cast this spell in this way, neither of you can do so again until both of you finish a long rest.

SYMBIOTIC RESISTANCE

When you reach 13th level, your bond with your dragon is strong enough that its immunity begins to transfer to you. You gain resistance to the damage type associated with your dragon companion.

SOUL MELD

When you reach 20th level, your bond with your companion is so strong that your souls are nearly one.

You can use your action to become one with your dragon companion. When you do so, your minds and very souls combine into one intelligence inhabiting both of your bodies. For the next minute, you and your dragon companion have the following benefits:

- You share all of your senses
- You share all immunities and resistances that either of you possess
- When you or your companion makes an attack roll, ability check, or saving throw, you can choose to use either yours or your companion's applicable ability modifier
- You and your companion are immune to being charmed, dominated, or frightened, and you both have advantage on Wisdom saving throws

This effect ends early if one of you is incapacitated, or if you choose to end it as a bonus action. If the effect ends because one of you was incapacitated, then both you and your companion gain one level of exhaustion, because of the sudden stress of having your souls ripped apart from each other.

Once you use this ability, you cannot do so again until you and your companion both finish a long rest.

DRAGON FEATS

If your DM allows feats, ask them about using dragon feats for your dragon companion.

Using this optional rule, whenever you would take a feat (by using the optional feat rule), you can opt for your dragon companion to take a feat instead of you. The list of dragon feats is included in the DM Options section of this book.

DRAGONBOUND ARCHETYPES

No dragonbound has exactly the same bond that another has. Each is slightly unique according to how you and your dragon work together to defeat foes and overcome obstacles. The Dragonbound Archetype that you choose reflects the bond that you have with your dragon.

DRAGONRIDER

Dragons despise the term "Dragonrider," because it insinuates that the dragonbound is in some way superior to the dragon. However, every dragonrider knows that to take advantage of this is to flirt with the wrath of his dragon.

A dragonrider and his dragon utilize their skills to defend one another in the midst of battle, and their most potent strategies rely their maneuverability in flight.

ACCELERATED GROWTH

When you choose this archetype at 3rd level, your dragon companion begins to grow rapidly. Within a few days or weeks, no matter the dragon's age, it grows large enough for you to ride comfortably. If your size is Medium, it grows to Large; if your size is Small, it grows to Medium. Its growth then slows back to normal.

This otherwise has no effect on the dragon's game statistics.

DRAGONRIDER PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with weapons large enough to attack enemies from the back of your dragon companion. You gain proficiency with the following weapons: glaives, halberds, lances, pikes, longbows, hand crossbows, and heavy crossbows.

In addition, whenever you mount or dismount your dragon companion, it only costs you 5 feet of movement rather than half of your total movement. You also don't need a saddle in order to ride your dragon companion. However, while you are mounted without a saddle, you suffer disadvantage on ability checks made to resist falling off.

SYNCHRONOUS REFLEXES

Beginning at 7th level, if you are mounted on your dragon companion when you roll initiative, you can choose to use either yours or your companion's initiative result. Both you and your dragon companion act on this initiative, and you can choose which of you goes first on every round.

PROTECTIVE INSTINCTS

Beginning at 10th level, while you are mounted on your dragon companion, if you are targeted by an attack and the attack hits, your companion can use its reaction to become the target of the attack. If the original attack roll would hit, your companion takes that damage as normal.

FLIGHT TRAINING

Beginning at 15th level, while you are mounted on your dragon companion, you and your companion do not trigger opportunity attacks when you fly out of a creature's reach. In addition, while you are mounted on your dragon companion, your companion's fly speed increases by 10 feet.

WARDING DEFENSE

At 18th level, when a creature that you can see within 5 feet of you is hit by an attack, you can use your reaction to roll 1d8, as long as you are wielding a melee weapon or holding a shield. Add the number rolled to the target's AC against that attack. If the attack still hits, the target has resistance to the attack's damage. You can use this ability a number of times equal to your Constitution modifier (minimum of once), and you regain all expended uses of it when you finish a long rest.

SKIRMISHER

A Skirmisher dragonbound works in tandem with his dragon companion to surround foes and to launch coordinated attacks. Because of this, a Skirmisher is used to being in the thick of melee, but lacks the stamina to stay there too long, requiring careful analysis and tactical combat to stay alive.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you have trained to fight with most weaponry. You gain proficiency with martial melee weapons. In addition, your dragon companion gains proficiency with light armor (see *Dragon Barding* on page 32). If you are using the optional Dragon Feats rule, this counts as taking the Armor Training feat once.

CAREFUL BREATH

Beginning at 3rd level, you have been caught one or two too many times in the area of the your companion's breath weapon, so the dragon has learned to keep you out of the line of fire. Whenever your dragon companion uses its breath weapon, it can designate a number of creatures up to your proficiency bonus who are in the area of effect. These creatures automatically succeed their saving throws against that use of the dragon's breath weapon.

Your companion can use this ability a number of times equal to your Charisma modifier (minimum of once), and regains all expended uses of it when you both finish a long rest.

COORDINATED COMBAT

Beginning at 7th level, if you make an attack roll against a creature and hit, your dragon companion can make a claw attack against the same creature as a reaction.

EVASION

Beginning at 10th level, you can nimbly dodge out of the way of certain area effects, such as a red dragon's fiery breath or an ice storm spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail.

For you, this ability applies to your dragon companion's breath weapon, even if it requires a saving throw other than Dexterity.

RETALIATION STRIKE

Beginning at 15th level, when your companion is hit by an attack, you can use your reaction to make a melee weapon attack against the attacker.

OVERWHELM

When you reach 18th level, your coordinated attacks with your dragon companion can confuse and overwhelm even the toughest of foes. Attacks made with the Coordinated Combat or Retaliation Strike class features are made with advantage.

In addition, a creature hit by an attack from one of these features suffers disadvantage on the first attack roll it makes against you or your dragon companion until the end of its next turn.

SPELLBOUND

A Spellbound is a dragonbound who, through their bond with a dragon, has found an innate ability to cast spells in much the same way that a sorcerer does.

Both the dragon and the Spellbound learn techniques to augment their fighting skill through spellcasting, whether that means sniping firebolts from the sky or hastening one's blows in the thick of combat.

SPELLCASTING

When you reach 3rd level, you discover the innate ability to cast spells because of your draconic bond. See the Player's Handbook for the general rules of spellcasting and for the sorcerer spell list.

Cantrips. You learn two cantrips of your choice from the sorcerer spell list. You learn an additional sorcerer cantrip of your choice at 10th level.

Spell Slots. The Spellbound Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell *shield* and have a 1st-level and a 2nd-level spell slot available, you can cast *shield* using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level sorcerer spells of your choice.

The Spells Known column of the Spellbound Spellcasting table shows when you learn more sorcerer spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the sorcerer spells you know with another spell of your choice from the sorcerer spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Charisma is your spellcasting ability for your sorcerer spells, since you learn your spells innately through your draconic bond. You use your Charisma whenever a spell refers to your spellcasting ability. In addition, you use your Charisma modifier when setting the saving throw DC for a sorcerer spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus +
your Charisma modifier

Spell attack modifier = your proficiency bonus +
your Charisma modifier

SPELLBOUND SPELLCASTING

Dragonbound Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	2	3	2	—	—	—
4th	2	4	3	—	—	—
5th	2	4	3	—	—	—
6th	2	4	3	—	—	—
7th	2	5	4	2	—	—
8th	2	6	4	2	—	—
9th	2	6	4	2	—	—
10th	3	7	4	3	—	—
11th	3	8	4	3	—	—
12th	3	8	4	3	—	—
13th	3	9	4	3	2	—
14th	3	10	4	3	2	—
15th	3	10	4	3	2	—
16th	3	11	4	3	3	—
17th	3	11	4	3	3	—
18th	3	11	4	3	3	—
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

WEAPON BOND

At 3rd level, you learn a ritual that creates a magical bond between yourself and one weapon. You perform the ritual over the course of 1 hour, which can be done during a short rest. The weapon must be within your reach throughout the ritual, at the conclusion of which you touch the weapon and forge the bond.

Once you have bonded a weapon to yourself, you can't be disarmed of that weapon unless you are incapacitated. If it is on the same plane of existence, you can summon that weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

You can have up to two bonded weapons, but can summon only one at a time with your bonus action. If you attempt to bond with a third weapon, you must break the bond with one of the other two.

SHARED SPELLCASTING

At 7th level, your dragon companion has learned to control the same innate magical energies that you have.

Your dragon companion knows all of the spells and cantrips that you know and can cast them on its turn, without requiring material components, by expending one of your spell slots. The dragon's spell save DC and spell attack modifier are calculated as follows:

Spell save DC = 8 + your proficiency bonus + the dragon's Charisma modifier

Spell attack modifier = your proficiency bonus + the dragon's Charisma modifier

In addition, you can deliver touch-range spells through your dragon companion, and your companion can deliver touch-range spells through you, as if through a familiar.

INNATE DRAGON CASTING

At 10th level, your dragon companion has mastered a measure of spellcasting and can do so innately, without expending spell slots.

Choose one of your 1st-level spells. Your dragon companion can cast this spell innately once per long rest, without requiring material components and without expending a spell slot. At 17th level, you may choose a 2nd-level spell that your dragon companion can cast in the same manner.

ARCANE RETREAT

When you reach 15th level, you have gained the ability to teleport away from dangerous situations. If you are hit by a weapon attack, and you are within 30 feet of your dragon companion, you can use your reaction to instantly teleport to your dragon companion's back. The triggering attack misses.

Once you use this feature, you must finish a short or long rest before you can use it again.

SHARED MIND

When you reach 18th level, you and your companion have learned to symbiotically strengthen each other's minds. When you or your dragon companion are forced to make an Intelligence, Wisdom, or Charisma saving throw, you can choose to have both of you roll the save. You may choose to use either roll. You can use this ability a number of times equal to your Charisma modifier (minimum of once), and you regain all expended uses of it at the end of a long rest.



DRAGON COMPANION

small dragon, alignment varies

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., *other speeds see the Dragon Companion Skills table*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Proficiency in Strength, Constitution, Wisdom, and Charisma

Skills Perception, Stealth, *other skills see the Dragon Companion Skills table*

Damage Immunities *see the Dragon Companion Skills table*

Senses blindsight 10 ft., darkvision 60 ft.

Languages All languages that you know.

Traits. *see the Dragon Companion Skills table*

Actions

Bite. *Melee Weapon Attack:* (proficiency bonus + Strength Modifier) to hit, reach 5ft., one target. *Hit:* (1d10 + Strength Modifier) piercing damage (plus 1d4 elemental damage, if Chromatic). (Piercing damage increases to 2d10 when dragon becomes Large.)

Claw. *Melee Weapon Attack:* (proficiency bonus + Strength Modifier) to hit, reach 5ft., one target. *Hit:* (1d6 + Strength Modifier) slashing damage. (Slashing damage increases to 2d6 when dragon becomes Large.)

Breath Weapon (Recharge 5-6). The dragon exhales destructive energy in an area. Each creature in that area must make a saving throw (DC = 8 + proficiency bonus + Charisma Modifier), taking full damage on a failed save, or half as much damage on a successful one.

Damage type, area, saving throw type, and damage are determined by the dragon's type as in the Dragon Companion Skills table. Lines are 20 feet long and 5 feet wide, and cones are 20 feet.

(For the sake of balance, the other breath weapon options of Metallic dragons have been ignored.)

DRAGON COMPANION SKILLS

Dragon Type	Damage Type	Alignment	Other Speeds	Other Skill Proficiencies	Additional Traits	Breath Weapon Area, Save, and Damage
Black	acid	chaotic evil	swim 30 ft.	—	Amphibious	Line, Dex save, 5d8
Blue	lightning	lawful evil	burrow 15 ft.	—	—	Line, Dex save, 4d10
Brass	fire	chaotic good	burrow 15 ft.	Persuasion	—	Line, Dex save, 5d6
Bronze	lightning	lawful good	swim 30 ft.	Insight	—	Line, Dex save, 3d10
Copper	acid	chaotic good	climb 30 ft.	Deception	—	Line, Dex save, 4d8
Gold	fire	lawful good	swim 30 ft.	Insight, Persuasion	Amphibious	Cone, Dex save, 4d10
Green	poison	lawful evil	swim 30 ft.	Deception	Amphibious	Cone, Con save, 6d6
Red	fire	chaotic evil	climb 30 ft.	—	—	Cone, Dex save, 7d6
Silver	cold	lawful good	—	Arcana, History	—	Cone, Con save, 4d8
White	cold	chaotic evil	burrow 15 ft., swim 30 ft.	—	Ice Walk	Cone, Con save, 5d8

DRAGON PERSONALITIES

Dragons can certainly have more than one trait, bond, or flaw. Roll or choose on the tables below to help flesh out your dragon's personality.

Different types of dragons tend towards different flaws. Black dragons tend towards cowardice; blue dragons toward vanity; green dragons toward power; red dragons toward rage or greed; white dragons toward grudge; brass dragons toward pride; bronze dragons toward recklessness; copper dragons toward greed; gold dragons toward greed or pride; and silver dragons toward pride.

Of course, if you roll something that doesn't make sense or if you don't like the result, feel free to reroll.

CHROMATIC DRAGON PERSONALITY TRAITS

Dragon

Type d4 Personality Trait

Black	1	I revel in drawing out the death of my enemies.
	2	I prefer my food pickled in rancid water or otherwise decomposed.
	3	I take pleasure in causing unnecessary pain.
	4	Nobody controls me; not even my dragonbound.
Blue	1	I am extremely patient with everything- even combat.
	2	I prefer my food cooked with lightning: seared on the outside and raw in the middle.
	3	I take pleasure in commanding those weaker than myself.
	4	Nobody controls me; not even my dragonbound.
Green	1	I am crass and foul-mouthed.
	2	My favorite food is raw elf.
	3	I take pleasure in commanding legions of servants.
	4	I am a compulsive liar.
Red	1	I love being in high-up places like mountains.
	2	I believe every creature in the world is mine to command- including my dragonbound.
	3	I take pleasure in the terror that I can strike into the common folk.
	4	I must have everything of value that I see.
White	1	Kill first, ask questions later.
	2	I prefer my food frozen.
	3	I remember literally everything.
	4	I keep a trophy from all of my greatest foes.

METALLIC DRAGON PERSONALITY TRAITS

Dragon

Type d4 Personality Trait

Brass	1	I literally can't stop talking.
	2	I know useful tidbits of random information.
	3	If I realize I'm being manipulated, I try to trick them back and treat it like a game.
	4	I covet sentient magic items because I love to talk to them.
Bronze	1	I love nothing more than salty air and the spray of the sea.
	2	I only sleep well while submerged.
	3	When I give my word, I keep it.
	4	I cannot stand evil, and must destroy it when I encounter it.
Copper	1	I am the funniest creature I know.
	2	I am curious of everything, and always have questions.
	3	I love a good song.
	4	I am wary of those I've just met, but a quick way to my good side is a witty joke or riddle.
Gold	1	My favorite food is gold and gems.
	2	I am quiet, and my outlook is grim and foreboding.
	3	For some reason, everything seems to always work out for me.
	4	I cannot stand evil, and must destroy it when I encounter it.
Silver	1	I have to help any good creature in need.
	2	A moral life is the best kind of life.
	3	I prefer to spend most of my time in humanoid form.
	4	History fascinates me, and I do everything I can to learn more about it.

DRAGON FLAWS

d8 Flaw

1	Excessive Greed. "I cannot part with a single coin."
2	Pride. "No blade can pierce me!"
3	Vanity. "I meet even the smallest insult with tooth and claw."
4	Cowardice. "I run from a fight if there is any chance of defeat."
5	Power. "No matter how much power I have, it is never enough."
6	Rage. "If I don't get what I want, I fly into a rage and kill everything in sight."
7	Grudge. "When I am wronged, I will do whatever I have to in order to achieve revenge."
8	Recklessness. "I charge into fights without thinking about the repercussions."

MULTICLASSING AND DRAGONBOUND

Dragonbound is not a class that is intended for multiclassing, but some players may be inclined to do exactly that. This is not recommended because your dragon companion only gains power as you take levels in this class, which means that it only gets more and more difficult to keep the dragon (and therefore yourself) alive. If this does not dissuade you from Multiclassing, use the following rules:

- The ability score minimum for multiclassing into Dragonbound is Charisma 13.
- You gain proficiency in light armor and simple weapons for multiclassing into Dragonbound.
- If you multiclass and choose the Spellbound archetype, and you have the Spellcasting feature from another class, then use the Multiclass Spellcaster table in the Player's Handbook with all of its rules. For the purposes of a multiclass spellcaster, the Spellbound has the same weight as an Eldritch Knight.

FEATS

A feat represents a talent or an area of expertise that gives a character special capabilities. It embodies training, experience, and abilities beyond what a class provides.

At certain levels, a class gives you the Ability Score Improvement feature. Using the optional feats rule, you can forgo taking that feature to take a feat of your choice instead. You can take each feat only once, unless the feat's description says otherwise.

You must meet any prerequisite specified in a feat to take that feat. If you ever lose a feat's prerequisite, you can't use that feat until you regain the prerequisite.

BRAVE

You are used to staring down dangerous monsters and running straight into deadly situations. You gain the following benefits:

- Your Wisdom score increases by 1, to a maximum of 20
- You have advantage on saving throws to resist becoming frightened
- All of your allies within 30 feet of you are rallied by your bravery. They also have advantage on saving throws to resist becoming frightened, as long as you are conscious.

BREATH WEAPON TRAINING

Prerequisite: must be a Half-Dragon

You have had a draconic mentor teach you how to maximize the effectiveness of your breath weapon. Your breath weapon deals an extra d6 of damage.

DEFT STRIKE

Prerequisite: proficiency in Perception or Investigation

Given enough time, you can find weak points in an opponent's armor and exploit them. You can use an action to search for weak points in another creature's armor, natural or not. Make an Investigation check contested by the creature's Armor Class. If you succeed, your next attack ignores all armor bonuses that the creature has, and its effective AC against your attack becomes 10 + the creature's Dexterity modifier.

You can only gain this benefit if you are wielding a weapon that deals piercing or slashing damage. If you are using a ranged weapon, the creature must be within 30 feet of you to gain this benefit.

DRAGON FAMILIAR

Prerequisite: must be a spellcaster with the ability to have a familiar, such as a Warlock: Pact of the Chain or a Sorcerer with the find familiar spell

Your familiar can take the form of a dragon wyrmling. You may use the rules for keeping a psuedodragon as a familiar for your wyrmling, at the DM's discretion. The dragon you choose must be within one step of your alignment, and can have a Challenge Rating as high as your character level divided by 4. The DM has the dragon's statistics.

If you take this feat, decide with your DM how you met your dragon familiar. Why did she agree to accompany you? What are her bonds and flaws?

Eventually, the dragon's nature will require her to leave and seek her own fortune. This time may be years down the road, but it is inevitable. Worse, she might die in combat. When that time comes, discuss with your DM how to resolve this conflict of character. Consider keeping this feat in the form of a dragon friend whom you can count on for help or advice, or consider choosing a new feat when your wyrmling leaves (or dies).

RECHARGE BREATH

Prerequisite: must have a breath weapon

After you use your innate breath weapon, you may roll a d6 at the beginning of each of your turns. On a 6, your breath weapon is recharged. If your breath already recharges on a 6, it instead recharges on a 5 or a 6.

You may take this feat up to two times, but the recharge cannot go below 5.

SHAPE BREATH

Prerequisite: must have a breath weapon

You have gained the ability to control the shape of your breath weapon. Whenever you use your breath weapon, you may choose whether its shape is a 30-foot line that is 5 feet wide, or a 15-foot cone.

SYMBIOTIC CONCENTRATION

Prerequisite: must be a Dragonbound with the ability to cast spells.

While you are within 30 feet of your dragon companion, both you and your companion have advantage on Constitution saving throws made to maintain concentration.

PART 2: NEW ITEMS AND EQUIPMENT

DRAGON BARDING

Occasionally, a dragon may find use for armor. Their hides are strong enough that they get by plenty well without it, but even the strongest of dragons could benefit from a magical set of +3 Dragon Barding that gives them resistance to magic.

Any armor on the armor table in the Player's Handbook can be made as barding, but in general barding for dragons isn't worth making unless it's heavy or high-quality medium armor. Even if you did make something else, there's no guarantee that the dragon would wear something of such low quality.

On that note, most dragons won't wear barding at all, especially the more prideful ones such as blues and reds. They believe that their hides and scales are far stronger than any armor they could wear (which is true), and that therefore they have nothing to gain by wearing barding (which isn't necessarily true).

Most dragons that wear barding are a part of some larger force or organization, whether they have been enslaved and forced into an army (such as by devils or other extraplanar entities), or treated as equals and leaders. Occasionally a single dragon may hire particularly skilled smiths, artisans, and artificers to craft it a set of barding. In any case, barding must be crafted specially to fit a dragon. Dragons of the same size category may be able to fit into the same set, according to anatomy. This call is ultimately up to the DM.

When a dragon wears barding, it gains a bonus to its AC according to the type of barding. This is given in the table

below. To determine the price of the barding, multiply the base cost by the numeric value of the dragon's age category (Wyrmling = 1 and Great Wyrm = 12). Depending on the armor type, the dragon may suffer disadvantage on stealth checks, as normal.

Each armor also has an Armor Class restriction, represented by the Maximum AC column in the Dragon Barding table. Any armor, no matter its bonus, cannot increase a dragon's AC to a value higher than the Maximum AC. For example, a dragon with an AC of 20 gains no benefit from wearing leather or studded leather, but wearing scale mail would increase the dragon's AC to 21, even though its bonus is +2.

DRAGONS AND ARMOR PROFICIENCY

It is assumed that creatures who are bred for war or other like purposes (such as war horses) have proficiency with armor- or as it is called for animals, *barding*. Dragons aren't normally trained using armor, so unless the dragon has the Armor Training dragon feat, it doesn't have proficiency with armor, and so takes the penalties for wearing armor without proficiency: disadvantage on any ability check, saving throw, or Attack roll that involves Strength or Dexterity, and it can't cast Spells. Of course, you're the DM and can decide that it has proficiency anyway, for some reason or another.

Most older dragons are strong enough that disadvantage isn't enough to dissuade them from wearing barding, however younger dragons can suffer severely in battle from wearing armor they are not proficient with.

DRAGON BARDING

Barding	Base Cost	Armor Class (AC) Bonus	Stealth	Maximum AC
<i>Light Armor</i>				
Padded	10 gp	+1	Disadvantage	18
Leather	20 gp	+1	—	19
Studded Leather	90 gp	+1	—	20
<i>Medium Armor</i>				
Hide	20 gp	+1	—	19
Chain Shirt	100 gp	+2	—	20
Scale Mail	100 gp	+2	Disadvantage	21
Breastplate	800 gp	+2	—	23
Half plate	1,500 gp	+3	Disadvantage	25
<i>Heavy Armor</i>				
Ring Mail	60 gp	+2	Disadvantage	22
Chain Mail	150 gp	+3	Disadvantage	23
Splint	400 gp	+3	Disadvantage	25
Plate	3,000 gp	+4	Disadvantage	26

DRAGON SADDLES

Do not approach a dragon with a saddle. Very few would let you get within breath-weapon range before utterly obliterating you. Convincing a dragon to let you ride it is a careful procedure that is as individual as the dragon itself. In the case that a dragon actually sets aside its ego enough to allow you to ride it, getting your hands on a saddle is another matter altogether.

Saddles have to be specially crafted for each dragon. They count as exotic saddles, and prices go up as the dragon's size does. Consult the table for prices.

A dragon saddle can also be bought as a military saddle, granting any rider advantage on checks to avoid being thrown off of the dragon's back.

DRAGON SADDLE PRICES

Dragon Size	Price	Military Saddle Price
Medium	70 gp	80 gp
Large	125 gp	150 gp
Huge	250 gp	300 gp
Gargantuan	500 gp	600 gp
Colossal	1000 gp	1200 gp

DRAGON BARDING VARIANTS

Just like armor for humanoids, armor for dragons has the potential for magical and non-magical enhancements. Here are a few different sets of barding that the have been seen throughout the ages.

Almost any magical armor can also be made as dragon barding.

ADAMANTINE DRAGON BARDING

Dragon Barding (medium or heavy, but not hide), uncommon
This set of dragon barding is reinforced with adamantine, one of the hardest substances in existence. While a dragon is wearing it, any critical hit against it becomes a normal hit.

DRAGON BARDING, +1, +2, OR +3

Dragon Barding (light, medium, or heavy), rare (+1), very rare (+2), legendary (+3)

A dragon has a bonus to AC while it is wearing this barding. The bonus is determined by its rarity.

DRAGON BARDING OF MAGIC RESISTANCE

Dragon Barding (any), rare

While wearing this barding, a dragon has advantage on saving throws against magical spells and other effects.

In addition, the dragon has resistance to damage from spells.

DRAGON BARDING OF RESISTANCE

Dragon Barding (any), rare

This barding grants its wearer resistance to any single damage type.

FEARSOME DRAGON BARDING

Dragon Barding (medium or heavy, but not hide), uncommon
This barding has a particularly terrorizing appearance in the form of horns or designs wrought on its surface. While a dragon is wearing this barding, the save DC of the dragon's Frightful Presence increases by 2. If the dragon doesn't have a Frightful Presence, it gains it as an action (or as a part of its Multiattack action, if it has one), and the DC is equal to 8 + the dragon's proficiency bonus + the dragon's Charisma modifier.

The benefits of this barding are nonmagical, and so are unaffected by effects such as *antimagic field*.

MITHRAL DRAGON BARDING

Dragon Barding (medium or heavy, but not hide), uncommon
This set of dragon barding is made of mithral, which is a light, flexible metal. If the normal version of the armor imposes disadvantage on Dexterity (Stealth) checks, the mithral version of the armor does not.

SPIKED DRAGON BARDING

Dragon Barding (any), uncommon

Spikes and blades cover this barding, designed to enhance the dragon's attacks and provide it further protection. When the dragon hits with a claw or tail attack, the attack deals extra slashing damage (for claw attacks), or piercing damage (for tail attacks). The extra damage depends on the size of the dragon, as given in the table.

In addition, if a creature attempts to grapple the dragon, it takes damage from the spikes equal to the extra damage. If the dragon is Huge or larger, a creature takes the same damage when it targets the dragon with a melee weapon attack while within 5 feet of it, or when it enters the dragon's space.

SPIKED DRAGON BARDING DAMAGE

Dragon Size	Extra Damage
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	1d10
Colossal	1d12



MAGIC ITEMS

Many of the magic items here reference a damage type based on a dragon's type. Rather than include a table with every magic item that requires it, one table is here for reference.

Occasionally, an item will refer to a saving throw based on the dragon's type. This is represented in the "Saving Throw" column.

DAMAGE TYPE BY DRAGON TYPE

Dragon Type	Damage Type	Saving Throw
Black	acid	Dexterity
Blue	lightning	Dexterity
Brass	fire	Dexterity
Bronze	lightning	Dexterity
Copper	acid	Dexterity
Gold	fire	Dexterity
Green	poison	Constitution
Red	fire	Dexterity
Silver	cold	Constitution
White	cold	Constitution

ARMOR OF BREATH ABSORPTION

Armor (any), legendary

This armor has a Gem of Breath Absorption worked into it. This gem functions as normal, with all of its associated powers. See *Gem of Breath Absorption* for details.

While wearing this armor, you have advantage on saving throws against the breath weapons of true dragons. In addition, while the gem is charged, you have resistance to the type of damage of the breath weapon that the gem is charged with.

DRAGONBLOOD ELIXIR

Potion, legendary

This elixir is brewed from the blood of an adult true dragon, and carries with it a portion of the dragon's power. The powers of the concoction vary according to which dragon the blood came from, but each grants a stat bonus and resistance to a damage type. If the blood came from a chromatic dragon, it grants +2 to Strength, but if it came from a metallic dragon, the elixir grants +2 to Charisma. The resistance type and extra effect are given below by dragon type. All of these effects last for 1 hour after ingesting the elixir.

If one of the benefits is to cast a spell, you can only cast that spell at its lowest level.

Black. You gain resistance to acid damage, you gain darkvision to a range of 120 feet, and you gain the ability to breathe underwater.

Blue. You gain resistance to lightning damage, and you can cast *lightning bolt* once during the duration.

Brass. You gain resistance to fire damage, and you gain the benefits of a *speak with animals* spell for the duration.

Bronze. You gain resistance to lightning damage, you gain the ability to breathe underwater, and you can cast *water walk* (targeting yourself) at will for the duration.

Copper. You gain resistance to acid damage, and you gain the benefits of a *spider climb* spell for the duration.

Gold. You gain resistance to fire damage, your Wisdom score increases by 2, and you can cast *polymorph* once on yourself during the duration. If you are polymorphed when the potion's effects wear off, you revert back to your true form.

Green. You gain resistance to poison damage, and you can cast *suggestion* once during the duration. You also gain proficiency in Deception for the duration. If you already have proficiency in Deception, your proficiency bonus is doubled for checks that use that skill.

Red. You gain resistance to fire damage, your Constitution score increases by 2, and you can cast *fireball* once during the duration.

Silver. You gain resistance to cold damage, and you gain the benefits of a *feather fall* spell for the duration. In addition, you gain the ability to walk on top of clouds and fog, as if you were walking on solid ground. If you are airborne or "cloudwalking" when the elixir's effects wear off, you fall as if under the effects of a *feather fall* spell.

White. You gain resistance to cold damage. In addition, you gain the ability to traverse difficult terrain composed of ice and snow without spending extra movement, and you automatically succeed any Dexterity check made to keep your footing on ice and snow.

DRAGONBONE BOW

Weapon (shortbow or longbow), common

This bow was crafted from a large dragon bone, and the bone's strength gives the bow extra power. The bow's short and long ranges are both increased by 30 feet.

The benefits of this weapon are nonmagical, and so are unaffected by effects such as *antimagic field*.

DRAGON CODEx

Wondrous Item (book), legendary

This massive tome details the biology, lifestyle, hoard preferences, habitats, lairs, strategies, and basically everything else of every dragon type. It also contains a written history of the most powerful and influential dragons. In order to read, parse, and understand the tome, you must be able to read Draconic and have an Intelligence score of 12 or higher, because of the book's dense academic writing and diagrams.

If you spend 8 hours in study every day for 30 consecutive days, you manage to complete the book. If your study is interrupted for even a single day, you must start the book over from the beginning.

If you complete the book, you gain a permanent +1 bonus to your Intelligence score (which cannot increase your Intelligence score above 20), and you gain advantage on all Arcana, History, Nature, and Religion checks to recall any information about dragons or dragon-related lore. Even if you don't know the answer, you can spend 1d4 hours perusing the codex to find the information, unless the DM rules that the information is unknown. If the information is about a specific dragon, the codex may not contain it because it contains specific information only on the most powerful dragons.

DRAGONCRAFT ARMOR

Armor (hide armor, scale mail, half-plate, plate, or shield), very rare

This armor is crafted from the hide, bones, and/or scales of a true dragon.

While wearing the armor, you gain resistance to a damage type dependant on the dragon the materials came from. In addition, this armor counts as one weight category lighter (for the purposes of proficiency), though this does not affect the armor's AC bonus and any armor that normally imposes disadvantage on Dexterity (Stealth) checks still does so. The armor also grants a +1 bonus to AC.

The benefits of this armor are nonmagical, and so are unaffected by effects such as *antimagic field*.

DRAGONFANG WEAPON

Weapon (any melee weapon that deals piercing or slashing damage), rare

The blade of this weapon is crafted from a dragon's tooth or claw. You have a +1 bonus to attack and damage rolls made with this weapon. On a hit, the weapon deals an extra 1d6 damage, the type of which depends on the dragon it came from.

The benefits of this weapon are nonmagical, and so are unaffected by effects such as *antimagic field*.

DRAGON FIGURINE

Wondrous Item (figurine), rare (requires attunement)

This figurine is about two inches long, and depicts a dragon of some variety. The dragon's variety determines the damage type and saving throw, as explained below.

When you attune to the figurine, you learn the command phrase: "let forth your breath," in Draconic, even if you can't speak Draconic. While attuned to the figurine, you can use your action to hold it aloft and speak the command phrase. The figurine then spews destructive energy in a 30-foot cone. All creatures in that area must succeed on a DC 15 saving throw (the type of which is determined by the dragon's type), or take 5d8 damage (the type of which is determined by the dragon's type), or half as much damage on a successful save.

Once the figurine's power has been used, it cannot be used again until the next dawn, or until it is exposed to the breath weapon of a dragon of its type.

DRAGONHIDE ARMOR

Armor (hide armor, scale mail, half-plate, plate, or shield), uncommon

This armor functions as normal armor, but adventurers tend to gravitate towards it because it looks awesome. The armor itself retains its immunity to damage, depending on which dragon it came from, but this immunity is not shared by its wearer. While wearing the armor, the wearer instead gains resistance to that damage type.

The benefits of this armor are nonmagical, and so are unaffected by effects such as *antimagic field*.

DRAGONHIDE MANTLE

Wondrous Item (cloak), uncommon

This cloak is crafted from the hide of a dragon. While you wear the mantle, you gain resistance to a damage type depending on the dragon the mantle was crafted from.

In addition, while you are wearing the mantle, you have advantage on Charisma (Intimidation) checks against true dragons.

The benefits of the cloak are nonmagical, and so are unaffected by effects such as *antimagic field*.

GEM OF BREATH ABSORPTION

Wondrous Item (any gemstone), very rare

This gem is immune to damage from the breath weapons of all dragons. When it is exposed to the breath weapon of any true dragon, instead of taking damage, it absorbs the energy of the dragon's breath and stores it for later use. (This in no way affects the damage that other creatures take from the breath weapon, even the gem's holder.) While the gem is charged in this way, you can use an action to call forth the breath contained within. The gem expends all of its power to unleash a breath weapon with the same size, shape, damage type, damage, and saving throw as the breath that it absorbed. Once used in this way, it cannot be charged again until the next dawn. The gem can hold only one charge at a time.

Chromatic dragons will sometimes gift these gems to their most prized followers as a token of power, and to help spread fear and carnage. Metallic dragons will occasionally use them to help others in a conflict; for example, a bronze dragon taking part in a war may gift a charged gem to the humanoids it is fighting with, with the understanding that it will receive the gem back at the war's end.

These gems can be seen worked into weapons and armor. See the variants *Armor of Breath Absorption* and *Weapon of Breath Absorption* for details.



IDOL OF THE DRAGON

Wondrous Item (idol), rarity varies (requires attunement)

This idol functions much like a figurine of wondrous power. It is a miniature statuette, about two inches long, depicting a dragon of some variety. The dragon's variety is obvious at a glance. Choose or roll on the tables to determine the dragon's color and CR. Compare the CR to the Dragons by Age and CR tables at the beginning of the Dungeon Master Options section to choose an appropriate age category for that color.

As an action, you can throw the idol into the air and speak its command word. The idol then transforms into a full-size dragon of its respective color and appropriate age.

The dragon is a living creature, not a construct, and has all of the powers and abilities of a dragon its age. The dragon serves you and fulfills your commands to the best of its ability for one hour. At the end of that time, or if you use a bonus action to dismiss it, the dragon turns back into an idol. *Dispel magic* can return the dragon to idol form (DC 15). If the dragon is slain, the idol is destroyed. The idol is immune to nonmagical weapon attacks and to cantrips. Damage from an adamantine or magical weapon, or from a spell of at least 1st level, destroys the idol.

DRAGON TYPE

d10	Dragon Type
1	White
2	Brass
3	Black
4	Copper
5	Green
6	Bronze
7	Blue
8	Silver
9	Red
10	Gold

DRAGON CR

d20	Dragon CR	Item Rarity
1-10	CR 1-3	Uncommon
11-15	CR 4-5	Rare
16-18	CR 6-7	Very Rare
19-20	CR 8-9 (10 for Red/Gold)	Legendary

LONGSPEAR OF PIERCING

Weapon (spear), rare

Three times per day, you can use a bonus action to designate a creature and ignore its natural armor bonus. If the target creature is not wearing armor, its AC against your next attack from this weapon becomes 10 + its Dexterity modifier.

RING OF DRAGONSHAPE

Wondrous Item (ring), legendary (requires attunement)

This ring is shaped like a hollowed dragon's claw. You can use an action to activate the magic of the ring to polymorph into a dragon. If you are evil, you polymorph into a young red dragon, and if you are good, you polymorph into a young gold dragon. This is treated as the *polymorph* spell, but the duration lasts for 1 hour. You can use a bonus action to change back into your true form.

Once you use this ability, you cannot use it again until the next dawn.

STAFF OF DRAGON POWER

Staff, legendary

This staff has 11 charges. You can expend charges to cast the following spells from the staff, requiring no material components: *dragon's breath* (2 charges), *fly* (5 charges), or *protection from energy* (2 charges). You can expend extra charges on a spell, increasing its level by one for every extra charge you spend, if the spell has additional effects at higher levels.

Alternatively, you can expend 7 charges to gain draconic might. For the next minute, your Strength and Charisma scores each become 24, unless they are already higher, and dragon scales manifest across your body, giving you a +4 bonus to your AC. If you are wearing armor, you do not gain this bonus to your AC.

The staff regains 1d10 charges daily at dawn.

STAFF OF DRAGONSLAYING

Staff, very rare

You can cast the following spells from the staff a number of times given by the number of charges, requiring no material components: *earthbind* (2 charges), *bane* (2 charges), *bestow curse* (1 charge), *elemental bane* (1 charge). Dragons make saving throws against spells cast from the staff with disadvantage.

WEAPON OF BREATH ABSORPTION

Weapon (any melee weapon), legendary

This weapon has a Gem of Breath Absorption worked into it. This gem functions as normal, with all of its associated powers. See *Gem of Breath Absorption* for details.

While the gem is charged, instead of unleashing the breath weapon, you can use a bonus action to expend all of the gem's charged power to instead charge the weapon. For the next minute, or until you have hit 5 times with the weapon, whenever you hit a creature with this weapon, the weapon deals extra damage of the same type as the absorbed breath weapon. The amount of extra damage depends on the age of the dragon from which the breath weapon came, as given in the table below.

EXTRA DAMAGE

Dragon's Age	Extra Damage
Wyrmling	1d6
Very Young	1d8
Young	1d10
Juvenile	1d12
Young Adult	2d6
Adult	2d8
Mature Adult	3d6
Old	2d10
Elder	2d12
Ancient	5d6
Worm	4d8
Great Worm	4d10

ARTIFACTS

DRACO MONUMENTUM CHROMATOS

Wondrous Item (book), artifact (requires attunement)

This book comes in five varieties, one for each chromatic color. Each has a unique name, according to the chromatic dragon that it details; Draco Monumentum Chromatos refers to the collection as a whole. The books share general properties, and each copy has its own abilities, given in the table below. If you possess the whole collection, their power combines and gives you further power.

Legendary Resistance. For each book that you have on your person, you gain one use of Legendary Resistance. Any time you fail a saving throw, you can choose to succeed instead. You regain all uses at the end of each long rest.

Damage Resistance. Each book grants damage resistance, depending on which chromatic dragon it details.

Spellcasting. Each book grants the ability to cast a spell without requiring material components at its lowest level. This spell can be cast once every long rest.

Dragonthrall. You have advantage on Deception and Intimidation ability checks to interact with dragons of the color that matches your book.

Aeria (Blue). This volume details blue dragons, and grants you resistance to lightning damage. You can cast *lightning bolt* using the book.

Atra (Black). This volume details black dragons, and grants you resistance to acid damage. You can cast *melf's acid arrow* with the book.

Flammea (Red). This volume details red dragons, and grants you resistance to fire damage. You can cast *immolation* using the book.

Niveus (White). This volume details white dragons, and grants you resistance to cold damage. You can cast *cone of cold* using the book.

Vireo (Green). This volume details green dragons, and grants you resistance to poison damage. You can cast *dominate beast* using the book.

Draco Monumentum Chromatos. If you possess the entire collection, all five books can be merged into a single tome. While you possess this tome, you gain the following abilities:

- You can cast each of the spells offered by the individual books, without providing material components, once per long rest.
- You have resistance to acid, cold, fire, lightning, and poison damage.
- When you take acid, cold, fire, lightning, or poison damage, you can choose to gain immunity to that damage type for that attack. Once this power has been used, you cannot use it again until you finish a long rest.
- You have advantage on Persuasion ability checks to interact with chromatic dragons.
- You have advantage on saving throws made against the breath weapons of chromatic dragons.

- You gain the ability to command chromatic dragons. When you use this ability, you can effectively dominate a chromatic dragon, and it must obey your commands for up to one hour. A dragon will never obey obviously harmful or suicidal orders. If the dragon is Adult or older, it can attempt a Wisdom saving throw to resist your commands. The DC for this throw is equal to 8 + your proficiency bonus + your Charisma modifier. When the effect wears off, or if the dragon succeeds its saving throw, the dragon's attitude toward you may (probably will) worsen, depending on how you treated it and the reason you had to dominate it. Once used, you must wait 7 days before you can use this ability again.

Destroying Draco Monumentum Chromatos. Draco Monumentum Chromatos is immune to all damage. In order to destroy the volume as a whole, it must be exposed to the breath weapons of all five chromatic dragons simultaneously.

Each individual volume is immune to all damage. In order to destroy an individual volume, it must be targeted by the breath weapon of the dragon it details. This dragon must be at least Ancient.

DRAGO MONUMENTUM METALLI

Wondrous Item (book), artifact (requires attunement)

This book comes in five varieties, one for each metallic color. Each has a unique name, according to the metallic dragon that it details; Draconis Monumentum Metalli refers to the collection as a whole. The books share general properties, and each copy has its own abilities, given below. If you possess the whole collection, their power combines and gives you further power.

Legendary Resistance. For each book that you have on your person, you gain one use of Legendary Resistance. Any time you fail a saving throw, you can choose to succeed instead. You regain all uses at the end of each long rest.

Damage Resistance. Each book grants damage resistance, depending on which metallic dragon it details.

Spellcasting. Each book grants the ability to cast a spell without requiring material components. This spell can be cast once every long rest.

Dragonfriend. You have advantage on Persuasion ability checks to interact with dragons of the same color as the book(s) you carry.

Aeris (Brass). This volume details brass dragons, and grants you resistance to fire damage. You can cast *conjure minor elementals* with the book.

Ahenus (Bronze). This volume details bronze dragons, and grants you resistance to lightning damage. You can cast *water breathing* with the book.

Argenteus (Silver). This volume details silver dragons, and grants you resistance to cold damage. You can cast *fly* with the book.

Aurum (Gold). This volume details gold dragons, and grants you resistance to fire damage. You can cast *beacon of hope* with the book.

Cyprium (Copper). This volume details copper dragons, and grants you resistance to acid damage. You can cast *spider climb* with the book.

Draconis Monumentum Metallii. If you possess the entire collection, all five books can be merged into a single tome. While you possess this tome, you gain the following abilities:

- You can cast each of the spells offered by the individual books, without providing material components, once per long rest.
- You have resistance to acid, cold, fire, lightning, and radiant damage.
- When you take acid, cold, fire, lightning, or radiant damage, you can choose to gain immunity to that damage type for that attack. Once used, this ability cannot be used again until you finish a long rest.
- You have advantage on Persuasion ability checks to interact with metallic dragons.
- You have advantage on saving throws made against the breath weapons of metallic dragons.
- You gain the ability to command metallic dragons. When you use this ability, you can effectively dominate a metallic dragon, and it must obey your commands for up to an hour. A dragon will never obey obviously harmful or suicidal orders. If the dragon is Adult or older, it can attempt a Wisdom saving throw to resist your commands. The DC for this throw is equal to 8 + your proficiency bonus + your Charisma modifier. When the effect wears off, or if the dragon succeeds its saving throw, the dragon's attitude toward you may (probably will) worsen, depending on how you treated it and the reason you had to dominate it. Once you use this ability, you must wait 7 days before you can use this ability again.

Destroying Draco Monumentum Metallii. Draco Monumentum Metallii is immune to all damage. In order to destroy the volume as a whole, it must be exposed to the breath weapons of all five metallic dragons simultaneously. Each individual volume is immune to all damage. In order to destroy an individual volume, it must be targeted by the breath weapon of the dragon it details. This dragon must be at least Ancient.

RIMESCALE'S TALON

Weapon (greatsword), artifact (attunement optional)

This blade is a weapon crafted from the claw of Rimescale, an ancient white dragon who ruled most of the arctic tundras and destroyed entire villages of frost giants. It is said that the claw retains the essence of his power and rage, and that those who wield it can claim portions of that power as their own.

Rimescale's Talon is a magical Dragonfang Weapon that deals 1d6 cold damage on a hit and has a +1 bonus to attack and damage rolls. Every time you hit a creature with the Talon, its bonus increases by 1, to a maximum of +5. When you miss an attack with the Talon, or if the Talon goes one round without hitting a creature, its bonus resets to +1.

Rimescale's Rage (requires attunement). At different bonuses, the Talon gives an attuned creature additional abilities. These abilities stack, so if the Talon's bonus is +4, you gain the benefit of levels 2, 3, and 4.

- +1: you gain resistance to cold damage
- +2: you have advantage on attack rolls against frost giants
- +3: You roll critical hits with Rimescale's Talon on a roll of 19 or 20
- +4: Hits with Rimescale's Talon deal an additional 2d6 cold damage (for a total of 3d6 cold damage on a hit)

- +5: You gain the ability to channel Rimescale's enraged spirit. As an action, you can reset the Talon's bonus to +1. When you do this, the aspect of Rimescale appears over you and sweeps enormous claws in a 15 foot cone in front of you. All creatures in that area must succeed on a DC 17 Dexterity saving throw or take 5d8 force damage and 5d8 cold damage, or half as much on a successful save.

Curse. If you are attuned to Rimescale's Talon, you also suffer a curse. The talon desires bloodshed. If the blade goes more than 24 hours without reducing a creature to 0 hit points, you are overtaken by the urge to kill. You must target the nearest creature and attack it until either you or it are reduced to 0 hit points.





PART 3: DUNGEON MASTER OPTIONS

This section includes lair and minion ideas, as well as an expansion of dragon lore from the core rulebooks.

With each dragon already in the Monster Manual, there will be a short summary of their lairs, habitat, and lifestyle. Additional information can be found in the 5e Monster Manual. Additional information may be given on subjects such as the usual layout of a particular dragon's den, preferred treasure, and general attitude.

For those dragons not included in the 5e rules, a more in-depth discussion on these subjects will be included.

NEW DRAGON AGES

The Dragon Ages have been expanded to include twelve available age categories. These are, in order: Wyrmling, Very Young, Young, Juvenile, Young Adult, Adult, Mature Adult, Old, Elder, Ancient, Wyrmling, and Great Wyrmling. For the dragons included in the 5e Monster Manual, remember that what is referred to here as "Juvenile" is equivalent to the 5e MM "Young," and what is referred to here as "Mature Adult" is equal to the 5e MM "Adult." Wyrmling and Ancient go by the same names in either case. All twelve stat blocks will be given regardless of inclusion in the official 5e rules.

Some Dragon Feats or other abilities reference the numeric equivalent of the dragon's age category. The Dragon Age Categories table gives these numbers, in addition to the relative age of the dragon.

NEW DRAGONS

The Brown, Gray, and Purple Chromatic dragons have been adapted to the 5e rules, as well as the Adamantine, Iron, and Mithral Metallic dragons. Each one features unique breath attacks, resistances, fighting styles, and roleplaying options to provide you, the DM, with more variety.

DRAGON LORE

Each dragon will have a description that will help the Dungeon Master make dragons much more than big scary bosses with lots of gold. Dragons can play many parts in a campaign, including cohorts, mentors, villains, or other NPC's. Such lore will give dragon characters depth that sets them apart from the average NPC.

DRAGON FEATS

Some dragons have more abilities, or unique traits that set them apart from other dragons. These traits and abilities are represented by Dragon Feats. These feats make dragons much tougher foes both in and out of combat, and often serve to counter the feats and abilities of high-level Player Characters.

COLOSSAL SIZE

Some dragons have been given the Colossal size. The space of a Colossal creature is a 30 by 30 foot square. Some dragons can be even larger; see Colossal+ size in the Advanced Dragons section for more information.

TWILIGHT DRAGONS

After the Great Wyrmling stage of life comes the stage that all dragons dread: the Twilight stage. Until this point in the dragon's life, it has always been growing and its power has been building. This is the only stage of life at which the dragon begins to become weaker.

Dragons may react to this in different ways. Chromatic dragons will either search for a source of immortality, or go on a rampage looking for something strong enough to destroy them in their prime. In latter cases, Great Wyrmlings have been known to obliterate entire kingdoms and countrysides.

Metallic dragons tend to approach their Twilight stage of life with a sense of legacy, asking itself what posterity it has left and what it will be remembered by. Rarely a metallic dragon will seek its own destruction, but more often will consume its hoard and simply will itself to pass, occasionally in the form of a Guardian.

DRAGON AGE CATEGORIES

Age Category	Age (in Years)	Numeric Value
Wyrmling	0-5	1
Very Young	6-15	2
Young	16-25	3
Juvenile	26-50	4
Young Adult	51-100	5
Adult	101-200	6
Mature Adult	201-400	7
Old	401-600	8
Elder	601-800	9
Ancient	801-1,000	10
Wyrmling	1,001-1,200	11
Great Wyrmling	1,201+	12

MAKING A TWILIGHT DRAGON

Some DMs may desire to have a dragon in the Twilight stage of life in their campaigns. These dragons are rare. Remember that Twilight dragons get weaker as they age rather than stronger, so use either the Wyrmling statistics or the Ancient statistics for the appropriate color of dragon. In addition, give the dragon some depth by using one of the following modifiers, or making up your own:

- reduce its Perception bonus as its senses decay
- the dragon may have difficulty recharging its breath weapon or spells; make breath only recharge on 6 rather than 5-6, or only once per encounter.
- the dragon may not be strong enough to sustain flight for long periods of time

DRAGON LISTS

DRAGONS BY SIZE

Color	Wyrmling	Very Young	Young	Juvenile	Young Adult	Adult	Mature Adult	Old	Elder	Ancient	Wyrm	Great Wyrm
Gray	T	S	M	M	L	L	H	H	H	H	G	G
Black	T	S	M	M	L	L	H	H	H	H	G	G
White	T	S	M	M	L	L	H	H	H	H	G	G
Brass	T	S	M	M	L	L	H	H	H	H	G	G
Iron	T	S	M	M	L	L	H	H	H	H	G	G
Copper	T	S	M	M	L	L	H	H	H	H	G	G
Brown	S	S	M	M	L	L	H	H	H	H	G	G
Blue	S	M	M	L	L	H	H	H	H	G	G	G
Purple	S	M	M	L	L	H	H	H	H	G	G	G
Green	S	M	M	L	L	H	H	H	H	G	G	G
Bronze	S	M	M	L	L	H	H	H	H	G	G	G
Adamantine	S	M	M	L	L	H	H	H	H	G	G	G
Silver	S	M	M	L	L	H	H	H	H	G	G	C
Red	M	L	L	L	H	H	H	G	G	G	G	C
Gold	M	L	L	L	H	H	H	G	G	G	C	C
Mithral	M	L	L	H	H	H	G	G	G	C	C	C

DRAGONS BY CHALLENGE RATING

Color	Wyrmling	Very Young	Young	Juvenile	Young Adult	Adult	Mature Adult	Old	Elder	Ancient	Wyrm	Great Wyrm
Gray	1	2	4	7	8	11	15	17	19	20	21	22
Brass	1	2	4	6	8	11	13	16	18	20	21	23
White	2	3	5	6	8	11	13	16	18	20	21	23
Iron	1	2	4	7	9	12	14	17	19	21	22	24
Copper	1	2	4	7	9	12	14	17	19	21	22	24
Brown	2	3	5	7	9	12	14	17	19	21	22	24
Black	2	3	4	7	9	11	14	17	19	21	23	24
Purple	2	3	5	8	10	13	15	18	20	22	23	25
Green	2	3	5	8	10	13	15	18	20	22	23	25
Bronze	2	3	5	8	10	13	15	18	20	22	23	25
Adamantine	2	3	5	8	10	13	15	18	20	22	23	25
Silver	2	3	5	9	11	14	16	19	21	23	24	26
Blue	3	5	6	9	10	13	16	19	21	23	24	26
Gold	3	4	6	10	12	15	17	20	22	24	25	27
Red	4	5	7	10	12	15	17	20	22	24	25	27
Mithral	4	5	7	11	13	16	18	21	23	25	26	28

LAIRS AND MINIONS



very dragon desires a hoard, but a hoard is no good if there's no place to keep it. Lairs are just as diverse as the dragons that keep them, and have flares of the dragon's personality throughout them. This section is designed to help create interesting and unique lairs and minions for each of your

dragons.

These tables are meant to help come up with interesting locales and lair features, not to create the dungeon itself. If you need help creating a dungeon, creating a random dungeon is covered in the *Dungeon Master's Guide*.

LAIR GENERATION

Use these tables to determine where a dragon lives and/or where the entrance to its lair lies.

A lair never has only one entrance. The dragon always ensures it has somewhere to run if it cannot defend its lair, usually in the form of a vertical shaft for it to climb or fly out of. You can be sure, however, that it will be back with a vengeance to destroy whoever drove it from its home.

LAIR LOCATION

d6	Location
Black Dragons	Swamp or Wet Forest
1	in a rocky outcrop
2	in a wet bog
3	grotto near a stagnant lake or pool
4	grotto on a slow-flowing river
5	catacombs or sewers beneath a city
6	ancient fortress, temple, or other ruin
Blue Dragons	Desert or Coast
1	crystallized/glassed sand cave
2	burrowed in sand
3	within a mesa
4	mountain peak or pass
5	high up on a cliff face
6	ancient ruin buried in sand
Green Dragons	Forests
1	constructed of trees and vegetation
2	a cliffside
3	a rocky hill
4	next to or under a large lake
5	next to a stream or river
6	a titanic tree

d6	Location
Red Dragons	Mountains
1	an ancient underground stronghold
2	high on a cliff face
3	a cave with geothermal activity
4	a tall rocky hill
5	a mountain peak or pass
6	a volcano
White Dragons	Arctic Tundra
1	a snow cave
2	a cave in flat tundra
3	high on a cliff face
4	a floating iceberg
5	a mountain peak or pass
6	a glacier
Brass Dragons	Desert
1	burrowed in sand
2	a cave network
3	within a mesa
4	a canyon
5	an ancient ruin
6	an ancient ruin buried in sand
Bronze Dragons	Coast
1	an underwater trench
2	an underwater cliff
3	an isolated island
4	a lagoon
5	a cave network
6	on a coastal cliffside
Copper Dragons	Foothills
1	in a canyon
2	a cliffside
3	a rocky bluff
4	a tall hilltop
5	flat plains
6	a mountain peak or pass
Gold Dragons	—
1	an idyllic lake
2	a large river
3	a peaceful meadow or valley
4	a mountain peak or pass
5	a mist-shrouded island
6	ancient ruins

d6	Location
Silver Dragons	Mountains
1	a mountain peak or pass
2	high on a cliff face
3	a tall rocky hill
4	an abandoned mine
5	mountaintop ruins
6	a cloud citadel

LAIR ENTRANCE

d4	Entrance Type
Black Dragons	
1	an ancient crumbling archway
2	hidden underwater
3	hidden by dense foliage or mud
4	behind a waterfall
Blue Dragons	
1	sealed with soft sand
2	easily visible crystalline/glassed opening
3	obscured by rock
4	a vertical shaft leading downward
Green Dragons	
1	high up and hidden by rock
2	hidden underwater
3	obscured by hanging vegetation
4	behind a waterfall
Red Dragons	
1	plainly visible
2	a magma tunnel
3	obscured by rock
4	a gate or archway
White Dragons	
1	plainly visible
2	obscured by drifts of snow
3	obscured by rock
4	hidden underwater
Brass Dragons	
1	sand burned into glass
2	in a cliff face
3	obscured by rock
4	obscured by sand drifts
Bronze Dragons	
1	hidden beneath a shipwreck
2	hidden underwater
3	obscured by kelp or coral
4	obscured by rock

d4	Entrance Type
Copper Dragons	
1	hidden by an illusion
2	hidden amid false entrances
3	plainly visible
4	obscured by rock
Gold Dragons	
1	hidden by an illusion
2	obscured by foliage
3	hidden underwater
4	behind a waterfall
Silver Dragons	
1	obscured by fog
2	obscured by rock
3	plainly visible
4	a grand gate or archway



LAIR FEATURES

Dragons aren't just big brutes with lots of hit points. They have personality. This personality often comes out through how the dragon organizes its lair and which sort of locations and features it chooses. The following tables can help to generate and inspire unique features that adventurers might find in a dragon's lair. These features are meant mostly for flavor, but some of them can have an effect on the game. Each feature is described in detail at the end of the section.

When it comes to traps, dragons are devious. Some are more cruel and devious than others, but all have their own ways of defending their lairs, even when they plan to be gone for extended periods of time. See the dragon's Lair Actions and Regional Effects in the Monster Manual for effective traps and for further inspiration.

These features can fit into most, if not all, dragon lairs, adding a bit of unique personality to the lair. Each feature is described in detail at the end of the section.

If you get a result that you don't like or that doesn't make sense with a particular dragon type, roll again. For example, it doesn't make much sense for a white dragon to have a library in its lair, or for a gold dragon to have a trophy room. On the other hand, perhaps such a matchup could pave the way for interesting roleplaying options for the dragon. Perhaps the white dragon is trying to overcome its bestial nature through study (or at least by making its minions study), or the gold dragon is trying to send a message to all evil-doers everywhere by setting out the skulls of evil dragons on display.

LAIR LIGHTING

d20	Lighting
1-10	none
11	dim light provided by an eerie reddish glow from further in
12	dim light provided by giant fire beetles
13-14	dim light provided by glowing fungi and lichen
15	dim light provided by reflections from icy or crystalline formations
16-18	bright light provided by torches, lanterns, or other artificial sources for the dragon's minions
19	bright light provided by magical lighting for minions or guests
20	daylight provided by small holes in the ceiling

GENERAL LAIR FEATURES

d20	Feature
1	Antechamber
2	Arena
3	Armory
4	Artisan
5	Chamber of Privacy
6	Chasm
7	Forested Stone Column
8	Library
9	Lookout
10	Maze
11	Mirage
12	Monument
13	Observatory
14	Pool of Scrying
15	Prison
16	Resting Pool
17	Secret Passage
18	Shrine
19	Trophy Room
20	Vertical Shaft

ANTECHAMBER

The antechamber is an entryway or other area where guests can wait to gain an audience with the dragon.

ARENA

Here the dragon forces other creatures to fight for its entertainment, or forces other creatures to fight it as a sort of test, challenge, or death sentence.

Alternatively, this is a deathtrap where the dragon lures intruders to destroy them.

In any case, an arena strongly favors the dragon, with enough room for the dragon to fly comfortably and use its breath weapon without worrying about hitting minions or something valuable.

ARMORY

This is where the dragon's minions keep their weapons and armor. If the dragon is proficient with armor, this is where it keeps and dons its barding.

ARTISAN

This chamber is home to a particular artisan that the dragon has hired or bullied into working for it. Roll or choose on the table to determine which artisan works for the dragon.

ARTISAN TRADE

d10 Trade

- | | |
|----|------------------------------|
| 1 | Alchemist |
| 2 | Calligrapher or Scribe |
| 3 | Cartographer |
| 4 | Carpenter |
| 5 | Chef |
| 6 | Jeweler |
| 7 | Blacksmith |
| 8 | Artist (painter or musician) |
| 9 | Wizard or other spellcaster |
| 10 | Artificer |

CHAMBER OF PRIVACY

This cavern is inscribed with runes that block divination spells. Whenever a creature attempts to spy on the room or on a creature in the room through the use of a divination spell, the runes begin to glow. If the creature attempting the spell is within the lair, it glows too.

The dragon can counter the effects of the spell, if it so wishes. Double the numeric value of the dragon's age category, and compare that number to the caster's caster level. If the dragon wins the contest, the divination spell automatically fails and the dragon gains a mental image of the caster, as well as a sense of the caster's approximate direction and distance.

CHASM

A chasm 1d4x10 feet wide and 2d4x10 feet long splits the lair. It may lead to other tunnels deeper in. There are often shelves or ledges for the dragon to perch upon.

If the dragon has minions, a bridge may span the chasm.

FORESTED STONE COLUMN

A stone column that is 2d4x10 feet wide and 2d6x10 feet tall stands in the middle of this massive cavern. There is a 50% chance that a stone staircase winds its way to the top. A small rift in the cavern's ceiling allows sunlight (or moonlight) in, which beams directly down on the column's top.

On top of the column is a small grove of trees and a feature determined by rolling (or choosing) on the following table.

COLUMN TOP

d4 Feature

- | | |
|---|---|
| 1 | a powerful minion |
| 2 | a garden |
| 3 | a Standing Stone |
| 4 | a bit of treasure from the dragon's hoard |

LIBRARY

Here the dragon contains its wealth of knowledge. The records of the library could be kept in several different ways, though they usually have a bit of everything. Roll or choose on the table to determine what makes up the majority of the library.

Consider the actual contents of the dragon's library. Is it historical, analytical, or religious writing? Perhaps the dragon inscribes its own thoughts and wisdom onto stone tablets, or has a scribe who writes into books or scrolls on its behalf.

Gold and silver dragons are most likely to have a library.

LIBRARY CONTENTS

d6 Contents

- | | |
|-----|---------------------------|
| 1-2 | books |
| 3-4 | scrolls |
| 5 | stone/ore tablets |
| 6 | magically stored memories |





LOOKOUT

A tunnel within the lair leads upward to a platform or secondary entrance far above the ground. From here, the dragon likes to sit and survey its territory. Red dragons and other mountain-dwellers especially love this feature.

MAZE

Only copper and green dragons like having mazes in their lair; the former because it confuses guests and the dragon finds it quite funny; the latter because it presents all kinds of opportunities for deception and ambush.

MIRAGE

This chamber is always under the effect of a *mirage arcane* spell. This includes audible, visual, tactile, and olfactory elements, but it cannot disguise, add, or conceal creatures. A dragon could use this to conceal secret passages or traps, or to give it a major advantage in an ambush.

MONUMENT

The dragon's minions have built some sort of monument to the dragon here, detailing its deeds and conquests. Roll or choose on the table below to determine what sort of monument it is.

MONUMENT TYPE

d4 Monument

- | | |
|---|----------------------------|
| 1 | a religious altar |
| 2 | a huge diorama in the wall |
| 3 | a statue of the dragon |
| 4 | a monolith |

OBSERVATORY

The dragon uses this room for study, which is how it differs from a Lookout. An observatory could be used to study the sky and stars, or in an underwater lair could be used to study the surrounding waters. The furnishings of an observatory depend on the dragon.

POOL OF SCRYING

This shallow pool has a reflective surface, and can be used to cast divination spells. It must be at least 2 feet by 4 feet, and can be contained in a basin or other vessel, though it is not uncommon for one to be built into the floor.

The dragon can use an action to activate the magic of the pool, if it is within 5 feet of the pool. Using the pool, the dragon can cast *locate object* and *clairvoyance* three times per day, and *scrying* once per day.

PRISON

The dragon uses this area to keep prisoners and rebellious minions (or food). A silver dragon could construct solid cells composed of fog, and a black dragon could keep pools of acid on the floor to keep his victims in pain and begging for death.

RESTING POOL

This is an area where the dragon likes to sleep, rest, and swim, sometimes with a sandy beach. The dragon types that most enjoy this are black, bronze, green and sometimes blue (though blacks and greens don't like the sand much).

SECRET PASSAGE

This passage leads from one area of the lair to another; often the only way to the dragon's treasure hoard will be through a secret passage. Sometimes the lair's entrance can lead unwary adventurers to believe that they have stumbled upon nothing more than a small cavern, when actually a secret passage leads the way to the lair proper. The entrance to the passage is always concealed in some way, whether through mundane or magical means. Roll or choose on the table to determine how the passage is concealed.

PASSAGE CONCEALMENT

d4 Concealment Method

- | | |
|---|--|
| 1 | obscured by foliage, rocks, or other objects |
| 2 | hidden by an illusion |
| 3 | a secret door in the wall, ceiling, or floor |
| 4 | within a pool of water (or other liquid, such as lava) |



SHRINE

This could either be a religious chamber to a draconic god that the dragon reveres, or a chamber/altar built to honor the dragon. If it is the latter, minions could have built it of their own accord, or at the dragon's request.

TROPHY ROOM

This chamber is often near the entrance of a dragon's lair to scare off intruders. It contains the remains of the dragon's greatest kills; the nature of the remains depends on the dragon. A white dragon will often freeze its trophies into the walls; a blue dragon may seal them in blocks of glassy or crystallized sand. Metallic dragons rarely ever have a trophy room.

White dragons are the most likely to have a trophy room.

VERTICAL SHAFT

The dragon utilizes this tunnel to quickly move about its lair, or to make a quick escape if the shaft goes straight to the surface. Creatures with no way up quickly find themselves at the dragon's mercy.

MINIONS

Many dragons don't work alone. They have minions that, for some reason or another, do the dragon's will. If you're having difficulty coming up with creatures to use as minions, roll or decide on the tables below. Don't confine yourself to these options; these are only ideas.

Chromatic dragons are much more likely to have minions than metallic dragons. Therefore, tables specific to each chromatic dragon type will list common (and outlandish) minions for that type.

Of course, take into account the dragon's age when determining the minions it would have. It is doubtful that a wyrmling would be able to exert control over trolls, for example.

Also consider the minion's type. Does the dragon favor minions that are resistant to its breath weapon, so that it doesn't have to worry about hitting them in battle? On the other hand, does it choose minions who are vulnerable to its breath weapon (such as red dragons choosing trolls) to better keep them in line?

GENERAL MINIONS

d10	Minion Type
-----	-------------

1	kobolds
---	---------

2	lizardfolk
---	------------

3	troglodytes
---	-------------

4	goblins
---	---------

5	gnolls
---	--------

6	orcs
---	------

7	half-dragons
---	--------------

8	hill giants
---	-------------

9	trolls
---	--------

10	humans/elves/dwarves
----	----------------------

BLACK DRAGON MINIONS

d8 Minion Type

- 1-2 giant lizards
- 3 crocodiles (giant)
- 4 bullywugs
- 5 will-o-wisps
- 6 snakes*
- 7 insects**
- 8 shambling mounds

*Snakes can include: constrictor snakes, flying snakes, giant constrictor snakes, giant poisonous snakes, poisonous snakes, and swarms of poisonous snakes.

**Insects can include: giant centipedes, giant scorpions, giant wasps, scorpions, and swarms of insects.

BLUE DRAGON MINIONS

d6 Minion Type

- 1-2 shocker lizards
- 3 elementals*
- 4 tlincalli
- 5 flesh golems
- 6 shambling mounds**

*This can include Dao and Efreeti, though it takes a powerful dragon to control these minions. Air elementals are particularly devastating in sandy environments, as their very form can carry the sand around it. Also consider an earth elemental made of sand.

**Of course, the dragon would have to reside in the right kind of environment to acquire/create a shambling mound.

GREEN DRAGON MINIONS

d6 Minion Type

- 1 awakened plants
- 2 blights
- 3 wood woad
- 4 beasts*
- 5 shambling mounds
- 6 fey**

*Beasts can include nearly any rodent or bird, as well as larger threats such as giant badgers, giant rats, or even wolves or bears. These minions function well as spies, especially birds such as eagles and hawks.

**Various fey may be drawn to the dragon's power. This could include evil sprites, hags, redcaps, and/or yeth hounds.



SHOCKER LIZARD

small beast, unaligned

Armor Class 16 (natural armor)

Hit Points 22 (3d10 + 6)

Speed 40 ft., climb 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	6 (-2)

Saving Throws Dex +4, Con +4

Skills Perception +3, Stealth +4

Damage Immunities lightning

Senses darkvision 60 ft., passive Perception 13

Languages —

Challenge 1 (200 XP)

Lethal Shock (Recharges after a short or long rest).

Whenever two or more shocker lizards are within 20 feet of each other, they can work together to create a lethal shock. This effect has a radius of 20 feet, centered on any one contributing lizard. All creatures in that area must succeed on a Dexterity saving throw (DC = 10 + number of lizards contributing), or take 9 (2d8) lightning damage for every lizard contributing, to a maximum of 12d8. A creature who succeeds the save takes half damage. A lizard who contributes cannot contribute to this ability again in any way until it finishes a short or long rest.

Lightning Sense. The lizard automatically detects any electrical discharge within 100 feet of it.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit* 4 (1d4 + 2) piercing damage.

Shock. The lizard delivers an electrical shock to a creature within 5 feet of it. That creature must succeed on a DC 12 Dexterity saving throw or take 9 (2d8) lightning damage, or half as much on a successful save. A creature reduced to 0 hit points by this attack is stable.

RED DRAGON MINIONS

d8 Minion Type

1	azers
2	salamanders
3	fire elementals
4	magmins
5	mephits
6	demons
7	devils
8	fire giants

WHITE DRAGON MINIONS

d6 Minion Type

1	ice toads
2	winter wolves
3	mephits
4	yetis
5	frost giants
6	remorhazes

MINION RELATIONSHIPS

How did the dragon obtain its minions? This depends largely on the dragon; greens are more likely to deceive and trick their minions into service, while a red or white dragon will bully smaller creatures into submission. If you are at a loss, use the following table to randomly determine or inspire how the dragon obtained its minions and what their relationship is.

DRAGON-MINION RELATIONSHIPS

d20__ Relationship

1-2	dragon and minions are unrelated; they only inhabit the same area
3-5	dragon destroyed leaders and assumed leadership
6-8	dragon invaded minion lair and assumed control
9-11	dragon bullied/threatened minions into service
12-14	dragon beguiled minions with trickery
15-17	dragon bribed/hired minions
18-19	dragon and minions have a symbiotic relationship
20	dragon was found as a hatchling and raised/revered by minions for generations

MINION ATTITUDES

d20 Attitude

1	dragon is worshipped as a god
2-9	dragon is served out of loyalty
10-18	dragon is served out of fear
19	minions are on the verge of revolt
20	minions are unaware of dragon's influence



CHROMATIC DRAGONS

Chromatic dragons are often known for their selfishness or for their evil spirit. Indeed, most (if not all) of them are evil. They are especially arrogant on a level unknown to humanoids. Trying to talk a chromatic dragon out of its pride is like trying to convince a starving person not to die. As far as dragons are concerned, it is simply the way of nature for them to be in charge and the strongest of all beings on the face of the earth. This runs so deep within each dragon that not only do they believe dragons are superior; they believe that chromatics are superior to non-chromatics, that their particular color is superior to the other colors, and even that they as an individual are superior to all others of their color. That said, a dragon is not stupid and knows when it is outmatched. They view humanoids as humanoids would view a beast of burden: useful, given the right circumstances. The few nonevil chromatics regard them more as starving children, and end up being condescending and sometimes downright tyrannical because of course they know best.

MATING

Young dragons can mate, but they do so less often than adults (despite the biological urge) because of their inability to raise young. When this does inevitably happen, the young dragons will find a suitable place to lay the eggs where they have the highest chance of survival, and then abandon them there. Few wyrmlings survive under those circumstances.

When two adults mate, they will nearly always stick together at least until the eggs hatch, at which point one of them may leave, depending on the color; Black Dragons are the most likely to leave, followed by white. Gender has no sway in who raises the wyrmlings after hatching, but one of them will always stay. Once the hatchlings can fend for themselves, their parents leave them.

Elder Dragons do not have children as much as Adults do, but this is the last stage of life in which a female remains fertile, so she may try to raise at least one or two more clutches of young before reaching the Ancient stage.

LIFE CYCLE

Wyrmlings that are cared for by their parents are almost guaranteed to survive. Those that are not must hone their abilities and learn to fend for themselves; these dragons take longer to use their natural weapons more effectively. By the time a chromatic dragon is young, it leaves the nest of its parents to find a lair, to begin hoarding, and to establish territory. Its relationship with its parents depends on the dragons in question, but the majority of chromatic family members have a vague fondness for each other, but not so fond as to help the other should they be in trouble. There are cases where parents and children retain a loving relationship, and extremely rare cases in which they become rivals and end up violently at odds.

Adult dragons are very strong, and they know it. Usually during this stage of life, a dragon will have to find a new lair (because it will have grown out of its old one), and will have the desire to rear children.

Elder and Ancient Dragons have, by this time, found a permanent lair and amassed an impressive stash of loot. Most of them begin thinking in long terms and scheming plans that may take years to unfold. Chromatics may end up siphoning off of the gold of a kingdom, whether through threat or manipulation, and their motives may be anything from riches to power to boredom.

Wyrms are among the most powerful creatures to walk the earth. Their territory is as large as they want. They have so much time on their hands that they get bored and begin to find creative ways to pass the time. Some may research other planes or sections of history, some may take up hobbies, some may start wars in hopes of finding a challenge, and some may revert to young dragon behavior.

At the end of their lives, Dragons will enter what scholars call the "Twilight." This is the only stage of life in which a dragon grows weaker rather than stronger. Its senses may begin to fail, it may have difficulty using its magical abilities, or it may begin to look gaunt. Some chromatics crazy enough may pursue immortality through one degree or another, (dracolichdom being a popular option), but most decide to die with their pride intact, with their body at its prime. Dragons that do this will first consume their hoards (because leaving it for thieves is unacceptable), and decide to go out in a proverbial "blaze of glory," destroying entire regions or invading a rival's territory looking for anything strong enough to kill them. Eventually they may find something or someone with the power to finish them, but not before the Great Wurm has destroyed a kingdom, eaten all villages along the west coast, killed several bands of challenging adventurers, and felled at least one rival. Such havoc can leave entire regions uninhabitable.

At death, something called Environmental Diffusion may occur. This effect differs for each dragon and will be given in the description for each.

INTERACTION WITH OTHER DRAGONS

With Other Chromatics. With dragons of the same type, Chromatics are more forgiving when it comes to territory, but of any other color, and there will be confrontation. Usually the meetings are bloody unless one of them is obviously bigger and stronger, in which case the smaller leaves to find a new territory.

Occasionally they may meet on neutral (but rarely friendly) terms to trade information or to band together to defeat a common enemy.

Should two dragons meet to fight over territory, there may be a clear winner (the one that survives) or both may leave bloodied. One may escape and the other may be too wounded to pursue. In any case in which both survive, a rivalry is born that lasts centuries and manifests in the forms of warring minions, sabotage, or espionage.

With Metallic Dragons. Take everything mentioned above and remove all aspects of working together or tolerance. That is how chromatics act around metallics.

NEW CHROMATIC AGE CATEGORIES

This section includes a stat block for all twelve age categories for each of the five original chromatic dragon types, in alphabetical order. Additional information about each dragon is also given, but can be found in the 5e Monster Manual.

The "Wyrmling," "Young," "Adult," and "Ancient" age categories from the Monster Manual are the same (though Young is listed as "Juvenile," and Adult is listed as "Mature Adult"), and are included for convenience.

BLACK DRAGONS

Also called "skull dragons" for the shape of their heads, black dragons are the most malicious chromatic dragons. They revel in causing pain and will hunt, not just for food, but because they thoroughly enjoy causing pain. Ironically, they are also the most cowardly, and will quickly run from a fight when things start to turn sour.

BLACK DRAGON WYRMLING

tiny dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +4
Damage Immunities Acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

VERY YOUNG BLACK DRAGON

small dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +4
Damage Immunities Acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 31 (7d8) acid damage on a failed save, or half as much damage on a successful one.

Their favorite things to feed on are sentient beings, but they have a specific taste for fae creatures, which they relish as delicacy. They also feast on various swamp creatures such as small mammals and alligators, but many Black Dragons have rancid pools of water somewhere in their lair where they allow fresh meat to "pickle" for days at a time before eating it. They prefer the texture and flavor of such putrefied meat.

When they can, Black Dragons always choose to fight in the water or on the wing; never will they fight on the ground by choice.

TACTICS

A black dragon always makes its lair near water, and its favorite hunting strategy is to lie in wait beneath murky water for unsuspecting passersby. From the water (or if forced into the air), it will blast foes with its acid breath and then retreat back into the water (or the sky) to wait for it to recharge. If engaged in melee, it may attempt to grapple a single target and drag them down into the water where it can finish the creature off with ease.

TERRAIN AND HABITAT

Black Dragons prefer swamps with thick trees and vegetation, and deep murky water; if the swamp is too shallow, Black Dragons will likely not live there because deeper water suits their needs for combat and building lairs. If a Black Dragon cannot find a deep swamp, it may settle for anyplace water comes into contact with land in great quantities, such as jungles, rainforests, or occasionally even lakes in nearly any terrain (aside from cold). That said, they never make homes in places with salt water, as salt water irritates their flesh like a bad rash.

YOUNG BLACK DRAGON

small dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 35 ft., fly 70 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+4)	14 (+2)	16 (+3)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +4, Con +5, Wis +3, Cha +4

Skills Perception +5, Stealth +5

Damage Immunities Acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 4 (1,100 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 4 (1d8) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 25-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

JUVENILE BLACK DRAGON

medium dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities Acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

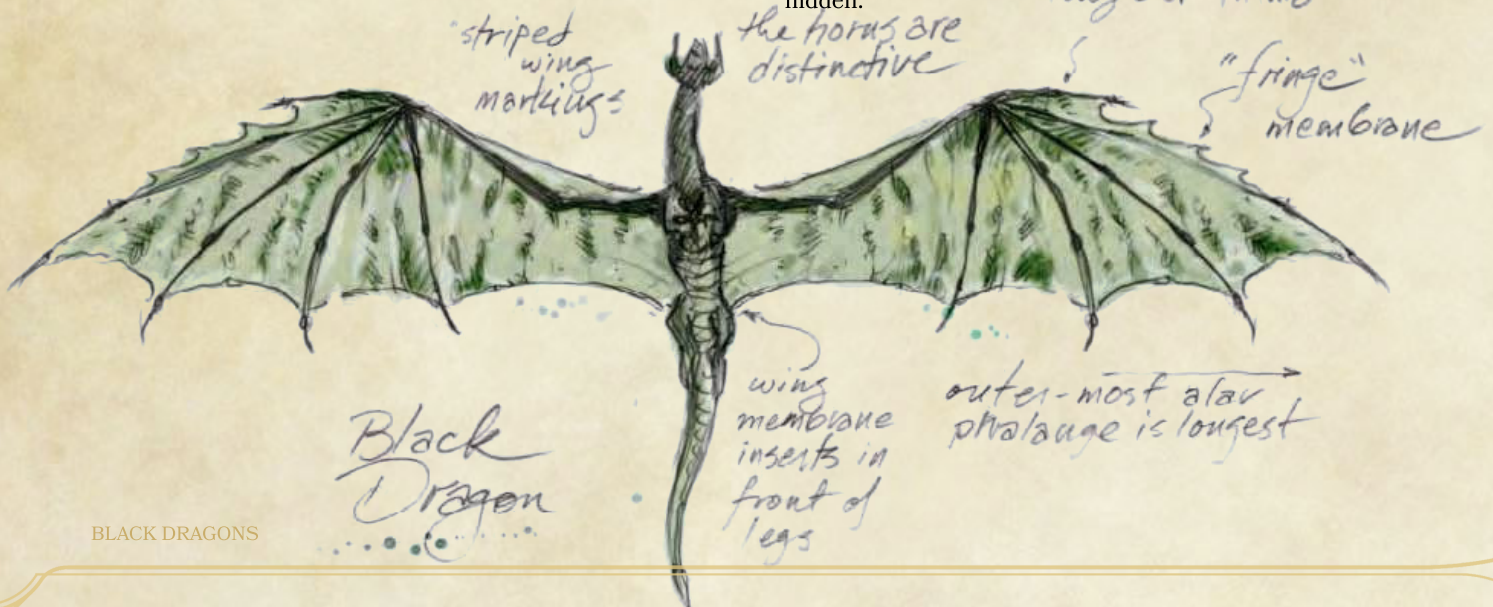
Bite. *Melee Weapon Attack:* +7 to hit, reach 5ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

LAIRS

A Black Dragon usually chooses a network of caves or a hollow with multiple chambers. Some of the caverns are submerged and the lair nearly always has its main entrance hidden underwater in the bog, secured with a layer of strategically placed vegetation or a wall of mud. The Lair also has an above-ground exit that the dragon keeps equally well-hidden.



YOUNG ADULT BLACK DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +7, Wis +4, Cha +6
Skills Perception +7, Stealth +5
Damage Immunities Acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

ADULT BLACK DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +6, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +6
Damage Immunities Acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 11 (7,200 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 feet, one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT BLACK DRAGON

huge dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +10, Wis +6, Cha +8
Skills Perception +11, Stealth +6
Damage Immunities Acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. **Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

FAVORED TREASURE

Black Dragons value coins above all other treasure. This is because coins can withstand the wear of time, especially while submerged in the Black Dragon's lair. It is unclear why they do not prefer gems, which would last even longer, but scholars speculate that it is because coins are refined, and therefore are intrinsically of more value than gems.

They especially covet coins or other artifacts from ancient civilizations or empires that they have outlasted.

EGGS AND LIFE CYCLE

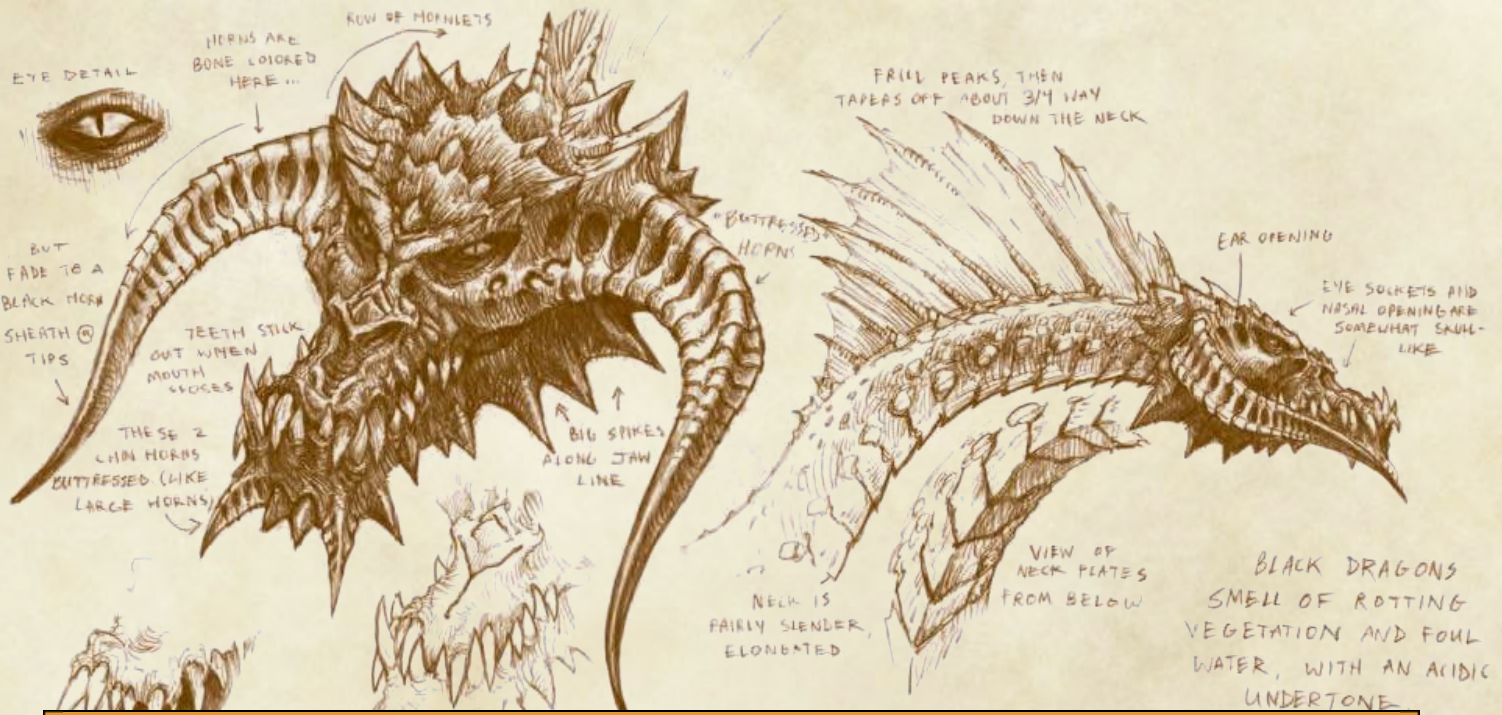
An egg, once laid, takes about one year to incubate. Black Dragon eggs are laid in clutches of five to ten, and roughly half of them hatch under good conditions. A Black Dragon normally does not live past 2200 years.

ENVIRONMENTAL DIFFUSION

When a dead Black Dragon experiences Environmental Diffusion, the magical energies that were a part of its living body disperse into the environment. The result is abnormal humidity and foul soil. Few plants grow there, and those that do are poisonous. If water pools over the grave of the dragon, it becomes acidic and hurts to touch. This water loses that property when taken.

PHYSICAL TRAITS

A Black Dragons horns actually serve no offensive purpose; they are purely defensive, to protect the dragon's head. Its eyes are sunken, furthering the skull-like appearance, but underwater the dragon's eyes bulge almost comically, allowing it improved depth perception and awareness in even the murkiest of bogs. Its phalanges are webbed, but the webbing is more prominent on the back paws than on the front. They can absorb water through their skin like some other amphibians, but they must surface to breathe air for a few hours at least once or twice a week. They have a strong, acidic scent.



OLD BLACK DRAGON

huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +7, Con +11, Wis +7, Cha +9

Skills Perception +14, Stealth +7

Damage Immunities Acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) acid damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER BLACK DRAGON

huge dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +8, Con +12, Wis +8, Cha +10
Skills Perception +14, Stealth +8
Damage Immunities Acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 19 (22,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 80-foot line that is 10 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

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.

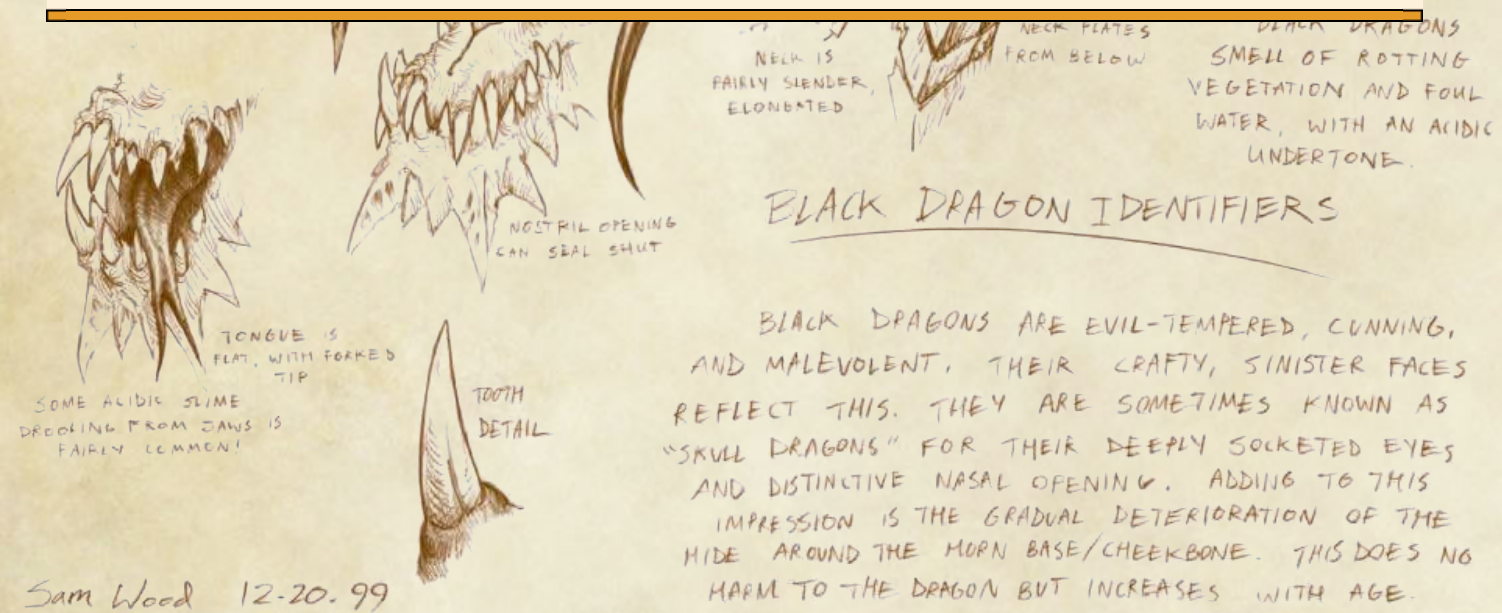
Detect. The dragon makes a Wisdom (Perception) check.

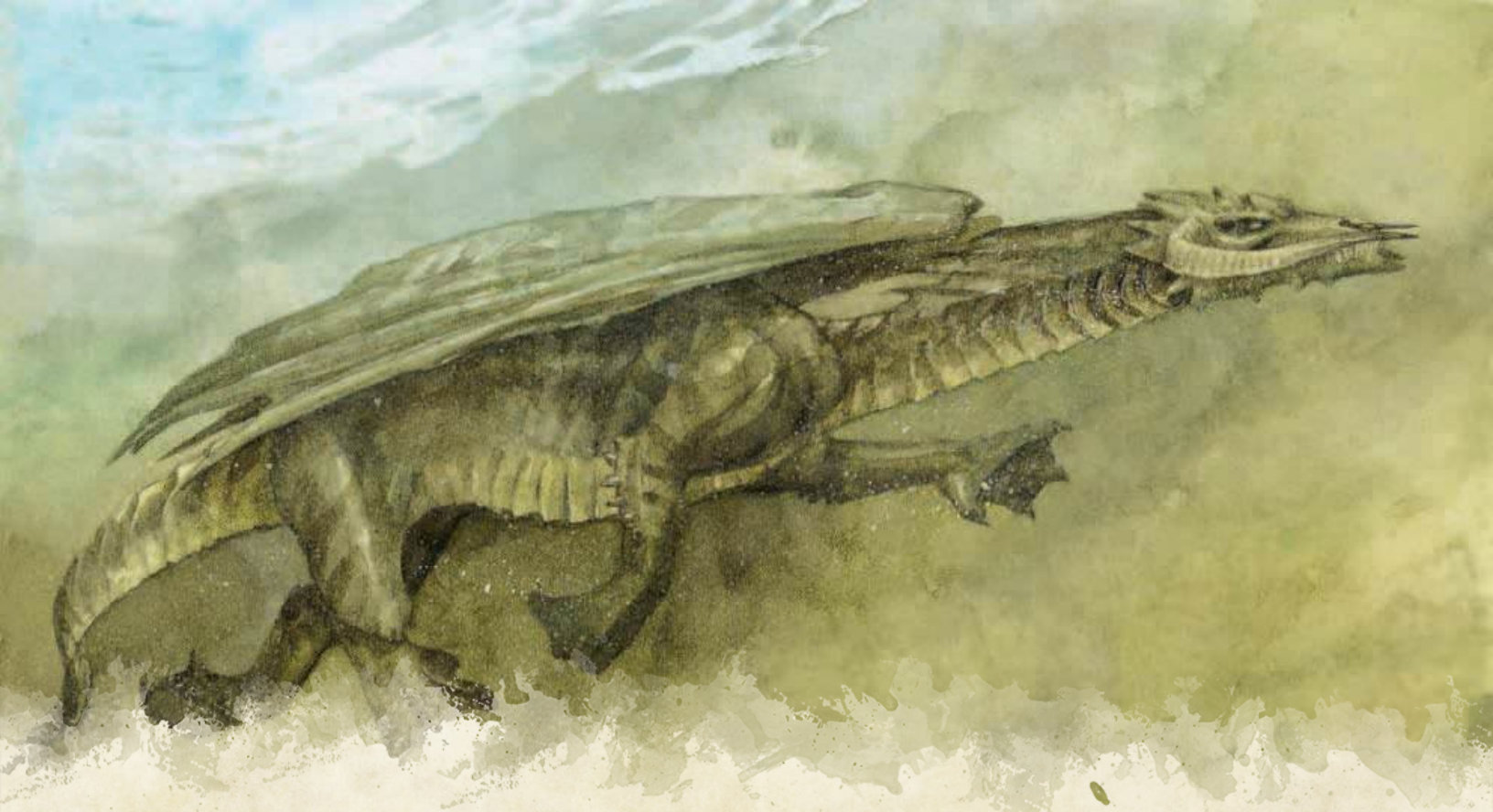
Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

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ANCIENT BLACK DRAGON

huge dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills Perception +16, Stealth +9

Damage Immunities Acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 23 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.



WYRM BLACK DRAGON

gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +16, Wis +10, Cha +12
Skills Perception +17, Stealth +10
Damage Immunities Acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 5ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 15 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 95-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM BLACK DRAGON

gargantuan dragon, chaotic evil

Armor Class 24 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	27 (+8)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +9, Con +17, Wis +11, Cha +12

Skills Perception +16, Stealth +9

Damage Immunities Acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 76 (17d8) acid damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

BLUE DRAGONS

Of all the chromatic dragons, Blue Dragons (also called storm dragons) are the most vain and arrogant. They love wielding their tremendous power and ruling over humanoids or creatures alike, but not for practical means or results; they only want to prove that they can do so. Blue Dragons are one of the few dragons that can forgive insult, but if one dares to insinuate that the dragon is weak or inferior, they had better brace themselves for the torrential wrath that is the Blue Dragon's. They are particularly territorial and will attack any and all intruders without question before even giving them a chance to explain themselves.

However, if given the proper respect it believes it deserves, Blue Dragons can also be reasonable. They have been known to be peaceful neighbors with humanoid kingdoms or even other chromatic dragons, simply because the other party respects the Blue Dragon's pride and territorial conditions. They may even take an opportunity to employ humanoids, as they love the display of power, and the feeling of accomplishment without having to do anything.

BLUE DRAGON WYRMING

small dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +4, Stealth +2

Damage Immunities Lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage plus 3 (1d6) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) acid damage on a failed save, or half as much damage on a successful one

VERY YOUNG BLUE DRAGON

medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 35 ft., burrow 20 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +5

Skills Perception +5, Stealth +2

Damage Immunities Lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 4 (1d8) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 33 (6d10) lightning damage on a failed save, or half as much damage on a successful one

DIET

Blue Dragons prefer large prey such as cattle. They like having only a few very large meals as opposed to several small ones. They do not purposefully hunt sentient life, as Black Dragons do, but if a Blue Dragon is hungry and has the opportunity, he will not pass it up. For whatever reason, they like their meat fresh and slightly charred, but not cooked through. In other words: freshly killed with lightning.

TACTICS

Blues consider combat a long-term engagement that can take several minutes or hours, depending on the strength of the adversary. Of all dragons, they are the most likely to attack opponents bigger and stronger than themselves for their pride's sake. Because of this, they prefer long-range attacks while flying during battle. They will unleash barrages of lightning for hours without coming down.

YOUNG BLUE DRAGON

medium dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 35 ft., burrow 20 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +6
Skills Perception +7, Stealth +3
Damage Immunities Lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 6 (2,300 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage plus 5 (1d10) lightning damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.

TERRAIN AND HABITAT

Blue Dragons like to live anywhere stormy, but especially along the ocean or particularly stormy isles. They may also live along thunderous mountain ridges or seaside cliffs, or even a rainforest. If a Blue Dragon cannot find such a place, it may settle wherever it is; that is, anyplace except arctic terrain. However, in the dragon's eyes, these lairs are always temporary, because a Blue Dragon longs to hear thunder and fly through clouds strewn with lightning.



JUVENILE BLUE DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities Lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

LAIRS

Blue Dragons like to make their lairs at the tops of peaks where they can survey their territory and be one with a storm as it rolls through. They favor enormous stone ruins or caves in the sides of mountains, cliffs, or hills. If they can help it, they prefer ruins the most, which probably has something to do with their pride again. If for some reason they cannot lair at the peak or near it, they still make their lairs accessible only by flight, so would-be intruders must suffer through painstaking, and sometimes impossible, climbs.

FAVORED TREASURE

Blue Dragons like treasure that is as pretty to look at as it is valuable. Particularly they love gems, especially blue ones, but they also have a love for art and jewelry. Rarely a blue dragon has actually left some treasure behind because the dragon felt that it was unattractive, and therefore would detract from the greatness of the hoard and, by extension, of the dragon itself.

YOUNG ADULT BLUE DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +9, Wis +5, Cha +7
Skills Perception +10, Stealth +4
Damage Immunities Lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 10 (5,900 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

ADULT BLUE DRAGON

huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +4, Con +10, Wis +6, Cha +8
Skills Perception +11, Stealth +4
Damage Immunities Lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 13 (10,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.

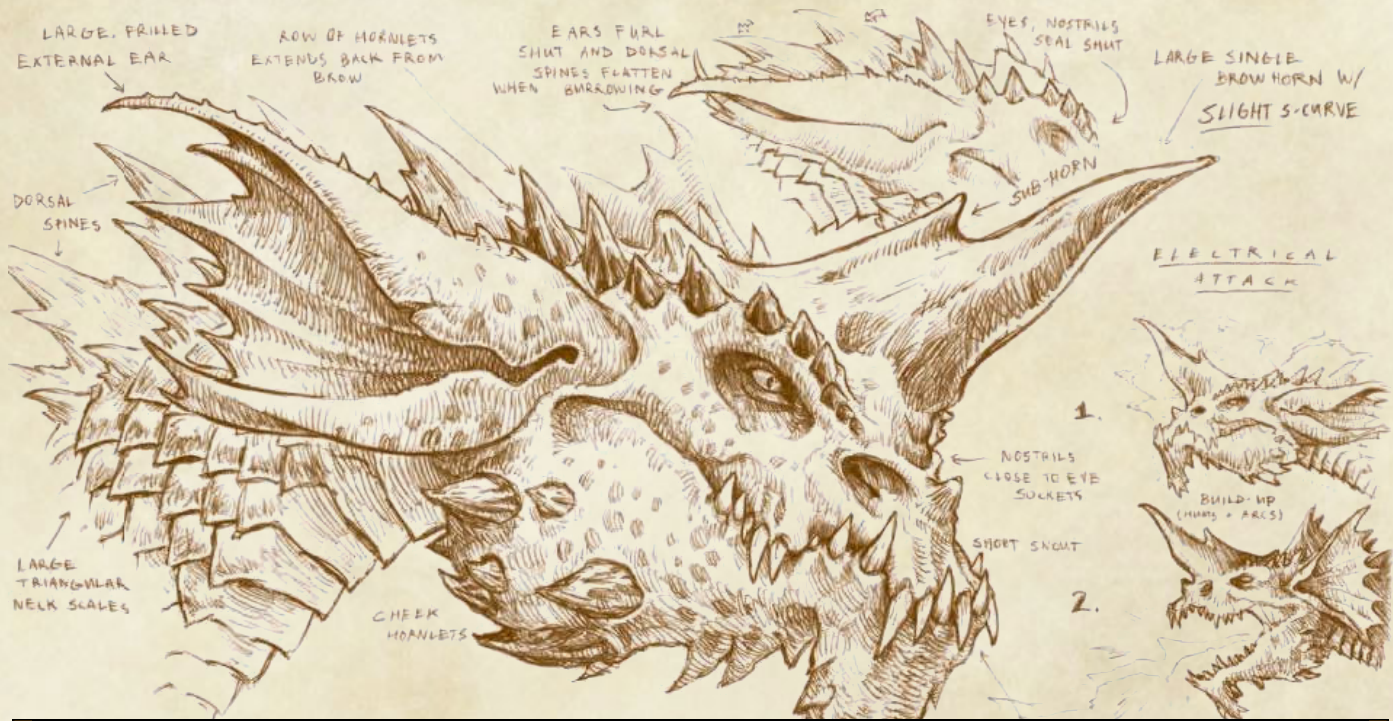
Legendary Actions

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



MATURE ADULT BLUE DRAGON

huge dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9
Skills Perception +12, Stealth +5
Damage Immunities Lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic
Challenge 16 (15,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 10 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD BLUE DRAGON

huge dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 310 (23d12 + 161)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +12, Wis +8, Cha +10
Skills Perception +14, Stealth +5
Damage Immunities Lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 19 (22,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 10 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 71 (13d10) lightning damage on a failed save, or half as much damage on a successful one.

Legendary Actions

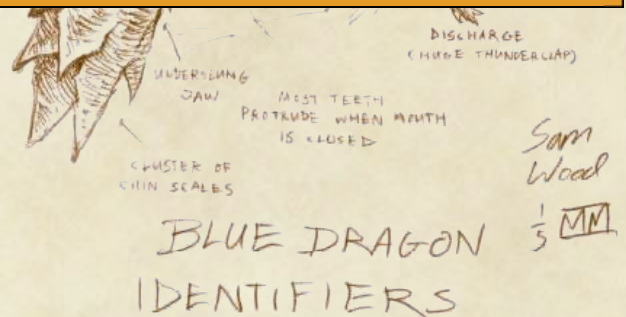
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

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 10 feet of the dragon must succeed on a DC 21 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.

BLUES ARE VAIN AND TERRITORIAL. THEY ARE DISTINGUISHED BY THEIR DRAMATIC FRILLED EARS AND SINGLE, MASSIVE BROW HORN. THEY ARE ALSO ONE OF THE BEST-ADAPTED DRAGON BREEDS FOR DIGGING INTO SAND. THEIR HIDES TEND TO HUM AND CRACKLE FAINTLY WITH BUILT-UP STATIC ELECTRICITY, AND TO EMIT SMALL ARCS OF ELECTRICITY. THESE EFFECTS INTENSIFY WHEN THE DRAGON IS ANGRY OR ABOUT TO ATTACK. THEY SMELL OF OZONE + SAND.



LIFE CYCLE AND EGGS

Blue dragon eggs need to incubate for about fifteen months in their nest before hatching. A typical clutch consists of two to four eggs, and under good conditions all of them will hatch. The oldest known Blue Dragons have reached 2,300 years before passing.

ENVIRONMENTAL DIFFUSION

A Blue dragon that undergoes Environmental Diffusion creates a permanent storm in the vicinity, even underground. The severity of the storm may rise or fall, but the storm itself never dies completely, regardless of the weather happening around or outside of it.

PHYSICAL CHARACTERISTICS

The scales of a Blue Dragon are more reflective than those of the other chromatic dragons. They cannot be used as mirrors, but when in blue or dark environments (such as the sky during the day or night, respectively), their scales take on the associated color and allow them to blend in. The enormous prominent horn on its nose, in addition to being an effective bashing weapon, is practically used in conjunction with its brow as a rain funnel to keep precipitation out of its eyes. This gives it enhanced vision during storms. They might smell of ozone, but the smell is easily masked by wind or inclement weather.

ELDER BLUE DRAGON

huge dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 391 (29d12 + 203)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11

Skills Perception +15, Stealth +6

Damage Immunities Lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) lightning damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 110-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed save, or half as much damage on a successful one.

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 10 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.



ANCIENT BLUE DRAGON

gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 481 (26d20 + 208)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills Perception +17, Stealth +7
Damage Immunities Lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM BLUE DRAGON

gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 555 (30d20 + 240)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+8)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +17, Wis +11, Cha +13

Skills Perception +18, Stealth +7

Damage Immunities Lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 125-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 93 (17d10) lightning damage on a failed save, or half as much damage on a successful one.

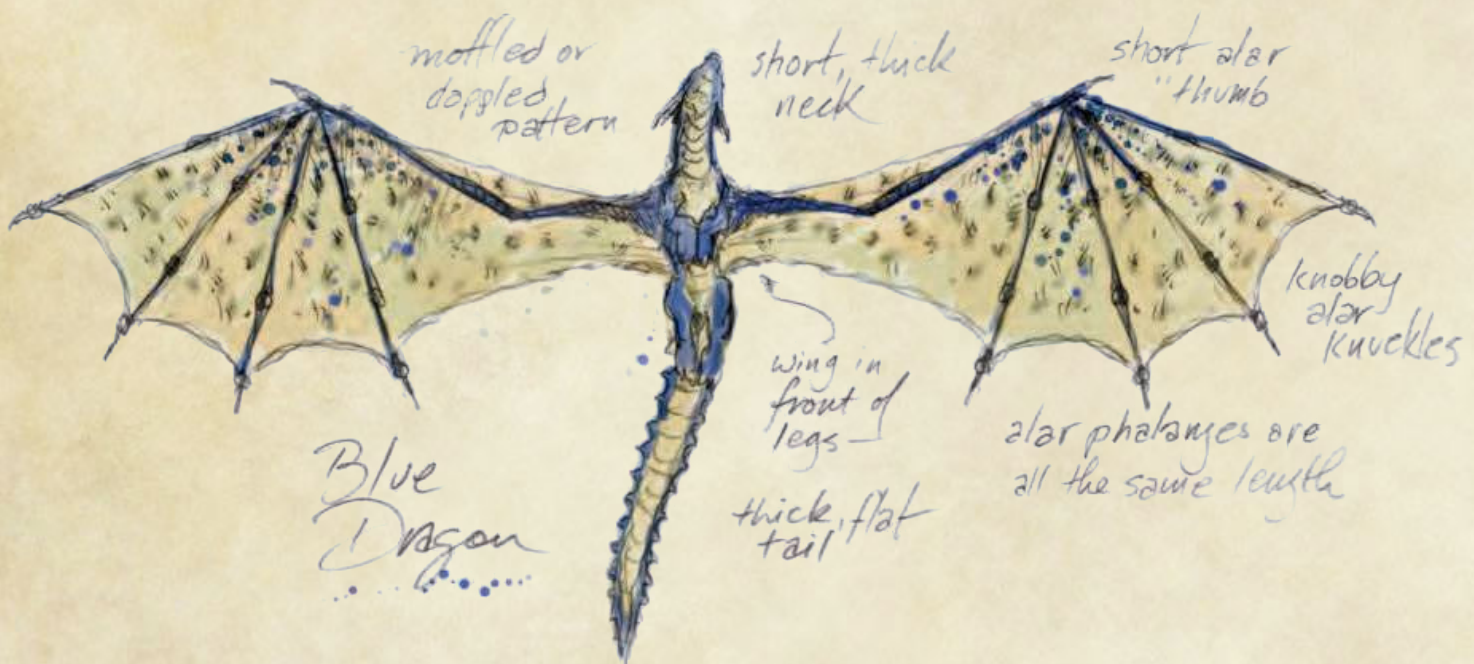
Legendary Actions

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 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.





GREAT WYRM BLUE DRAGON

gargantuan dragon, chaotic evil

Armor Class 24 (natural armor)
Hit Points 585 (30d20 + 270)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	10 (+0)	29 (+9)	20 (+5)	17 (+3)	22 (+6)

Saving Throws Dex +7, Con +18, Wis +12, Cha +13
Skills Perception +19, Stealth +7
Damage Immunities Lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 26 (90,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 130-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 99 (18d10) lightning damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREEN DRAGONS

Green Dragons are conniving, deceitful creatures. As a Green Wyrmling once put it, "Hunting for dinner is no fun. Getting your dinner to offer itself to you? *That* is fun." Green Dragons view all creatures as lesser, and therefore as either prey or pawn; more often than naught, a Green Dragon will corrupt politicians, whether through threat or bribery, in a neighboring town to gain power by proxy, just for the fun of it.

Even so, Greens will negotiate to live peacefully with their neighbors, but one should be very wary when entering into any contract with a Green, as nothing makes one's heart sing with joy quite like finding a loophole and exploiting it.

DIET

Greens prefer sentient mammalians, with a particular taste for elves, but such prey is rare, so they usually subsist on forest life such as deer, bears, and wolves.

GREEN DRAGON

WYRMLING

small dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +3
Damage Immunities Poison
Condition Immunities Poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

VERY YOUNG GREEN DRAGON

medium dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3
Skills Perception +5, Stealth +3
Damage Immunities Poison
Condition Immunities Poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 4 (1d8) poison damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one.

TACTICS

Greens are just as comfortable fighting on the ground as they are in the air, likely due to the dense vegetation that limits their flight when hunting. They take cover in trees or behind hills and boulders; the trees prove more of a hindrance to the arrows of humanoid than they do to the poisonous gas of the Green Dragon.

Greens also spend most of their time patrolling their territory, not just looking for intruders, but memorizing the landscape and every possible hiding place and path through the trees.

If given the opportunity, a green dragon will attempt to talk to its foes. They are among the most cunning of dragons, and they are fully aware of the time constraints of spells and other such effects, so they will try to hold a conversation long enough for those effects to wear off. During the course of the conversation, the dragon will attempt to get its foes to lower their guard (of course lying through its teeth the whole time), while leading them into a disadvantageous position (such as grouping them in such a way that a single breath weapon attack would hit them all). Then, when the dragon has them exactly where it wants them, it drops all cordiality and attacks.

YOUNG GREEN DRAGON

medium dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	15 (+2)	11 (+0)	14 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +4
Skills Perception +6, Stealth +3
Damage Immunities Poison
Condition Immunities Poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 5 (1d10) poison damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 25-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

TERRAIN AND HABITAT

Green Dragons prefer temperate or cold forests to wet jungles or nonforested areas, but they will take the latter in the absence of the former. They particularly love old forests with large trees.

LAIRS

If they can find one, Green Dragons prefer caves in forested hills and cliffsides. Some have been known to topple enormous trees into piles and lair inside of these makeshift huts, and still others have set up residence in enormous trees touched by fae magic.

FAVORED TREASURE

Green Dragons love any treasure that required a lot of work to be put into it, such as a large sculpture or a magic sword. They keep coins and gems around as a part of their hoard, which they sometimes use (sparingly, as they hate parting with any bit of their hoard) to bribe or coerce minions into doing things that will ultimately bring them greater wealth, power, or amusement.

Of course, a green dragon's absolute favorite treasure is the creatures that it has under its command.

JUVENILE GREEN DRAGON

large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Damage Immunities Poison
Condition Immunities Poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

EGGS AND LIFE CYCLE

The eggs of a green dragon need to incubate for about a year before hatching. They are laid in clutches of three to five, and usually two to four of those hatch under good conditions. A Green Dragon can live to be as old as 2,250.

ENVIRONMENTAL DIFFUSION

When a Green Dragon undergoes Environmental Diffusion, the area becomes overgrown with dense, enormous, beautiful, and deadly plant life, which can range from bushes and flowers to enormous trees, but all of it is poisonous. These areas are often connected to fae.

YOUNG ADULT GREEN DRAGON

large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., swim 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	17 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +7, Wis +5, Cha +6

Skills Deception +6, Perception +8, Stealth +4

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (13d6) poison damage on a failed save, or half as much damage on a successful one.

ADULT GREEN DRAGON

huge dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +8, Wis +6, Cha +7

Skills Deception +7, Perception +10, Stealth +5

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive perception 20

Languages Common, Draconic

Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe air and water.

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 feet, one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 50-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 49 (14d6) poison damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT GREEN DRAGON

huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8
Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6
Damage Immunities Poison
Condition Immunities Poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

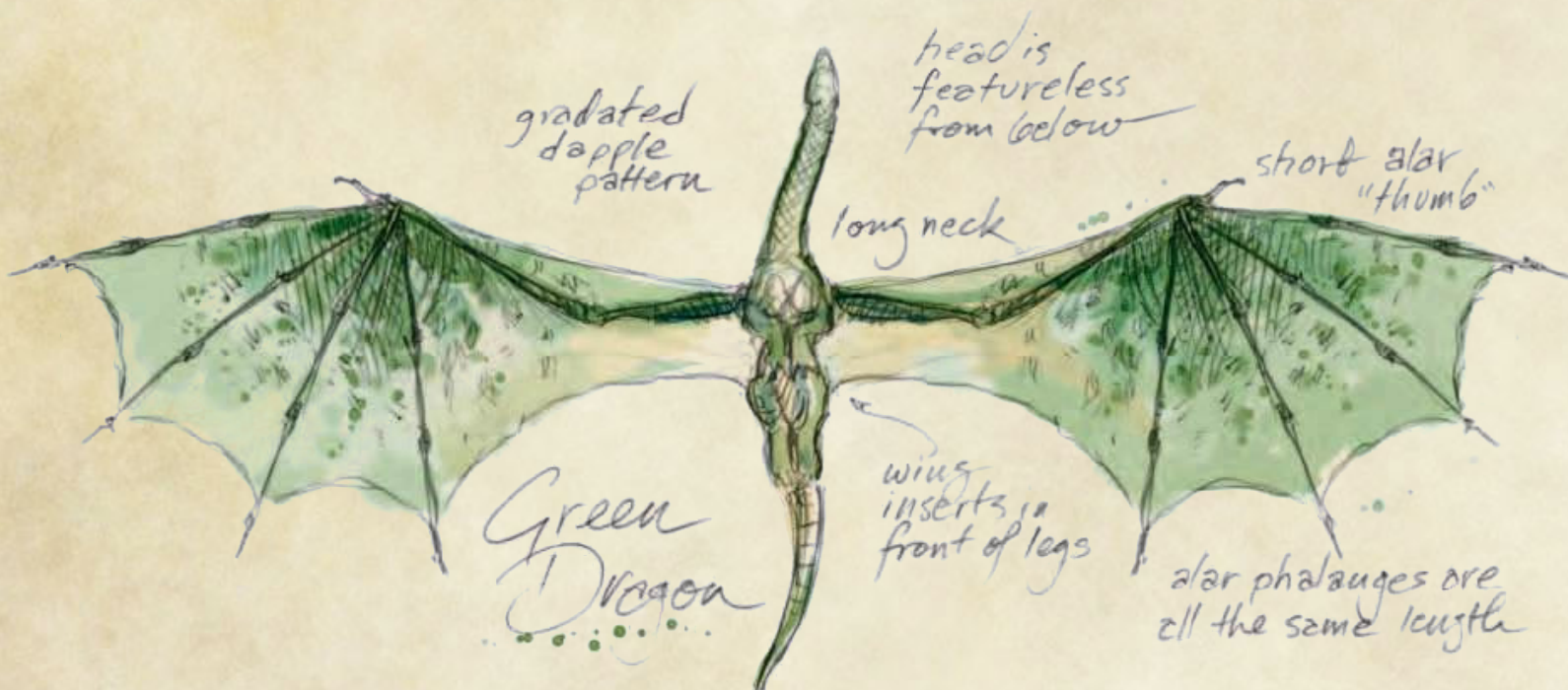
Legendary Actions

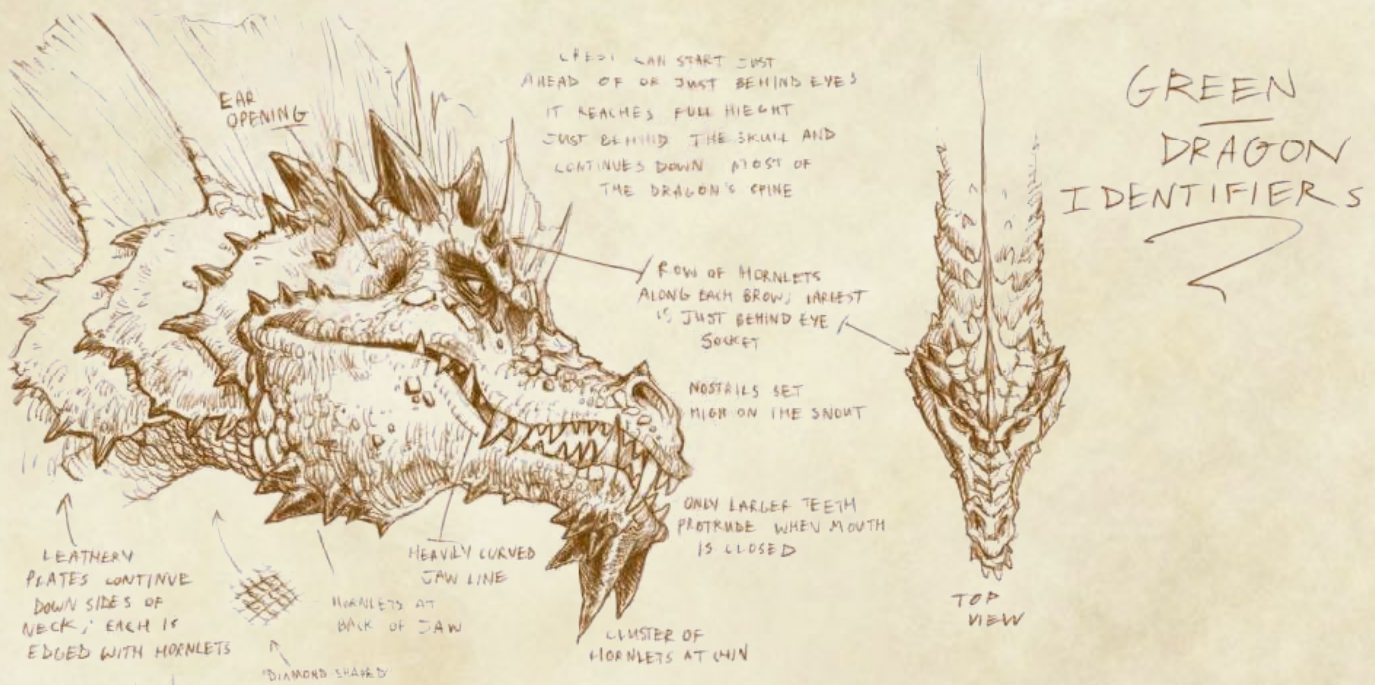
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.





OLD GREEN DRAGON

huge dragon, lawful evil

Armor Class 20 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9

Skills Deception +9, Insight +8, Perception +14, Persuasion +9, Stealth +6

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 70-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 63 (18d6) poison damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER GREEN DRAGON

huge dragon, lawful evil

Armor Class 20 (natural armor)

Hit Points 312 (25d12 + 150)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10

Skills Deception +10, Insight +9, Perception +15, Persuasion +10, Stealth +7

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 80-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 70 (20d6) poison damage on a failed save, or half as much damage on a successful one.

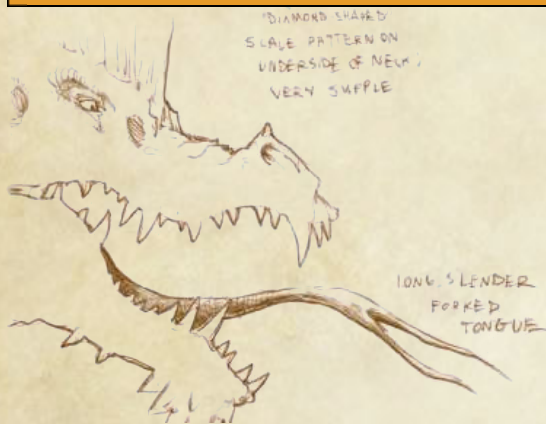
Legendary Actions

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 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



GREEN DRAGONS ARE BELLIGERENT AND TEND TO ATTACK WITHOUT PROVOCATION. THEIR FIERCE TOOTHY JAWS AND ARROGANT CRESTS WARN OTHER CREATURES OF THEIR AGGRESSIVE NATURE. CLUSTERS OF HORNLETS AT BROWS AND CHIN ADD TO THE DISPLAY. THEY CAN BE DETECTED BY THE STINGING ODOR OF CHLORINE GAS.

ANCIENT GREEN DRAGON

gargantuan dragon, lawful evil

Armor Class 21 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) poison damage.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

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 21 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.



WYRM GREEN DRAGON

gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	21 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +16, Wis +11, Cha +11

Skills Deception +12, Insight +11, Perception +18, Persuasion +12, Stealth +8

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 84 (24d6) poison damage on a failed save, or half as much damage on a successful one.

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 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



GREAT WYRM GREEN DRAGON

gargantuan dragon, lawful evil

Armor Class 23 (natural armor)
Hit Points 555 (30d20 + 240)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	22 (+6)	17 (+3)	20 (+5)

Saving Throws Dex +8, Con +17, Wis +12, Cha +12
Skills Deception +13, Insight +12, Perception +19,
Persuasion +13, Stealth +8

Damage Immunities Poison

Condition Immunities Poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive
Perception 29

Languages Common, Draconic
Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) poison damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one.

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 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

RED DRAGONS

Though all dragons are greedy, Red Dragons take that greed to the next level. No amount of treasure is enough for a Red Dragon, and they believe that treasure is for the strongest to take, which most of the time happens to be them. Red Dragons epitomize the iconic image of a fire-breathing dragon, and they themselves believe that they are the pinnacle of draconic, and therefore of all, creation.

They never forgive, and punish even the smallest of sins with death: crossing territory boundaries, taking a single coin from a hoard, or because they think you look ugly. Never insult a Red Dragon. Blues may be forgiving, but a Red Dragon will never forget, and if you manage to somehow escape the inferno that is its wrath, it will go on a rampage and demolish everything it sees.

Reds are cunning strategists, however, and not mindlessly violent. A Red will develop tactics beforehand for every imaginable scenario. Even so, they know when they are outmatched and, though it hurts their pride to do so, they will back down from a fight they know they cannot win.

Any humanoid settlements on the borders of a Red Dragon territory can stave its wrath by offering vast sums of wealth or young adults, upon which it feasts. Whereas Greens control through deception and intrigue, Reds control through demanding power and slaughtering all who do not obey.

RED DRAGON WYRMLING

medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., fly 60 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4
Skills Perception +4, Stealth +2
Damage Immunities Fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

VERY YOUNG RED DRAGON

large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 35 ft., fly 70 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +6, Wis +2, Cha +6
Skills Perception +5, Stealth +2
Damage Immunities Fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage plus 4 (1d8) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 34 (10d6) fire damage on a failed save, or half as much damage on a successful one.

DIET

Reds love raw untainted meat more than anything, and in the absence of meat some will starve themselves for days before consuming plants or inorganic material. They particularly have a love for tender meat from young animals, especially young adult humanoids.

TACTICS

Legends of red dragons build them as powerful creatures (which they are) who destroy senselessly and attack without deliberation. This is false. Red dragons are clever and calculating in their every move. In their hundreds and thousands of years, they have plenty of time to think through every possible scenario and prepare accordingly.

A red dragon will use terrain to its advantage, and if in the open, will keep out of range while blasting with its fire breath. Parts of its lair may be made specifically for killing would-be vanquishers, and positioned so that by the time they realize, it is far too late.

YOUNG RED DRAGON

large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 35 ft., fly 70 ft., climb 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +3, Con +8, Wis +3, Cha +7
Skills Perception +6, Stealth +3
Damage Immunities Fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 7 (2,900 XP)

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 25-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (13d6) fire damage on a failed save, or half as much damage on a successful one.

JUVENILE RED DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Perception +8, Stealth +4
Damage Immunities Fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

YOUNG ADULT RED DRAGON

huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +10, Wis +5, Cha +9
Skills Perception +9, Stealth +4
Damage Immunities Fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 12 (8,400 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 40-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

TERRAIN AND HABITAT

A Red Dragon prefers, above all other choices, to live someplace elevated with a hot climate, such as a volcano or a sulfurous geyser, but it would be quite happy to lair anywhere high, where it can survey its territory. This includes mountain peaks, rocky badlands, and desert mesas. Reds loathe cold and will avoid arctic climates if they can, but will sometimes make their homes atop snowcapped peaks for the elevation.

LAIRS

Red Dragons like cavernous caves or cave complexes deep below the earth. These rarely occur naturally, so usually a Red Dragon will overtake someplace built by another race, or enslave creatures to build or modify a lair for it.

FAVORED TREASURE

No pattern of favored treasure has emerged among Reds, only this: they covet everything in their hoard, everything in every other dragon's hoard, and anything that anyone owns that might be of any value. They are by far the greediest of dragons (which is saying something) and do not care what form their treasure takes, so long as they have it.



ADULT RED DRAGON

huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	11 (+0)	20 (+5)

Saving Throws Dex +5, Con +11, Wis +6, Cha +10

Skills Perception +11, Stealth +5

Damage Immunities Fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 15 (13,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 6 (1d12) fire damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 50-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT RED DRAGON

huge dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 256 (19d12 + 133)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11
Skills Perception +13, Stealth +6
Damage Immunities Fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 19 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.

EGGS AND LIFE CYCLE

The eggs of a Red Dragon take just over sixteen months to incubate. An average clutch will have two to four eggs, and all will survive in good circumstances. A Red can live to be as old as 2,500.

ENVIRONMENTAL DIFFUSION

A Red Dragon's Environmental Diffusion can take one of two forms, depending on the environment. In a mountainous or rocky area, the area splits open to reveal volcanic activity or sulfuric geysers that emit foul-smelling and acrid smoke, even when not active. In less stony and more flammable areas, a permanent wildfire erupts in the area and never goes out regardless of weather or fuel, always staying within the boundaries of the area.

PHYSICAL CHARACTERISTICS

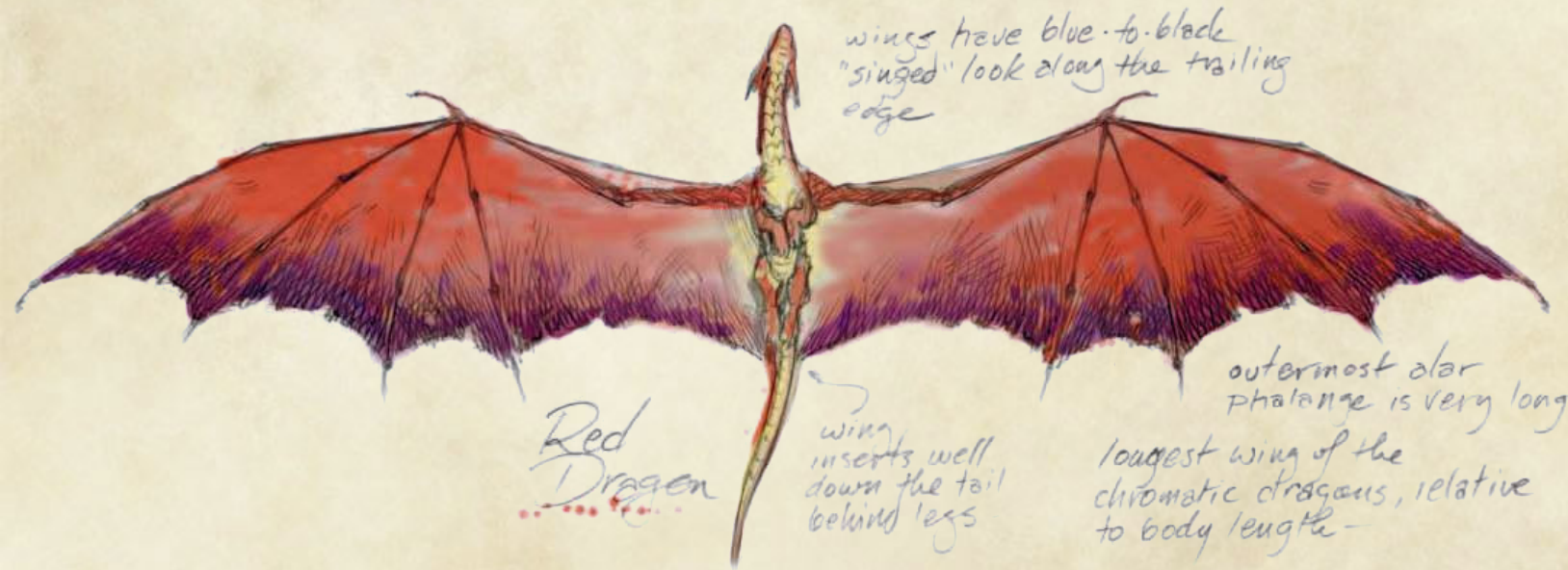
Red Dragons have no qualms with their inability to camouflage; as far as they are concerned, they do not need it, and they appreciate the fear that their appearance strikes into the hearts of lesser beings. Their wings are vast in comparison to their bodies. They smell of smoke and sulphur, and the air around them shimmers as if seen through a heat mirage.

PLAYING AN INTELLIGENT CREATURE

It is nearly impossible to roleplay a creature that is this crafty. How does a DM play a creature with super-human intelligence?

The easiest way I have found to do this is to let the PCs come up with a plan. Let them get it underway. Then have the dragon (or other creature) thwart it, and act as if you had planned for that all along. Perhaps the dragon led with an illusion just to get them into a bad position. Perhaps the dragon knew that the party would attempt to use its secret tunnel, so it uses its breath weapon down the tunnel as soon as they step inside.

Don't do this too often, as it can make players feel stupid, frustrated, or incapable. For these creatures, definitely thwart the players' first plan, but as soon as they adapt, allow plan B to unfold. It is much more difficult and frustrating to come up with a plan C.



OLD RED DRAGON

gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 351 (19d20 + 152)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	17 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +14, Wis +7, Cha +11
Skills Perception +14, Stealth +6
Damage Immunities Fire
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 can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) fire damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 70-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 73 (21d6) fire damage on a failed save, or half as much damage on a successful one.

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 20 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

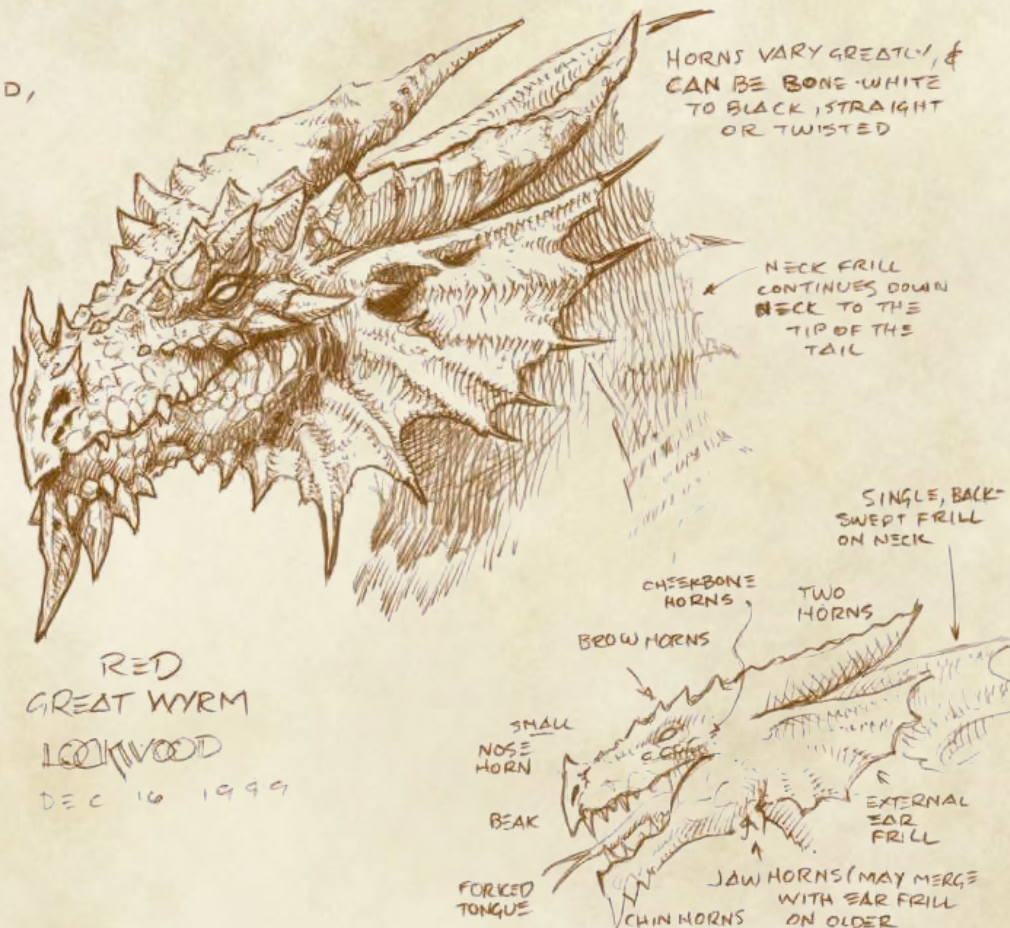
RED DRAGONS ARE VAIN, REFLECTED IN THEIR PROUD, UPRIGHT BEARING AND DISDAINFUL EXPRESSION

THEIR PUPILS FADE AS THEY AGE, UNTIL THE OLDEST HAVE EYES WITH THE APPEARANCE OF MOLTEN ORBS -

AN ANGRY RED MAY HAVE FLAMES LICKING UP FROM EYES AND NOSTRILS - AND AN ENVELOPE OF HEAT-SHIMMER AROUND THEM.

THEIR FRILL AND WINGS ARE AN ASHY BLUE OR PURPLE GREY TOWARD THE EDGES, BECOMING DARKER WITH AGE - NEARLY BLACK ON OLDER SPECIMENS.

REDS SMELL LIKE SMOKE AND SULPHUR



ELDER RED DRAGON

gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	13 (+1)	22 (+6)

Saving Throws Dex +6, Con +15, Wis +8, Cha +12
Skills Perception +15, Stealth +6
Damage Immunities Fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 22 (41,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) fire damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 80-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 83 (24d6) fire damage on a failed save, or half as much damage on a successful one.

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 21 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ANCIENT RED DRAGON

gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13
Skills Perception +16, Stealth +7
Damage Immunities Fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 24 (62,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon 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.

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 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM RED DRAGON

gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 594 (29d20 + 290)

Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	10 (+0)	30 (+10)	19 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +17, Wis +10, Cha +14

Skills Perception +17, Stealth +7

Damage Immunities Fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 25 (75,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 17 (5d6) fire damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 95-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 101 (29d6) fire damage on a failed save, or half as much damage on a successful one.

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 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



GREAT WYRM RED DRAGON

colossal dragon, chaotic evil

Armor Class 24 (natural armor)

Hit Points 635 (31d20 + 310)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	10 (+0)	31 (+10)	20 (+5)	15 (+2)	24 (+7)

Saving Throws Dex +7, Con +18, Wis +11, Cha +14

Skills Perception +18, Stealth +7

Damage Immunities Fire

Senses blindsight 60 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic

Challenge 27 (105,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 22 (2d10 + 11) piercing damage plus 18 (4d8) fire damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 feet, one target. *Hit:* 18 (2d6 +11) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 25 feet, one target. *Hit:* 20 (2d8 +11) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 100-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 105 (30d6) fire damage on a failed save, or half as much damage on a successful one.

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 20 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 18 (2d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WHITE DRAGONS

Among Chromatic Dragons, White Dragons have the reputation for being the stupidest or most animalistic. They do not deserve it. They are more bestial than their cousins, to be sure, but they are just as intelligent. They simply prefer not to scheme or rely on intellect. They live on their strength and on their instincts. They also have obscenely long memories, and have been known to hold grudges for hundreds of years.

DIET

White Dragons don't have much preference when it comes to food, as long as it's meat. They like bigger animals if they can get them, but they will kill and eat whatever is available. This includes sentient life. They prefer their food frozen, and will keep it in snowbanks or ice for days or weeks at a time before eating it.

WHITE DRAGON WYRMLING

tiny dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2

Skills Perception +4, Stealth +2

Damage Immunities Cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

LAIRS

As with most other dragons, the Whites prefer large caves of some variety. In places where the climate allows, they will find or carve enormous caves of ice and snow out of glaciers, reinforcing the structures with their icy breath.

VERY YOUNG WHITE DRAGON

small dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 35 ft., burrow 15 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	15 (+2)	6 (-2)	10 (+0)	11 (+0)

Saving Throws Dex +2, Con +5, Wis +2, Cha +2

Skills Perception +4, Stealth +2

Damage Immunities Cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 4 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage plus 3 (1d6) cold damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 31 (7d8) cold damage on a failed save, or half as much damage on a successful one.

TACTICS

White Dragons lack the maliciousness of the Black Dragons or the ferocity of the Reds, and they lack the Green Dragon's desire and ability to manipulate intruders. Even so, they are remarkably effective hunters. They kill quickly and efficiently. This also makes it nigh impossible to negotiate with them, as they tend to kill first, eat second, and never bother to ask questions. The only offers that adventurers have used to successfully get out alive are those involving promises of sparkling diamonds or (even better) even more meat than the humanoid would provide.

A white dragon prefers to attack savagely with tooth and claw, but it's not stupid. It won't participate in a battle where it is obviously outmatched; at least not directly. In these situations a white dragon will most often perch in hard-to-reach places where it can barrage foes with its icy breath.

FAVORED TREASURE

White Dragons love treasure that glitters like ice, such as diamonds or other similar gems. They also love silver or platinum, and mirrors or other reflective objects.

PHYSICAL CHARACTERISTICS

White dragons have serrated claws to help them walk on ice, and protective layers of eyelids to protect their eyes from light and snow. They have a dry odor, which is more a lack of smell in its own right.

YOUNG WHITE DRAGON

medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 35 ft., burrow 15 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	12 (+1)

Saving Throws Dex +2, Con +6, Wis +2, Cha +3

Skills Perception +5, Stealth +2

Damage Immunities Cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 4 (1d8) cold damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 25-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 40 (9d8) cold damage on a failed save, or half as much damage on a successful one.

TERRAIN AND HABITAT

Whites love the cold and prefer to live in frozen mountains, tundra, or glacial plains in year-round snow and ice. However, some of them are not so fortunate, and must live where they can. Some have been known to lair in mountains or forests, but this can be dangerous for them because they often come into conflict with other dragons in these areas. They tend to avoid these conflicts because 1) dragons of other varieties are generally stronger than whites of the same age, and 2) whites hate expending energy if it does not end in them getting prey.

JUVENILE WHITE DRAGON

medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities Cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

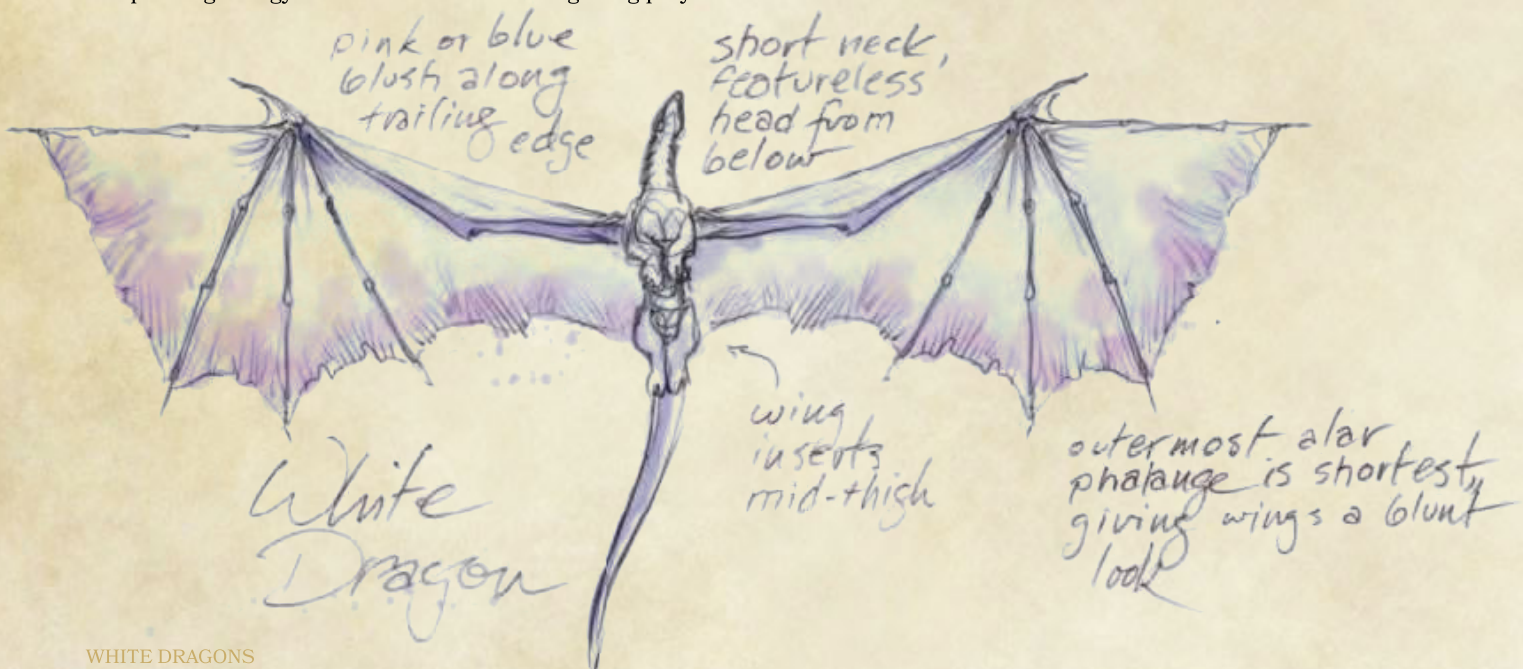
Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6 + 4) slashing damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.



YOUNG ADULT WHITE DRAGON

large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	7 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +8, Wis +4, Cha +4

Skills Perception +7, Stealth +3

Damage Immunities Cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 11 (2d6 + 4) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 12 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 40-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

ADULT WHITE DRAGON

large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	7 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +10, Wis +5, Cha +5

Skills Perception +9, Stealth +4

Damage Immunities Cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 11 (7,200 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 feet, one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT WHITE DRAGON

huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities Cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

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 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

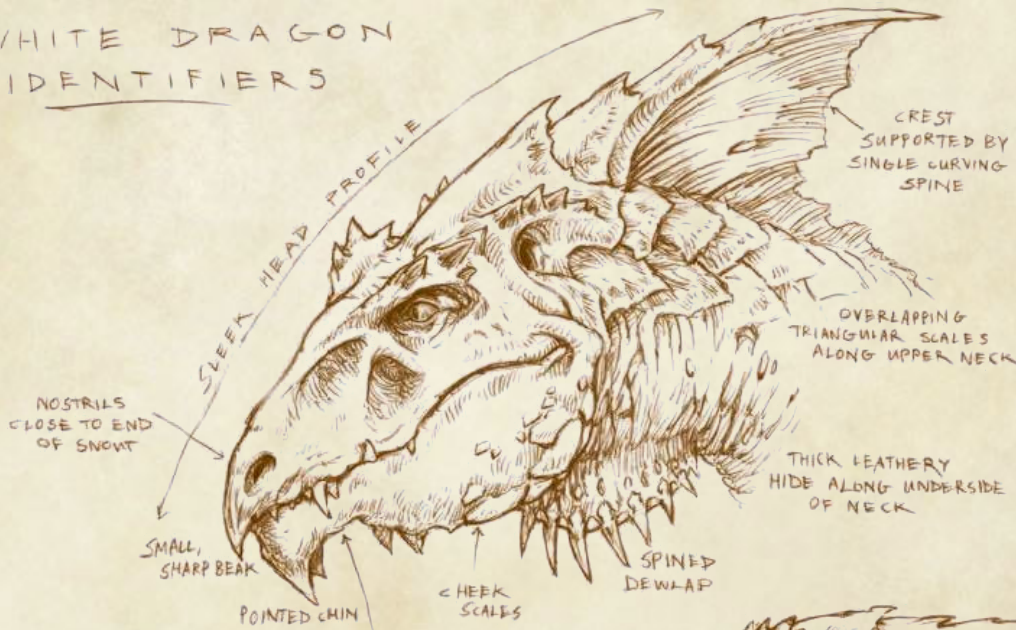
EGGS AND LIFE CYCLE

The eggs of a White Dragon need to incubate for just more than ten months before hatching. Eggs are laid in clutches of eight to ten, but only two to four of them will survive. White Dragons will rarely live longer than 2,100 years.



WHITE DRAGONS

WHITE DRAGON IDENTIFIERS



OLD WHITE DRAGON

huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	23 (+6)	9 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +12, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities Cold

Senses blindsight 60 ft., darkvision 120 ft., passive perception 21

Languages Common, Draconic

Challenge 16 (15,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 6 (1d12) cold damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 70-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER WHITE DRAGON

huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 283 (21d12 + 175)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	9 (-1)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +13, Wis +6, Cha +7

Skills Perception +12, Stealth +5

Damage Immunities Cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 18 (20,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) cold damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 80-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

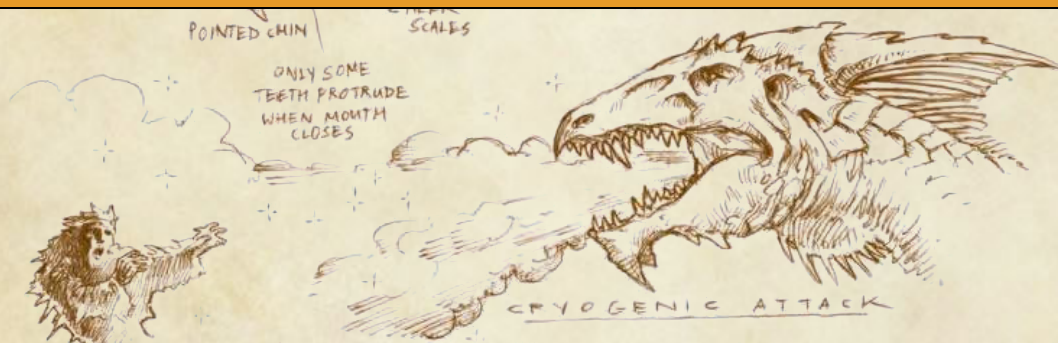
Legendary Actions

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 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



AMONG THE SMALLEST AND LEAST INTELLIGENT OF DRAGONKIND, MOST WHITE DRAGONS ARE SIMPLY ANIMALISTIC PREDATORS. THEIR FACES EXPRESS A HUNTER'S SINGLE-MINDEDNESS AND FEROCITY RATHER THAN THE SHREWDNESS AND INSIGHT OF THE MORE POWERFUL EVIL DRAGONS. THEIR BEAKED, CRESTED HEADS ARE DISTINCTIVE. (A CRISP, FAINTLY CHEMICAL ODOR)



ANCIENT WHITE DRAGON

huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 144)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
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26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)
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Saving Throws Dex +6, Con +14, Wis +7, Cha +8

Skills Perception +13, Stealth +6

Damage Immunities Cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 20 (25,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

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 10 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.

WYRM WHITE DRAGON

gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	27 (+8)	11 (+0)	13 (+1)	14 (+2)

Saving Throws Dex +6, Con +15, Wis +8, Cha +8

Skills Perception +14, Stealth +6

Damage Immunities Cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 21 (33,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 95-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

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 23 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.



GREAT WYRM WHITE DRAGON

gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 487 (25d20 + 225)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	28 (+9)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +16, Wis +8, Cha +8
Skills Perception +15, Stealth +6
Damage Immunities Cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 23 (50,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) cold damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 100-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

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 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

NEW CHROMATIC DRAGONS

The following dragon types are not "true" chromatic dragons, in that they are in no way related to Tiamat. They were created by other gods or through other means, but the chromatic title still found them because of their evil or self-serving natures, and because of the lack of a better descriptor.

Brown, Gray, and Purple dragons are a bit rarer than true chromatics, because true chromatics view them as sad imitations of their perfection and kill them on sight. These chromatics are outcasts in the already hostile and lonely dragon world.

However, as a result of this, these dragons may be more willing to foster friendships with humanoids or other creatures.

BROWN DRAGON WYRMLING

small dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	13 (+1)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +3, Con +2, Wis +2, Cha +2
Skills Perception +4, Stealth +3
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 10 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 22 (4d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

VERY YOUNG BROWN DRAGON

small dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 30 ft., burrow 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	16 (+3)	11 (+0)	11 (+0)	10 (+0)

Saving Throws Dex +3, Con +4, Wis +2, Cha +2
Skills Perception +4, Stealth +3
Senses blindsight 10 ft., darkvision 60 ft., tremorsense 10 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 33 (6d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

BROWN DRAGONS

Brown Dragons require a lot of effort on the part of a would-be vanquisher because Brown Dragons take special effort to make as little effort as possible. That is, they are cautious and will always make the choice that will get them the most profit for the least amount of work and danger.

However, Brown Dragons eventually grow tired of a strict diet of buffalo or like beasts because they love nothing more than good cuisine. A Brown Dragon will take increasing risks to obtain exotic or favorite foods. A Brown Dragon's ultimate happiness comes from eating well with new tastes and spices.

TERRAIN AND HABITAT

Brown Dragons are especially suited to desert environments, where humanoid societies will leave them alone. They love the heat, and the sand is especially easy for them to burrow through. They are rarely found in any other environments.

LIFE CYCLE

Brown Dragon eggs incubate for about 9 months, and are laid in clutches of 5 or 6. Half of them usually hatch. The oldest can live to be about 2,000 years old.

When a Brown Dragon dies of old age, the dry air and sand of its lair may mummify it.

ENVIRONMENTAL DIFFUSION

When a Brown Dragon undergoes environmental diffusion, it creates an area of quicksand. (A trapped character must succeed on an Athletics or Acrobatics check to free themselves, DC equal to the dragon's challenge rating).

YOUNG BROWN DRAGON

medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 35 ft., burrow 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	17 (+3)	11 (+0)	11 (+0)	11 (+0)

Saving Throws Dex +3, Con +5, Wis +2, Cha +3

Skills Perception +5, Stealth +3

Senses blindsight 10 ft., darkvision 60 ft., tremorsense 10 ft., passive Perception 15

Languages Draconic

Challenge 5 (1,800 XP)

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 25-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 44 (8d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

LAIRS

Brown Dragons prefer lairs under the surface, such as old ruins overcome with sand or caverns of sandstone. They may also inhabit large ruins on the surface, like an old tomb. Usually the chambers of its lair are cut off from each other by walls of earth or shifting sand. These pose no problem for the dragon, who tunnels through them as needed.

FAVORED TREASURE

Browns covet good food just as much as any other treasure.

JUVENILE BROWN DRAGON

medium dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	19 (+4)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +4

Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 49 (9d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

They often keep a sizeable store of salt, oregano, thyme, and a variety of other spices according to the dragon's taste. The treasure they keep often takes the form of cutlery and crockery in all of its forms, but they appreciate all forms of treasure: coins, artwork, rare lore books, etc.

TACTICS

During combat, Brown Dragons prefer to stay out of sight by burrowing underground and locating enemies using their tremorsense. When they burst from the ground and reveal themselves, they will try to frighten their foes with a sudden impressive display of power. More powerful adults or ancients will use their sandstorm as part of this display, as it gives the dragon cover and disorients its foes.

Occasionally, a Brown Dragon will take a bite out of a particularly scrumptious-looking enemy, especially if it is something the dragon has not tried before. The dragon will then comment loudly during combat on the taste of said morsel, and may drag the unfortunate creature underground where it can finish its meal in safety.

YOUNG ADULT BROWN DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	20 (+5)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +8, Wis +4, Cha +5
Skills Perception +8, Stealth +4
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 40-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 54 (10d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

ADULT BROWN DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	21 (+5)	13 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +5, Con +9, Wis +5, Cha +6
Skills Perception +9, Stealth +5
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 19
Languages Common, Draconic
Challenge 12 (8,400 XP)

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 50-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 54 (10d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

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 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- A cloud of sand swirls about in a 20-foot-radius sphere centred on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded 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.

- The dragon can choose a point it can see within 120 feet of it. The ground quakes in that area. All creatures standing on the ground within 20 feet of the point must make a DC 15 Strength Saving Throw or be knocked prone.

REGIONAL EFFECTS

The region containing a legendary brown dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Sandstorms rage within 6 miles of the lair.
- Quicksand (see "Wilderness Hazards" in chapter 5 of the *Dungeon Master's Guide*) spontaneously forms within 1 mile of the lair.
- Amber brought within 1 mile of the lair glows slightly and feels warm to the touch.

If the dragon dies, these effects fade over the course of 1d10 days. Any quicksand remains where it is.

MATURE ADULT BROWN DRAGON

huge dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	23 (+6)	14 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +11, Wis +6, Cha +7
Skills Perception +11, Stealth +6
Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 21
Languages Common, Draconic
Challenge 14 (11,500 XP)

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

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 60 (11d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

Sandstorm 3/Day. The dragon creates a thick sandstorm 40 feet wide centered on itself. All creatures in that area must make a DC 19 Dexterity Saving Throw or take 22 (4d10) piercing damage, or half damage on a successful save. All creatures in the sandstorm, except for the dragon, are blinded until the sandstorm subsides or until they exit the sandstorm. Creatures looking into the sandstorm cannot see through it. The sandstorm subsides at the end of the dragon's next turn.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD BROWN DRAGON

huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 283 (21d12 + 147)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	24 (+7)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +11, Wis +6, Cha +7

Skills Perception +11, Stealth +6

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 21

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 70-foot cone. Each creature in that area must make a DC 20 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 65 (12d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

Sandstorm 3/Day. The dragon creates a thick sandstorm 40 feet wide centered on itself. All creatures in that area must make a DC 20 Dexterity Saving Throw or take 22 (4d10) piercing damage, or half damage on a successful save. All creatures in the sandstorm, except for the dragon, are blinded until the sandstorm subsides or until they exit the sandstorm. Creatures looking into the sandstorm cannot see through it. The sandstorm subsides at the end of the dragon's next turn.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER BROWN DRAGON

huge dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 337 (25d12 + 175)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	25 (+7)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +11, Wis +6, Cha +7

Skills Perception +11, Stealth +6

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 21

Languages Common, Draconic

Challenge 19 (22,000 XP)

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

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 80-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 65 (12d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

Sandstorm 3/Day. The dragon creates a thick sandstorm 40 feet wide centered on itself. All creatures in that area must make a DC 21 Dexterity Saving Throw or take 22 (4d10) piercing damage, or half damage on a successful save. All creatures in the sandstorm, except for the dragon, are blinded until the sandstorm subsides or until they exit the sandstorm. Creatures looking into the sandstorm cannot see through it. The sandstorm subsides at the end of the dragon's next turn.

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 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT BROWN DRAGON

huge dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 407 (22d20 + 176)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	13 (+1)	27 (+8)	16 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +8, Con +15, Wis +9, Cha +10

Skills Perception +16, Stealth +8

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 71 (13d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

Sandstorm 3/Day. The dragon creates a thick sandstorm 40 feet wide centered on itself. All creatures in that area must make a DC 23 Dexterity Saving Throw or take 33 (6d10) piercing damage, or half damage on a successful save. All creatures in the sandstorm, except for the dragon, are blinded until the sandstorm subsides or until they exit the sandstorm. Creatures looking into the sandstorm cannot see through it. The sandstorm subsides at the end of the dragon's next turn.

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 10 feet of the dragon must succeed on a DC 23 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.

WYRM BROWN DRAGON

gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 487 (25d20 + 225)

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

STR	DEX	CON	INT	WIS	CHA
28 (+9)	13 (+1)	28 (+9)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +8, Con +15, Wis +9, Cha +10

Skills Perception +16, Stealth +8

Senses blindsight 60 ft., darkvision 120 ft., tremorsense 60 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 95-foot cone. Each creature in that area must make a DC 24 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 77 (14d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

Sandstorm 3/Day. The dragon creates a thick sandstorm 50 feet wide centered on itself. All creatures in that area must make a DC 24 Dexterity Saving Throw or take 33 (6d10) piercing damage, or half damage on a successful save. All creatures in the sandstorm, except for the dragon, are blinded until the sandstorm subsides or until they exit the sandstorm. Creatures looking into the sandstorm cannot see through it. The sandstorm subsides at the end of the dragon's next turn.

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 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM BROWN DRAGON

gargantuan dragon, chaotic evil

Armor Class 24 (natural armor)
Hit Points 526 (27d20 + 243)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	13 (+1)	29 (+9)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +8, Con +15, Wis +9, Cha +10

Skills Perception +16, Stealth +8

Senses blindsight 60 ft., darkvision 120 ft.,
tremorsense 60 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Sand Walk. The dragon can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost it extra movement.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Sand Breath (Recharge 5-6). The dragon exhales blinding hot sand in a 100-foot cone. Each creature in that area must make a DC 25 Constitution saving throw. On a failed save, the creature is blinded for one turn and takes 82 (15d10) piercing damage. On a successful save, the creature is not blinded and takes half damage.

Sandstorm 3/Day. The dragon creates a thick sandstorm 60 feet wide centered on itself. All creatures in that area must make a DC 25 Dexterity Saving Throw or take 33 (6d10) piercing damage, or half damage on a successful save. All creatures in the sandstorm, except for the dragon, are blinded until the sandstorm subsides or until they exit the sandstorm. Creatures looking into the sandstorm cannot see through it. The sandstorm subsides at the end of the dragon's next turn.

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 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GRAY DRAGONS

Gray Dragons, also known as fang dragons, are unique in many ways, but the one thing that sets them apart from every other dragon is that they don't have a breath weapon. Instead, their fangs secrete dangerous venom that drains the very life force out of any creature unfortunate enough to get caught between its jaws.

GRAY DRAGON WYRMLING

tiny dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	13 (+1)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Con +3, Wis +3, Cha +1

Skills Perception +3, Stealth +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Draconic

Challenge 1 (200 XP)

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage. The target must also succeed on a DC 12 Constitution saving throw or have its Constitution score reduced by 1d4. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

Gray dragons are terrifyingly wolf-like in appearance, with long snouts and long narrow ears often scarred and clipped from past battles. Orange or red eyes glare from beneath a stony brow adorned with spikes and plates; their wings are small, and their tails are tipped with a pair of bone blades.

GRAY DRAGON VENOM

A creature proficient in Nature could feasibly harvest venom from a dead gray dragon.

Gray Dragon Venom (Injury). A creature subjected to this venom must succeed on a Constitution saving throw or have its Constitution score reduced until it finishes a long rest. A creature whose Constitution score is reduced to 0 dies.

The save DC and amount reduced are determined by the age of the dragon from which the venom was harvested, as given in the table.

VERY YOUNG GRAY DRAGON

small dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 71 (11d8 + 22)

Speed 35 ft., climb 30 ft., fly 65 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	9 (-1)	13 (+1)	8 (-1)

Saving Throws Con +4, Wis +3, Cha +1

Skills Perception +3, Stealth +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 2 (450 XP)

Actions

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage. The target must also succeed on a DC 13 Constitution saving throw or have its Constitution score reduced by 1d4. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage.

As if to make up for their lack of a breath weapon, gray dragons' claws and fangs are far sharper than their true chromatic cousins'. This makes them deadly in melee combat, and they choose lair locations that capitalize on this strength.

Dragon Age	Save DC	Amount Reduced
Wyrmling	12	1d4
Very Young	13	1d4
Young	14	1d4
Juvenile	15	1d4
Young Adult	16	1d6
Adult	17	1d6
Mature Adult	19	1d8
Old	20	1d8
Elder	21	2d4
Ancient	23	2d4
Wyrm	24	2d6
Great Wyrm	25	2d6

YOUNG GRAY DRAGON

medium dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 97 (15d8 + 30)
Speed 35 ft., climb 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	9 (-1)	13 (+1)	9 (-1)

Saving Throws Con +4, Wis +3, Cha +1
Skills Perception +3, Stealth +2
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13
Languages Draconic
Challenge 4 (1,100 XP)

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. The target must also succeed on a DC 14 Constitution saving throw or have its Constitution score reduced by 1d4. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

JUVENILE GRAY DRAGON

large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	10 (+0)	14 (+2)	10 (+0)

Saving Throws Con +6, Wis +5, Cha +3
Skills Perception +5, Stealth +3
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic
Challenge 7 (2,900 XP)

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. The target must also succeed on a DC 15 Constitution saving throw or have its Constitution score reduced by 1d4. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

YOUNG ADULT GRAY DRAGON

large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Con +8, Wis +6, Cha +4
Skills Perception +6, Stealth +4
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 8 (3,900 XP)

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 20 (3d10 + 4) piercing damage. The target must also succeed on a DC 16 Constitution saving throw or have its Constitution score reduced by 1d6. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 12 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

TERRAIN AND HABITAT

Gray dragons prefer temperate mountains; they don't like snow and heat, especially if the air is humid. They may also settle in rocky lowlands or other arid, rocky places. The sheen of their scales, which is usually some shade of gray or occasionally mottled brown, lends itself to camouflage in these areas.

LAIRS

These dragons prefer to hunt far from their main lair, so they pick somewhere secluded and hard to reach. Often they will have a large boulder or some other obstacle at the lair's entrance that they can push into place when they leave, to keep unwanted visitors out while they are away. They are otherwise not picky about decoration or other contents of the lair, as long as there is a place for a hoard.

If the dragon leaves on an extended hunting trip, it usually establishes a secondary lair in the new area. In this way, a gray dragon can have several lairs scattered for miles around its main lair.

FAVORED TREASURE

For not being true chromatics, gray dragons are among the greediest of their kind. They don't discriminate when it comes to treasure. If it's valuable, they want it.

That said, they tend to prefer natural treasures, rough and unworked, especially gemstones. For this reason, many mines have come under the rule or attack of a gray dragon.

COMBAT

The deadly claws, teeth, and venom of these dragons make them brawlers. They are masters of physical combat and know how to make every part of their body lethal. They stay on the wing, rending their foes with strafing attacks. If their prey flies or if they are forced to the ground, they tend to flee to closed-off areas where maneuverability is limited so the dragon can back its prey into a corner and tear it to shreds. Against other dragons, they try to get as close as possible as quickly as possible, as their lack of a breath weapon puts them at a serious disadvantage.

Against groups, a dragon may try to grapple a single creature and carry it away to deal with it separately, or find a chokepoint where it can deal with threats one or two at a time. Alternatively, it will attempt to grapple a creature in its jaws and attempt to kill it with its venom.

DIET

Gray dragons prefer any sort of fresh meat, but especially that of intelligent creatures. It may be the hunt involved with these creatures that makes them preferable, as the hunt is more exhilarating or more difficult, but every gray dragon declines this and claims that it is indeed the taste that makes the difference.

ADULT GRAY DRAGON

large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	15 (+2)	11 (+0)

Saving Throws Con +8, Wis +6, Cha +4

Skills Perception +6, Stealth +4

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 11 (7,200 XP)

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. The target must also succeed on a DC 18 Constitution saving throw or have its Constitution score reduced by 1d6. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 15 (3d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a 10-foot-square area on the ground that it can see within 120 feet of it. The ground in that area turns into 3-foot-deep mud. Each creature on the ground in that area when the mud appears must succeed on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the mud costs 2 feet of movement. On initiative count 20 on the next round, the mud hardens, and the Strength DC to work free increases to 20.
- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.

- The dragon targets a single creature with its gaze. That creature must succeed on a Wisdom saving throw (DC = Frightful Presence) or be frightened of the dragon until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a legendary gray dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 1 mile of the lair often feel as if they are somehow walking slower, as if through mud.
- The weather for 6 miles around the lair remains temperate, with little or no wind and mild temperatures.
- Menacing faces can occasionally be seen in the clouds within 1 mile of the lair.

If the dragon dies, these effects fade over the course of 1d10 days.

MATURE ADULT GRAY DRAGON

huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	12 (+1)	16 (+3)	12 (+1)

Saving Throws Con +10, Wis +8, Cha +6

Skills Perception +8, Stealth +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 15 (13,000 XP)

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

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. The target must also succeed on a DC 19 Constitution saving throw or have its Constitution score reduced by 1d8. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 16 (3d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD GRAY DRAGON

huge dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 250 (20d12 + 120)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	13 (+1)	17 (+3)	12 (+1)

Saving Throws Con +12, Wis +9, Cha +7

Skills Perception +9, Stealth +6

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage. The target must also succeed on a DC 20 Constitution saving throw or have its Constitution score reduced by 1d8. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 16 (3d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ALTERNATIVE GRAY DRAGONS

D&D has seen a few different iterations of the gray dragon, each with their own strengths and abilities. I chose this particular version because I feel it gives the greatest contrast to 5e's current dragons, rather than having yet another big spiky meatbag that can breath some element or another. If you want something along those lines, consider removing the dragon's *Sharp Claws* trait, replacing its bite attack with a normal bite attack, and adding one of the following options:

Acid Breath. The dragon exhales acid in a cone. Each creature in that area must succeed on a Constitution saving throw or take acid damage, or half damage on a successful save.

Petrifying Breath. The dragon exhales petrifying gas in a cone. Each creature in that area must make a Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

The range, damage, and DC of the breath weapons by the dragon's age are given in the table.

Also consider giving the dragon resistance or immunity to acid damage.

GRAY DRAGON BREATH WEAPONS

Dragon Age	Save DC	Range (feet)	Damage (Acid)
Wyrmling	12	15	22 (5d8)
Very Young	13	20	31 (7d8)
Young	14	25	40 (9d8)
Juvenile	15	30	45 (10d8)
Young Adult	16	40	49 (11d8)
Adult	17	50	49 (11d8)
Mature Adult	19	60	54 (12d8)
Old	20	70	58 (13d8)
Elder	21	80	67 (15d8)
Ancient	23	90	72 (16d8)
Wyrms	24	95	76 (17d8)
Great Wyrms	25	100	81 (18d8)



ELDER GRAY DRAGON

huge dragon, chaotic neutral

Armor Class 21 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	13 (+1)	17 (+3)	13 (+1)

Saving Throws Con +12, Wis +9, Cha +7
Skills Perception +9, Stealth +6
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 19 (22,000 XP)

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

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage. The target must also succeed on a DC 21 Constitution saving throw or have its Constitution score reduced by 2d4. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 17 (3d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT GRAY DRAGON

huge dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 332 (19d20 + 133)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	14 (+2)	18 (+4)	14 (+2)

Saving Throws Con +13, Wis +10, Cha +8

Skills Perception +10, Stealth +6

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

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.

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then 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:* 24 (3d10 + 8) piercing damage. The target must also succeed on a DC 23 Constitution saving throw or have its Constitution score reduced by 2d4. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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 18 (3d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM GRAY DRAGON

gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	15 (+2)	18 (+4)	14 (+2)

Saving Throws Con +15, Wis +11, Cha +9

Skills Perception +11, Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage. The target must also succeed on a DC 24 Constitution saving throw or have its Constitution score reduced by 2d6. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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 23 Dexterity saving throw or take 18 (3d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM GRAY DRAGON

gargantuan dragon, chaotic neutral

Armor Class 24 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	27 (+8)	15 (+2)	19 (+4)	15 (+2)

Saving Throws Con +15, Wis +11, Cha +9

Skills Perception +11, Stealth +7

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

Sharp Claws. The dragon's melee attacks deal an extra die of damage (included in attacks).

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 25 (3d10 + 9) piercing damage. The target must also succeed on a DC 25 Constitution saving throw or have its Constitution score reduced by 2d6. This reduction lasts until the target finishes a long rest. A creature whose Constitution is reduced to 0 dies.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 19 (3d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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 24 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

PURPLE DRAGONS

Purple Dragons are exceptionally rare among dragonkind because they reside only deep beneath the earth and in the delves of the Underdark. This has also given them the name of "Deep Dragons." Most surface-dwellers are ignorant or skeptical of their existence; anyone lucky (or unlucky) enough to see one usually passes it off as a Black Dragon that has made its lair far underground; in the dark, who's to say whether the scales are purple or black?

The Deep Dragons have a love for lies and manipulation rivaling even that of the Greens. Its very gaze has the ability to dominate a person into doing the will of the dragon. It might manipulate for a number of reasons: to explore a cavern or ruin, to form "allies" and bodyguards, or simply for fun.

However, their love to explore trumps even their desire to manipulate (which is perhaps why the Greens are the more talented manipulators). Nothing warms the cold heart of a Deep Dragon like exploring deep caverns in the dark where no foot has trod before.

PURPLE DRAGON WYRMLING

small dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	13 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +3
Damage Immunities Psychic
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 10 radiant damage.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 10 (3d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 7 (2d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

VERY YOUNG PURPLE DRAGON

medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft., climb 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3
Skills Deception +3, Perception +5, Stealth +3
Damage Immunities Psychic
Senses blindsight 15 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 18 radiant damage.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 20-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 17 (5d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 7 (2d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

A Purple Dragon could possibly be bartered with, if the creatures have information or items relating to exploration that the dragon is interested in (that wouldn't directly benefit the dragon were it to dominate them instead). Purple Dragons make staunch short-term allies, and have been known to ally with Drow on many occasions.

TACTICS

Green dragons are more talented manipulators to be sure, but purples are the more talented dominators. A purple dragon prefers to attack from ambush, and even in these situations, prefers to send in its minions first. When the dragon does come out of hiding, it immediately attempts to dominate (or otherwise persuade) as many of its foes as possible before unleashing its fury of psychic attacks.

YOUNG PURPLE DRAGON

medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 105 (14d8 + 42)

Speed 35 ft., climb 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	14 (+2)	11 (+0)	14 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +4

Skills Deception +3, Perception +6, Stealth +3

Damage Immunities Psychic

Senses blindsight 20 ft., darkvision 90 ft., passive Perception 16

Languages Draconic

Challenge 5 (1,800 XP)

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 26 radiant damage.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Psycic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 25-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 24 (7d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 10 (3d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

TERRAIN AND HABITAT

Purple Dragons love the deep darkness of the Underdark. They are rarely (if ever) seen above ground because direct sunlight harms them, and then make their homes deep beneath the surface where they are safe from the sun's rays. Some have been known to make their homes in the Shadowfell, for the same reasons. They also prefer the Underdark because, in their eyes, the surface is a boring place with nowhere to go or explore; the endless tunnels of the Underdark always go ever deeper, begging generations of Purple Dragons to delve and explore their depths.

EGGS AND LIFE CYCLE

The eggs of a Purple Dragon need to incubate for about seventeen months before hatching. A typical clutch consists of about six eggs, and half of them usually hatch. Purple Dragons (forgoing unfortunate death in battle) normally live well over 2,000 years old; rumor has it that some have reached even 3,000.

JUVENILE PURPLE DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +4, Perception +7, Stealth +4

Damage Immunities Psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 34 radiant damage.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Psycic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 31 (9d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 14 (4d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

LAIRS

The lair of a Purple Dragon is labyrinthine. It takes a special kind of explorer to keep from getting lost in one, but the dragon always remembers every nook and cranny. Many passages are dead ends that lead to traps.

The love of a Purple Dragon for exploration is such that one may leave its lair for extended amounts of time before returning. Many will dominate or beguile servants to guard their hoards, and older dragons may learn spells or seek out artifacts (such as scrolls or like rituals) that allow them to quickly return to their lairs, should the need arise.

DIET

Deep Dragons love food they can catch in underground seas and rivers. They will eat blind fish in enormous quantities, but love the occasional kua-toa. Aboleths are a special delicacy.

YOUNG ADULT PURPLE DRAGON

large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	15 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +4, Con +7, Wis +5, Cha +6
Skills Deception +5, Perception +8, Stealth +4
Damage Immunities Psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 10 (5,900 XP)

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 40 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 35 (10d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 14 (4d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

ADULT PURPLE DRAGON

huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +5, Con +8, Wis +6, Cha +7
Skills Deception +6, Perception +10, Stealth +5
Damage Immunities Psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 13 (10,000 XP)

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 45 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 feet, one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 50-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 38 (11d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 14 (4d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

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.

ENVIRONMENTAL DIFFUSION

When a Purple Dragon undergoes environmental diffusion, the surrounding area is covered in small mushrooms. The area is also cursed such that any creature that tries to rest there is afflicted by nightmares and horrid thoughts, and must succeed on a Wisdom Saving Throw (DC = Frightful Presence) to gain the benefit of a full rest.

COMBAT

Purple Dragons will lie in wait for hours, watching their enemies until they learn something that will give them an advantage. In combat, it will try to Dominate as many foes as possible to sow chaos and fear, but it will try to stay in the periphery of the cavern so as not to get surrounded, and to make a swift escape if need be.

PHYSICAL CHARACTERISTICS

Purple Dragons are lithe and sleek, with slender bodies, limbs, and heads, and narrow wings. This is to allow them to slip through caverns that might ordinarily not allow a creature of their size to fit through.

FAVORED TREASURE

A Purple Dragon, like all dragons, covets all kinds of treasure, but has a special love for maps and cartographic tools, especially those enchanted with magic. They also prize items that allow them to withstand higher temperatures, which they encounter as they delve into the Underdark.

MATURE ADULT PURPLE DRAGON

huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +7, Perception +12, Stealth +6

Damage Immunities Psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

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

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 52 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 42 (12d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 14 (4d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon moves up to half of its movement speed without triggering opportunity attacks.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- A cloud of darkness with a 30-foot radius originates from a point of the dragon's choosing that the dragon can see. It functions as if cast with the *Darkness* spell.

REGIONAL EFFECTS

The region containing a legendary purple dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Any creature that attempts to take a long rest within 1 mile of the lair is afflicted with nightmares, and feels as though something is always watching them. If the creature fails a Wisdom Saving Throw (DC = Frightful Presence), they only gain the benefits of a short rest.
- Within 6 miles of the lair, navigation becomes more difficult in the labyrinthine tunnels. All creatures without proficiency in the Survival skill have disadvantage on Navigation Checks.
- Rocky fissures within 1 mile of the dragon's lair form portals to the Shadowfell, allowing creatures from that plane to dwell nearby.

If the dragon dies, these effects fade over the course of 1d10 days.

OLD PURPLE DRAGON

huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9

Skills Deception +7, Perception +13, Stealth +6

Damage Immunities Psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 18 (20,000 XP)

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

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 66 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 70-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (13d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 17 (5d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER PURPLE DRAGON

huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 312 (25d12 + 150)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	24 (+7)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10

Skills Deception +8, Perception +15, Stealth +7

Damage Immunities Psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 25

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.

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 78 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 80-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 49 (14d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 21 (6d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

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 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ANCIENT PURPLE DRAGON

gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	18 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +9, Perception +17, Stealth +8

Damage Immunities Psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 97 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

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

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 52 (15d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 24 (7d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

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 10 feet of the dragon must succeed on a DC 23 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.

WYRM PURPLE DRAGON

gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 462 (25d20 + 200)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	19 (+4)	17 (+3)	18 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +10, Perception +17, Stealth +8

Damage Immunities Psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 115 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 95-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 56 (16d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 28 (8d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

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 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM PURPLE DRAGON

gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +17, Stealth +8

Damage Immunities Psychic

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 25 (75,000 XP)

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

Sunlight Hypersensitivity. If the dragon begins its turn in direct sunlight, it can perform only one action. If it ends its turn in sunlight, it also takes 127 radiant damage.

Actions

Multiattack. The dragon can use its Frightful Presence, and then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales a psychic shockwave in a 100-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 59 (17d6) psychic damage on a failed save, or half as much damage on a successful one. Also on a failed save, the target takes 31 (9d6) damage at the beginning of each of its turns and is stunned until it succeeds the saving throw, which it can attempt at the end of each of its turns.

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 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed

METALLIC DRAGONS

Metallic Dragons, unlike Chromatics, do not hunt humanoids for food or pleasure. While Chromatics embody the destruction and bestial nature of dragons, Metallics embody the dominion aspects of the species. They see themselves as wise teachers or great leaders. This can manifest itself in a multitude of ways, depending on the dragon. A metallic may see itself as a champion of a human kingdom, or as a "helpful" lord over a struggling civilization. In any case, metallics are most likely to be involved with humanity in some fashion.

All dragons regardless of type are grotesquely full of themselves, and Metallics are no exception. They believe that humans should be singing praises simply to be speaking to them.

Metallics also act without thought to societal repercussions, or repercussions in general, unless said repercussions somehow harm it, its heirs, or its hoard. As far as they are concerned, they are above everything, and act as they want.

They also think a lot about every decision they make. As a Brass Wyrmling once put it, "Anything worth doing is worth contemplating."

Though most metallic dragons are good, that does not mean it won't react violently to insult. A dragon's ego is very big, and so is its temper. Insult its name, sting its pride, or scorn its aid, and it will unleash a fury every bit as destructive as a Chromatic Dragon's. Metallics can forgive territory infringements, but after the second or third time, they may start to lose patience. A poacher killing a wyrmling may result in its parent razing the countryside.

MATING

More often than chromatic dragons, metallic dragons will mate for love. They rarely pursue families or love at young ages, but if such dalliances happen, the eggs will likely be raised by a family member of one of the young dragons, or very rarely a nondragon. Adults with established lairs will feel the drive to create families. While one parent guards the nest, the other will hunt for food; unlike chromatics, both metallic parents will care for their young, and may stay together until the offspring are young dragons.

The lawful-aligned dragons are likely to find one mate and mate for life, though they will live in separate lairs when not raising young together. Chaotic-aligned dragons are more likely to have several mates, some of them at the same time (but they will only ever raise a family with one mate at a time).

Elder Dragons do not have children as often as Adults do, but this is the last stage of life in which a female remains fertile, so she may try to raise at least one or two more clutches of young before reaching the Ancient stage.

LIFE CYCLE

Wyrmlings are taught of lineage, territories, hoards, and their superior place in the long before they hatch, so that by the time they do, they already understand the aforementioned subjects.

Metallic Wyrmlings are incredibly curious and, though they normally stay with their parents for many years, will travel outside of their parents' territories looking for extended family members or trying to explore. They may approach humanoids, looking for companionship or just because they are curious. By the time they are young, they leave their parents because of their innate desire for independence, and to obtain a lair and a hoard. They try find a lair that will suit them for the rest of their lives, and because of the exploration they did as a wyrmling, they usually have no trouble finding one.

Wyrmlings that are born without parents often have no trouble surviving, as they are quite large and powerful, even as wyrmlings.

Adult Metallic Dragons strongly feel the urge to mate. By this time they have an established lair and hoard, and they begin planning the rest of their lives in terms of a greater purpose, or relationships with other dragons and with humanoids.

Elder and Ancient Metallic Dragons have outgrown young dragon tendencies and are extremely patient and (usually) wise. They sit on a veritable mountain of treasure and have spawned many heirs. They delight in sharing their colossal wealth of knowledge (but not treasure) with young dragons searching for a mentor (as long as the potential teacher brings a proper gift or offering). Some Elders may adopt abandoned eggs, and such wyrmlings grow to be vastly powerful under their tutelage.

Wyrms are so immensely powerful that it becomes more viable to simply bow to its whims rather than to try and slay it. A Wyrmling has mastered all that it wished to master and now focuses on building a legacy after it has passed on, whatever form that might take.

When a Metallic Dragon enters twilight, it has completed its legacy, and listened as that legacy fell into legend. A Metallic Dragon knows it is dying at this stage of its life, and it prepares for it. Dragons deal with their hoard in a multitude of ways, but most Metallic Dragons will bequeath it to a promising heir, a kingdom they helped raise, or disperse it among its remaining family. Others may just eat it.

Very few Metallic Dragons desire to go out fighting, like Chromatic Dragons do, but those that do seek out a rival to battle. The majority put their personal matters in order and then find a quiet place to allow themselves to pass on, because unlike Chromatic Dragons, Metallics can choose the time and place of their departure.

Metallics have the option, at death, of becoming a guardian. Should a Metallic choose this path, it will consume nearly all of its hoard (at least 150,000 gps worth), find a suitable place, and then die. All that needs to happen for the ritual to occur is that the dragon wills it to happen. As the dragon's spirit leaves, its body melds to the earth, becoming hills, a lake, or some other formation. Such places are hallowed to other metallic dragons and are popular places for laying eggs and raising young. It is said that young dragons can communicate with the guardian dragon under the right circumstances.

At death, something called Environmental Diffusion may occur. This effect differs for each dragon and will be given in the description for each.

MOTIVE

Metallics share much of the motives as Chromatics: Independence, food, a lair, and treasure. However, Metallics also occasionally have the insatiable urge to seek out and destroy Chromatic Dragons, and this has a reputation for getting them into trouble. Older dragons typically are able to suppress this urge better than young or adult dragons can.

Familial lines are very important to metallics, and they will keep contact with extended family members over centuries. Part of this may be due to the fact that if one of them gives in to the urge to hunt Chromatics, the others won't be far behind.

THE HOARD

The Hoard is, among all dragons, their single greatest motivator, and the reason that they do anything. Metallics know that they possess this weakness, but they do not suppress it; at the same time it does not keep them from living full and meaningful lives. Details on individual dragon hoards will be given with the dragon types.

INTERACTION WITH OTHERS

Interaction with Chromatic Dragons: Metallic Dragons have the instinctive urge to attack all Chromatic Dragons on sight. This urge runs deep within them and they will often run into fights that are too big for them to handle, whereas Chromatic dragons are more selective about their battles. If the Chromatic Dragon is obviously too large and powerful, the Metallic Dragon will seek out allies and come back to attempt to neutralize the threat.

Interaction with Creatures: All dragons, upon seeing a new creature or person, immediately size them up and wonder how much of a fight they would give. This cannot be suppressed, no matter the age or wisdom of the dragon. An adventurer could try to hide martial prowess, confusing, infuriating, or intriguing the Metallic Dragon. The dragon may initiate combat (though it only means to spar, not injure) or startle the creature just to see how strong it is.

Interaction with Other Metallics: On the occasion that two metallics oppose one another, they will assess each other and the younger will give way to the older. If they are fighting for control over something, such as territory or a mate, they will engage in a contest of knowledge. Sometimes they may enter a form of ritual combat, which trumps all negotiations; the winner, though dragons have been known to die, is the dragon that draws first blood.

To dragons that infringe on territorial boundaries, forgiveness is usually given, but sometimes a stronger dragon may decide to use it as an excuse to teach a weaker dragon a lesson.

Metallics meeting each other in the wild is rare, but on such occasions they will respectfully give each other space, while acknowledging the other's presence. To have something so important as to draw a dragon away from its hoard is special indeed.

Interactions with Humanoids: Metallics see value in fostering relationships with humanoids. They see potential. Usually they put on a friendly face, but occasionally they will reveal their draconic majesty because humanoids respond well to fear. Shapeshifting dragons will forge friendships while in human form.

MAKING A TWILIGHT DRAGON

Some DM's may desire to have a dragon in the Twilight stage of life in their campaigns. These dragons are rare. Remember that Twilight dragons get weaker as they age rather than stronger, so use either the Wyrm statistics or the Ancient statistics for the appropriate color of dragon. In addition, give the dragon some depth by using one of the following modifiers, or making up your own:

- reduce its Perception bonus as its senses decay
- the dragon may have difficulty recharging its breath weapon or spells; make breath only recharge on 6 rather than 5-6, or only once per encounter.
- the dragon may not be strong enough to sustain flight for long periods of time



COMMUNICATING WITH A GUARDIAN

At the DM's discretion, player characters may be able to communicate with a Guardian Metallic Dragon under the right circumstances. Perhaps they have befriended a dragon to talk to it for them. Perhaps one of the PC's is a particularly powerful Paladin seeking the advice of a Gold Guardian.

Young Dragons can commune with the Guardian's spirit monthly, because of the spirit's willingness to pass on wisdom. Elders and Ancients can do so only once a year.

NEW METALLIC AGE CATEGORIES

This section includes a stat block for all twelve age categories for each of the five original metallic dragon types, in alphabetical order. Additional information about each dragon is also given, but can be found in the 5e Monster Manual.

The "Wyrmling," "Young," "Adult," and "Ancient" age categories from the Monster Manual are the same (though Young is listed as "Juvenile," and Adult is listed as "Mature Adult"), and are included for convenience.

BRASS DRAGONS

Though one of the weakest varieties of the Metallic Dragons, Brass Dragons are by no means weak. They may agree to serve as cohorts, bodyguards, or guardians, for anyone of high enough honor willing to add to the dragon's hoard.

BRASS DRAGON WYRMLING

tiny dragon, chaotic good

Armor Class 16 (natural armor)
Hit Points 16 (3d8 + 3)
Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +2
Damage Immunities Fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

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

- **Fire Breath.** The dragon exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw or fall unconscious for one minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

VERY YOUNG BRASS DRAGON

small dragon, chaotic good

Armor Class 16 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 35 ft., burrow 15 ft., fly 65 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +5, Wis +3, Cha +4
Skills Perception +6, Stealth +3
Damage Immunities Fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

- **Fire Breath.** The dragon exhales fire in a 25-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 20-foot cone. Each creature in that area must make a DC 12 Constitution saving throw or fall unconscious for 2 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Brass Dragons are also very social and make many acquaintances from sphinxes to djinni to gnolls. Some may rule over clans of lesser creatures, such as lizardmen or humans.

Something must also be said about their appetite for good conversation. Brass Dragons love a good conversation and are more likely to be friendly the more talkative the other party is. In fact, so talkative are Brass Dragons that Metallic Dragons, even other Brasses, can only take them in small doses.

TERRAIN AND HABITAT

Because of their love for dry heat, Brass Dragons gravitate toward deserts and savannahs or like areas.

LAIRS

A Brass Dragon will usually lair in a cave on top of a mesa, or in the side of a desert canyon. Brass Dragons prefer their cave entrance to face east so they can enjoy the morning sun. A large barren slope typically leads up to the lair, to give the dragon plenty of time to notice and deal with any visitors.

FAVORED TREASURE

Brass Dragons are especially fond of handcrafted items from materials such as wood, stone, or bone, but they value all precious items. They particularly like woven items such as fabrics.

YOUNG BRASS DRAGON

medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 35 ft., burrow 15 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +4, Con +7, Wis +4, Cha +5

Skills Perception +8, Stealth +4

Damage Immunities Fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Draconic

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

- **Fire Breath.** The dragon exhales fire in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 25 foot cone. Each creature in that area must make a DC 13 Constitution saving throw or fall unconscious for 3 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

DIET

Brass Dragons hunt while flying, and eat large mammals such as sheep, antelope, and mountain goats, but will never eat sentient creatures. However, it may try to barter for the mount of any passersby because horses are good eating.

As they are well adapted to the desert environment, they can survive on very little water.

JUVENILE BRASS DRAGON

medium dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +8, Wis +5, Cha +7

Skills Perception +10, Persuasion +7, Stealth +5

Damage Immunities Fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5ft., one target. *Hit* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 11 (2d6 + 4) slashing damage.

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

- **Fire Breath.** The dragon exhales fire in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 30 foot cone. Each creature in that area must make a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

TACTICS

Brass Dragons are by no means cruel or vengeful, and if the other party retreats, they will often allow it to escape (unless it is food). They are not likely to initiate combat either, even when they take offense; where other dragons would attack at the slightest provocation, Brass Dragons simply stop talking and leave. If a particularly stupid individual continues to press the dragon, they deserve whatever fate the dragon brings to them.

While fighting, a Brass Dragon stays in the air, shooting blasts of fire from its maw. Once the enemy is scattered, it singles out the most dangerous foe and lands to attack it. Before its enemies can regroup, it will take to the air again to repeat the process.

dark, greenish patina
next to body, reddish
fringe

short neck, long body
no leading
membrane

Brass
Dragon

One alar phalange -
the remainder of the
wing is supported by
modified "frill spines",
each with limited
muscular control.

Distinctive "rippling" flight

YOUNG ADULT BRASS DRAGON

large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +5, Con +8, Wis +5, Cha +7

Skills Perception +10, Persuasion +7, Stealth +5

Damage Immunities Fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 8 (3,900 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 45-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw or fall unconscious for 6 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

ADULT BRASS DRAGON

large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 152 (16d10 + 64)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +5, Cha +7

Skills Perception +10, Persuasion +7, Stealth +5

Damage Immunities Fire

Senses blindsight 30 ft., darkvision 120 ft., passive perception 20

Languages Common, Draconic

Challenge 11 (7,200 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 50-foot line that is 5 feet wide. Each creature in that area must make a DC 16 Constitution saving throw, taking 45 (12d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 50-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or fall unconscious for 8 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

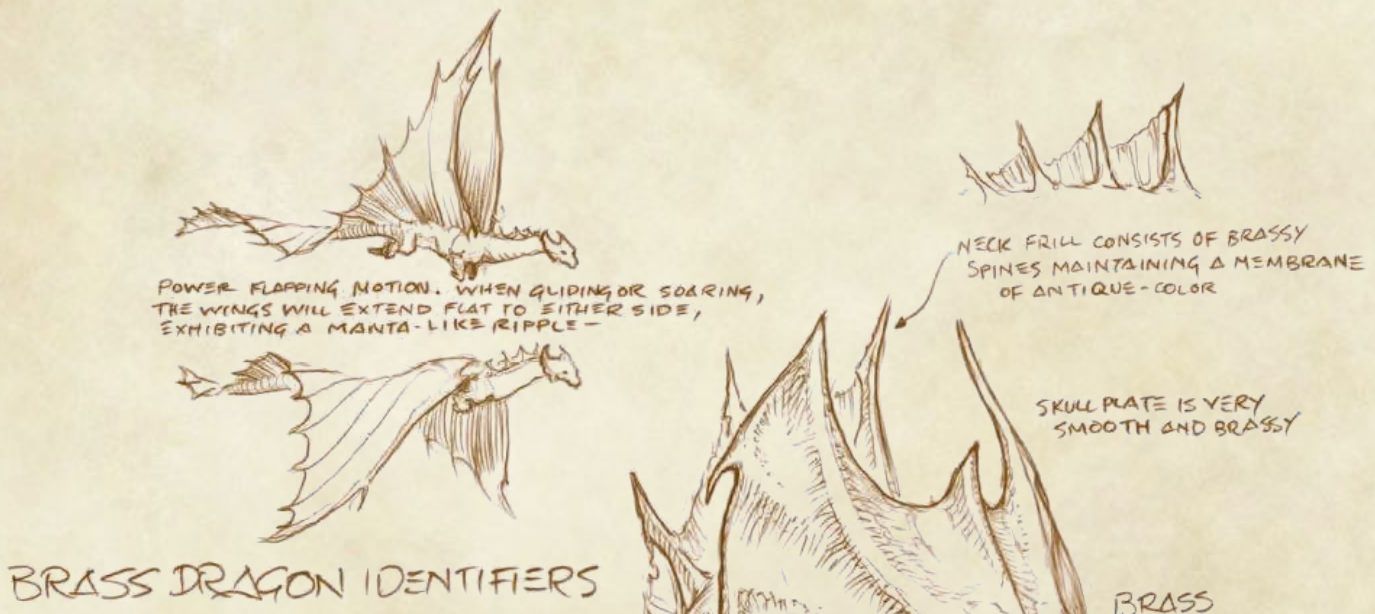
Legendary Actions

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 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



MATURE ADULT BRASS DRAGON

huge dragon, chaotic good

Armor Class 18 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8
Skills History +7, Perception +11, Persuasion +8, Stealth +5

Damage Immunities Fire

Senses blindsight 60 ft., darkvision 120 ft., passive perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 18 Constitution saving throw, taking 49 (13d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD BRASS DRAGON

huge dragon, chaotic good

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +11, Wis +6, Cha +8

Skills History +7, Perception +12, Persuasion +9, Stealth +5

Damage Immunities Fire

Senses blindsight 60 ft., darkvision 120 ft., passive perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 70-foot line that is 5 feet wide. Each creature in that area must make a DC 19 Constitution saving throw, taking 53 (14d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 70-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

BRASS DRAGON IDENTIFIERS

BRASS DRAGONS ARE TALKATIVE, AND SO HAVE SUPPLE, EXPRESSIVE LIPS. AS THEY AGE, THEIR PUPILS FADE, UNTIL THE OLDEST SEEM TO HAVE EYES THAT ARE MOLTEN ORBS.

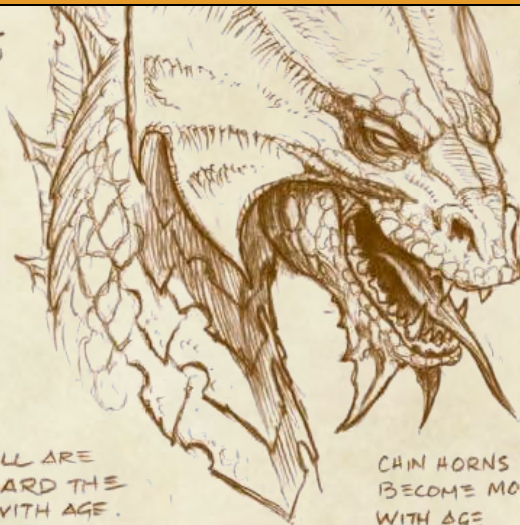
THE HEAD PLATE IS GRAND AND SMOOTH, AND MAY VARY FROM DRAGON TO DRAGON IN EDGE ARCHITECTURE. HOWEVER, ALL DERIVE FROM TWO BACKSWEEP PROCESSES OF BROW RIDGE AND CHEEK BONE

LOCKWOOD

DEC 21 1999

THEIR WINGS AND FRILL ARE MOTTLED GREEN TOWARD THE EDGES, DEEPENING WITH AGE.

BRASS DRAGONS HAVE AN ACTINIC SANDY OR METALLIC ODOR.



BRASS GREAT WYRM

LONG FLAT, POINTED TONGUE - NOT FORKED

CHIN HORNS BECOME MORE BLADE-LIKE WITH AGE



ELDER BRASS DRAGON

huge dragon, chaotic good

Armor Class 19 (natural armor)
Hit Points 262 (21d12 + 126)
Speed 40 ft., burrow 35 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +5, Con +12, Wis +7, Cha +9
Skills History +8, Perception +13, Persuasion +9, Stealth +5

Damage Immunities Fire
Senses blindsight 60 ft., darkvision 120 ft., passive perception 23

Languages Common, Draconic
Challenge 18 (20,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 80-foot line that is 10 feet wide. Each creature in that area must make a DC 20 Constitution saving throw, taking 49 (13d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 80-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

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 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT BRASS DRAGON

huge dragon, chaotic good

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
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10
Skills History +9, Perception +14, Persuasion +10, Stealth +6

Damage Immunities Fire

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 can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

BRASS DRAGONS

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

- **Fire Breath.** The dragon exhales fire in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 21 Constitution saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

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 10 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.



WYRM BRASS DRAGON

gargantuan dragon, chaotic good

Armor Class 21 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +14, Wis +9, Cha +10
Skills History +9, Perception +15, Persuasion +11, Stealth +6
Damage Immunities Fire
Senses blindsight 60 ft., darkvision 120 ft., passive perception 25
Languages Common, Draconic
Challenge 21 (33,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 95-foot line that is 10 feet wide. Each creature in that area must make a DC 22 Constitution saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 95-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or fall unconscious for 13 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

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 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



GREAT WYRM BRASS DRAGON

gargantuan dragon, chaotic good

Armor Class 22 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	18 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +6, Con +15, Wis +10, Cha +11
Skills History +9, Perception +14, Persuasion +10,
Stealth +6

Damage Immunities Fire

Senses blindsight 60 ft., darkvision 120 ft., passive
perception 24

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It
then makes three attacks: one with its bite and two
with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft.,
one target. *Hit:* 20 (2d10 + 9) piercing damage

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet,
one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 feet,
one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice
that is within 120 feet of the dragon and aware of it
must succeed on a DC 20 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. If a creature's saving
throw is successful or the effect ends for it, the
creature is immune to the dragon's Frightful Presence
for the next 24 hours.

BRASS DRAGONS

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

- **Fire Breath.** The dragon exhales fire in a 100-foot line
that is 10 feet wide. Each creature in that area must
make a DC 23 Constitution saving throw, taking 63
(18d6) fire damage on a failed save, or half as much
damage on a successful one.
- **Sleep Breath.** The dragon exhales sleep gas in a 100-
foot cone. Each creature in that area must succeed
on a DC 23 Constitution saving throw or fall
unconscious for 15 minutes. This effect ends for a
creature if the creature takes damage or someone
uses an action to wake it.

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 10 feet of the dragon must
succeed on a DC 22 Dexterity saving throw or take 16
(2d6 + 9) bludgeoning damage and be knocked prone.
The dragon can then fly up to half its flying speed.

BRONZE DRAGONS

Bronze dragons are honorable champions of order. All of them dispose of all chaos and enforce justice within their territory, but for some this is not enough; these more ambitious dragons widen their scope to countries, sometimes entire continents. This sometimes means that a Bronze Dragon will act as a tyrant ruler because the ends justify the means. They are unmoving in this respect, which can cause them to come into conflict with creatures who actually share a lot of the same beliefs.

BRONZE DRAGON WYRMLING

small dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4
Skills Perception +4, Stealth +2
Damage Immunities Lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

- **Lightning Breath.** The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

VERY YOUNG BRONZE DRAGON

medium dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 67 (9d8 + 27)
Speed 30 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4
Skills Perception +5, Stealth +2
Damage Immunities Lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

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

- **Lightning Breath.** The dragon exhales lightning in a 45-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 21 (6d6) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 20-foot cone. Each creature in that area must make a DC 13 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

TERRAIN AND HABITAT

Bronze dragons love the coast and live near the sea. Sometimes they find a suitable place underwater such as a shipwreck or kelp bed. Very rarely, a Bronze Dragon may try to live in fresh water, but this only lasts as long as there is food enough to sustain it. Inland salt lakes are feasible places to find a Bronze Dragon, given that the lake is large enough.

YOUNG BRONZE DRAGON

medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 102 (12d8 + 48)

Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +2, Con +6, Wis +3, Cha +5

Skills Perception +6, Stealth +2

Damage Immunities Lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

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

- **Lightning Breath.** The dragon exhales lightning in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 25-foot cone. Each creature in that area must make a DC 14 Strength saving throw. On a failed save, the creature is pushed 35 feet away from the dragon.

LAIRS

Most of the time, a Bronze Dragon's lair is accessible by water, with the entrance hidden by waves. Within, the dragon may have laid traps such as slides, deadfalls, or shifting tunnels. A Bronze Dragon also makes sure that it has an escape route, usually a chimney-like vertical tunnel just large enough for it to fly through. Oddly enough, these tunnels are often so overgrown and well-hidden that they are actually harder to find than the main entrance.

FAVORED TREASURE

A Bronze Dragon collects whatever it can loot from shipwrecks or underwater ruins. Because most metals corrode in salt water, a hoard usually consists of ceramics, gems, and other long-lasting durable valuables.

JUVENILE BRONZE DRAGON

large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Perception +7, Stealth +3

Damage Immunities Lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage

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

- **Lightning Breath.** The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon.

DIET

Bronzes love seafood of all varieties, but especially shark. They do not eat sentient creatures aside from Sahuagin, who taste remarkably like shark.

YOUNG ADULT BRONZE DRAGON

large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	15 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +8, Wis +5, Cha +7

Skills Insight +5, Perception +8, Stealth +3

Damage Immunities Lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales lightning in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 16 Strength saving throw. On a failed save, the creature is pushed 45 feet away from the dragon.

ADULT BRONZE DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +4, Con +9, Wis +6, Cha +8

Skills Insight +6, Perception +10, Stealth +4

Damage Immunities Lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales lightning in a 80-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 17 Strength saving throw. On a failed save, the creature is pushed 50 feet away from the dragon.

(Adult Bronze Dragon cont.)

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT BRONZE DRAGON

huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Insight +7, Perception +12, Stealth +5

Damage Immunities Lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

(Mature Adult Bronze Dragon cont.)

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

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.

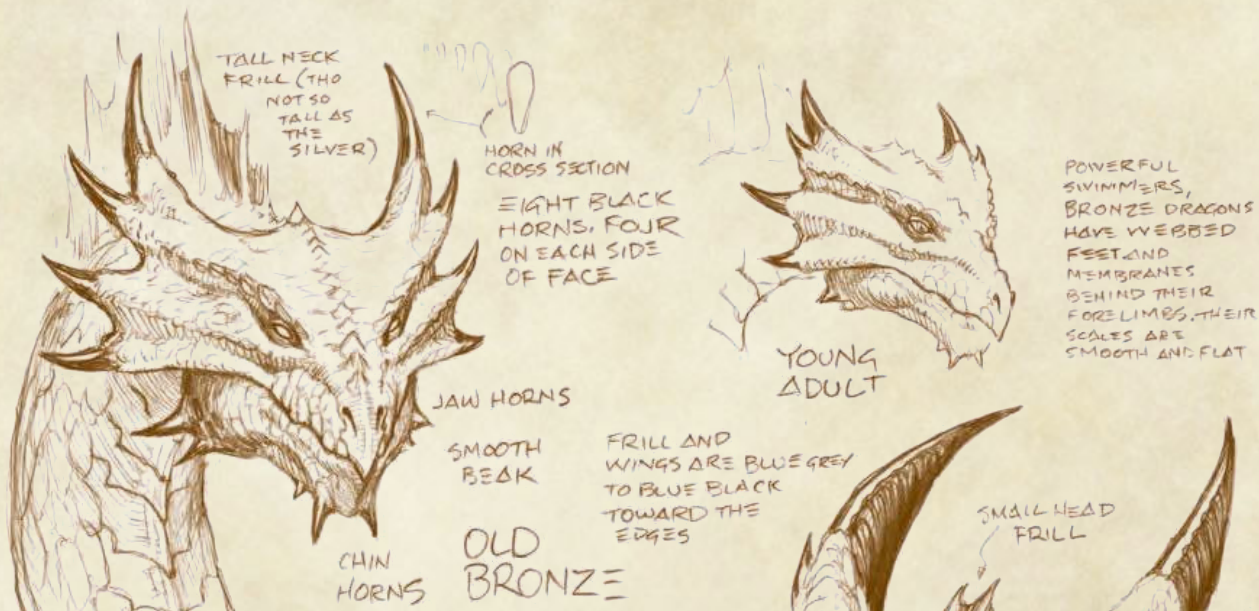
Legendary Actions

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 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



OLD BRONZE DRAGON

huge dragon, lawful good

Armor Class 20 (natural armor)
Hit Points 283 (21d12 + 147)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	17 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +12, Wis +8, Cha +10
Skills Insight +8, Perception +13, Stealth +5
Damage Immunities Lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic
Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales lightning in a 100-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 71 (13d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 20 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

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 21 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.

ELDER BRONZE DRAGON

huge dragon, lawful good

Armor Class 21 (natural armor)
Hit Points 364 (27d12 + 189)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	15 (+2)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11
Skills Insight +9, Perception +15, Stealth +6
Damage Immunities Lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales lightning in a 110-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 82 (15d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 21 Strength saving throw. On a failed save, the creature is pushed 50 feet away from the dragon.

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.

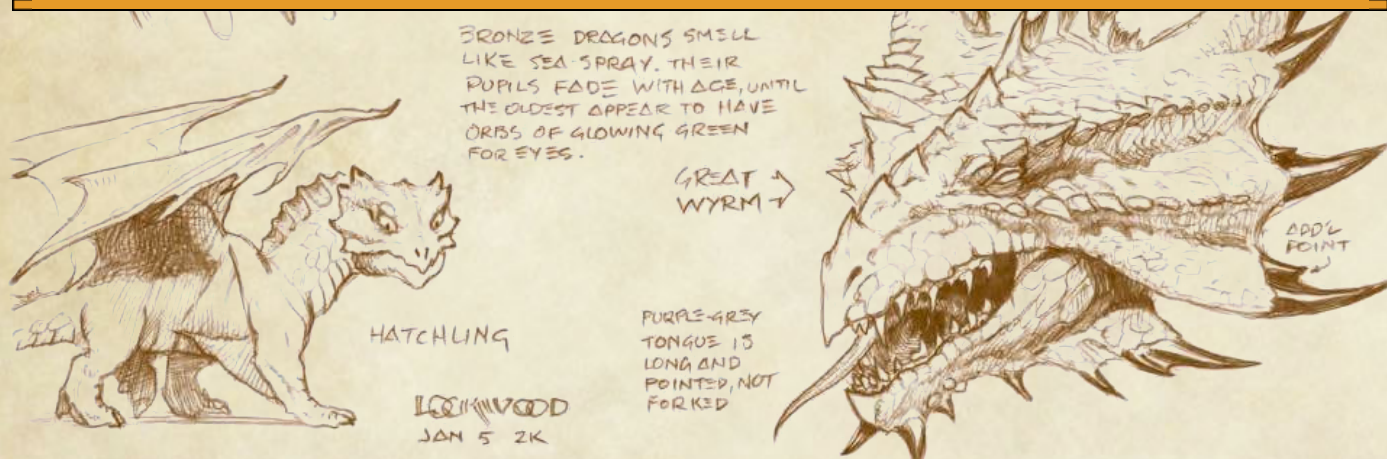
Legendary Actions

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.



WYRM BRONZE DRAGON

gargantuan dragon, lawful good

Armor Class 23 (natural armor)

Hit Points 507 (26d20 + 234)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +16, Wis +11, Cha +12

Skills Insight +10, Perception +18, Stealth +7

Damage Immunities Lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 99 (18d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 24 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

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 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM BRONZE DRAGON

gargantuan dragon, lawful good

Armor Class 24 (natural armor)
Hit Points 554 (24d20 + 192)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	10 (+0)	29 (+9)	20 (+5)	17 (+3)	22 (+6)

Saving Throws Dex +7, Con +17, Wis +12, Cha +13
Skills Insight +10, Perception +19, Stealth +7
Damage Immunities Lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 104 (19d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must make a DC 25 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon.

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 26 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

COPPER DRAGONS

Known for their quick wit, love of practical jokes, and charismatic charm, Copper Dragons delight in deception and jest as long as they are not the victim. Because of this, they do not like stupid or unintelligent monsters because such monsters cannot appreciate their wit; instead they like to spend their time with humans or, more especially, fae creatures such as centaurs and satyrs, who more appreciate the dragons' cleverness. They are the most covetous of the Metallic Dragons and the most taken by their draconic need to hoard treasure.

COPPER DRAGON WYRMLING

tiny dragon, chaotic good

Armor Class 16 (natural armor)
Hit Points 22 (4d8 + 4)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3
Skills Perception +4, Stealth +3
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

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

- **Acid Breath.** The dragon exhales acid in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

VERY YOUNG COPPER DRAGON

small dragon, chaotic good

Armor Class 16 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3
Skills Perception +5, Stealth +3
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

- **Acid Breath.** The dragon exhales acid in a 25-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 20-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Despite its love for jokes and jests, a Copper Dragon will get offended if the jokes are targeted towards it or if a creature does not enjoy its jokes. To stay on a Copper Dragon's good side, one must learn to appreciate its humor.

TERRAIN AND HABITAT

Copper Dragons love temperate hills and rocky climbs. They are exceptionally nimble and love terrain that allows them to exploit this. Coppers are also the dragons most likely to live near humanoid settlements in the ruins of fortresses or towers, or even occasionally underneath the city if they can convince the city's leaders.

LAIRS

Copper dragons prefer humanoid-made structures if they can find one, such as an outlying fortress or a deep dungeon. They may hire humanoids to build a lair for them, or they may overtake one that they desire. Often their lairs will emulate their deceptive or jesting behavior, including mazes of twisting tunnels or enchantments that make visitors forget where they are.

YOUNG COPPER DRAGON

medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 35 ft., climb 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	16 (+3)	15 (+2)	11 (+0)	14 (+2)

Saving Throws Dex +3, Con +5, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

- **Acid Breath.** The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 25-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

FAVORED TREASURE

Copper Dragons value fine art, especially finely worked metal jewelry, but they prefer treasures of the earth including metal and gemstones. Their favorite treasure, however, is that of companionship with a creature who appreciates the dragon's humor.

JUVENILE COPPER DRAGON

medium dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 feet, one target. *Hit:* 11 (2d6 + 4) slashing damage

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

- **Acid Breath.** The dragon exhales acid in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

DIET

In the wild, a Copper will live on small game and fowls. If a Copper lives close enough to humanoid settlements, it will acquire a taste for human food, especially wine.

YOUNG ADULT COPPER DRAGON

large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	18 (+4)	17 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +7, Wis +5, Cha +6

Skills Deception +6, Perception +8, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 9 (5,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Acid Breath.** The dragon exhales acid in a 45-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 40-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

TACTICS

Copper Dragons tend to favor hit-n-run tactics by repeatedly flying overhead, unleashing their acid over groups of enemies, and whipping around terrain (such as trees or rocky bluffs) to avoid ranged attacks. They are extremely maneuverable and utilize this in the extreme by diving to attack an opponent before darting away on the wing. They much prefer to take a single opportunity attack than a full multiattack from any creature.



ADULT COPPER DRAGON

large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 161 (17d10 + 68)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	19 (+4)	17 (+3)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +8, Wis +6, Cha +7

Skills Deception +7, Perception +10, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 12 (8,400 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 feet, one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Acid Breath.** The dragon exhales acid in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 50-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.



TWIN RIDGES OF OVERLAPPING PLATES ON BACK OF NECK

COPPERS ARE POWERFUL JUMPERS AND CLIMBERS, WITH MASSIVE THIGHS AND SHOULDERS

THEIR PUPILS FADE WITH AGE, UNTIL THE VERY OLDEST HAVE EYES LIKE GLOWING TURQUOISE ORBS

COPPER DRAGONS HAVE AN ACTINIC, STONY ODOR



HATCHLING

GREAT WYRM

(Adult Copper Dragon cont.)

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 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT COPPER DRAGON

huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Deception +8, Perception +12, Stealth +6

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 14 (11,500 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Acid Breath.** The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD COPPER DRAGON

huge dragon, chaotic good

Armor Class 19 (natural armor)

Hit Points 237 (19d12 + 114)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	22 (+6)	19 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +8, Cha +9

Skills Deception +9, Perception +13, Stealth +6

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Acid Breath.** The dragon exhales acid in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.

- **Slowing Breath.** The dragon exhales gas in a 70-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Legendary Actions

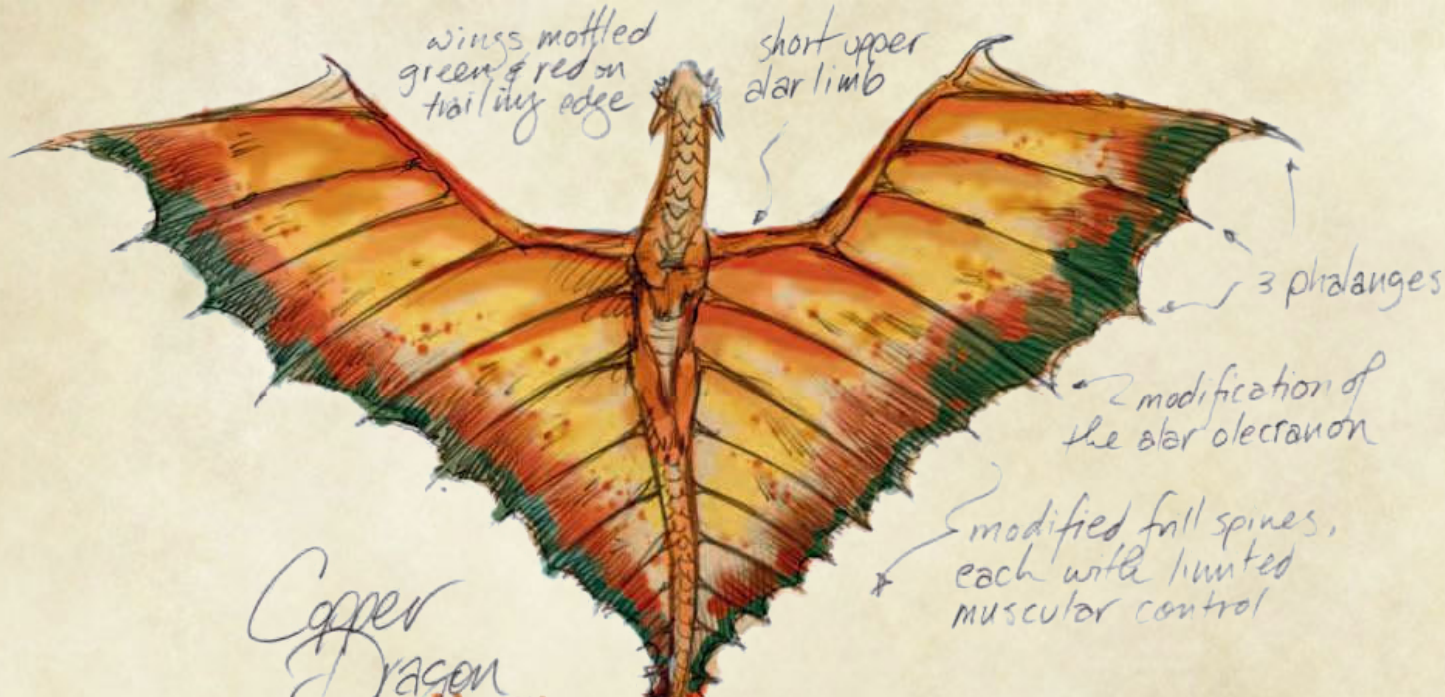
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.





ELDER COPPER DRAGON

huge dragon, chaotic good

Armor Class 20 (natural armor)
Hit Points 287 (23d12 + 138)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10
Skills Deception +10, Perception +15, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25
Languages Common, Draconic
Challenge 19 (22,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

COPPER DRAGONS

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

- **Acid Breath.** The dragon exhales acid in a 80-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 58 (13d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 80-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT COPPER DRAGON

huge dragon, chaotic good

Armor Class 21 (natural armor)

Hit Points 350 (20d20 + 140)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Perception +17, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Acid Breath.** The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

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 10 feet of the dragon must succeed on a DC 23 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.



WYRM COPPER DRAGON

gargantuan dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 425 (23d20 + 184)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	26 (+8)	21 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +15, Wis +11, Cha +11

Skills Deception +11, Perception +18, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Acid Breath.** The dragon exhales acid in a 95-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 95-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

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 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM COPPER DRAGON

gargantuan dragon, chaotic good

Armor Class 23 (natural armor)

Hit Points 499 (27d20 + 216)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	27 (+8)	22 (+6)	17 (+3)	20 (+5)

Saving Throws Dex +8, Con +16, Wis +11, Cha +12

Skills Deception +12, Perception +19, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Acid Breath.** The dragon exhales acid in a 100-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 72 (16d8) acid damage on a failed save, or half as much damage on a successful one.
- **Slowing Breath.** The dragon exhales gas in a 100-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

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 10 feet of the dragon must succeed on a DC 23 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.

GOLD DRAGONS

Gold dragons are generally regarded as the strongest of all dragons, possibly barring some dragons from other planes. They often feel the need to watch over humanoids as wise teachers or counselors, or sometimes to rule over their civilizations because they know how things need to be run. Golds are just as arrogant, if not more so, than other dragons. Even when ruling over creatures or guiding them, a gold dragon can be dismissive of the worries of a lesser creature, and often forgets how fragile humanoids are in comparison.

GOLD DRAGON WYRMLING

medium dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +2, Cha +5
Skills Perception +4, Stealth +4
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

- **Fire Breath.** The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

VERY YOUNG GOLD DRAGON

large dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	15 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +7, Wis +3, Cha +6
Skills Perception +6, Stealth +4
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 4 (1,100 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

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

- **Fire Breath.** The dragon exhales fire in a 20-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 20-foot cone. Each creature in that area must succeed on a DC 14 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

TERRAIN AND HABITAT

Gold Dragons tend to favor rolling hills and plains, but they are not limited to those options in the slightest. They also make their homes among craggy mountains, in deep caves, or rarely within a humanoid society.

LAIRS

Golds like their lairs to be as majestic as they are. They will not settle for just any dank old cave, and if they do, they will change it to fit their view.

YOUNG GOLD DRAGON

large dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 126 (12d10 + 60)

Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	20 (+5)	15 (+2)	11 (+0)	17 (+3)

Saving Throws Dex +5, Con +8, Wis +4, Cha +8

Skills Perception +7, Stealth +5

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Draconic

Challenge 6 (2,300 XP)

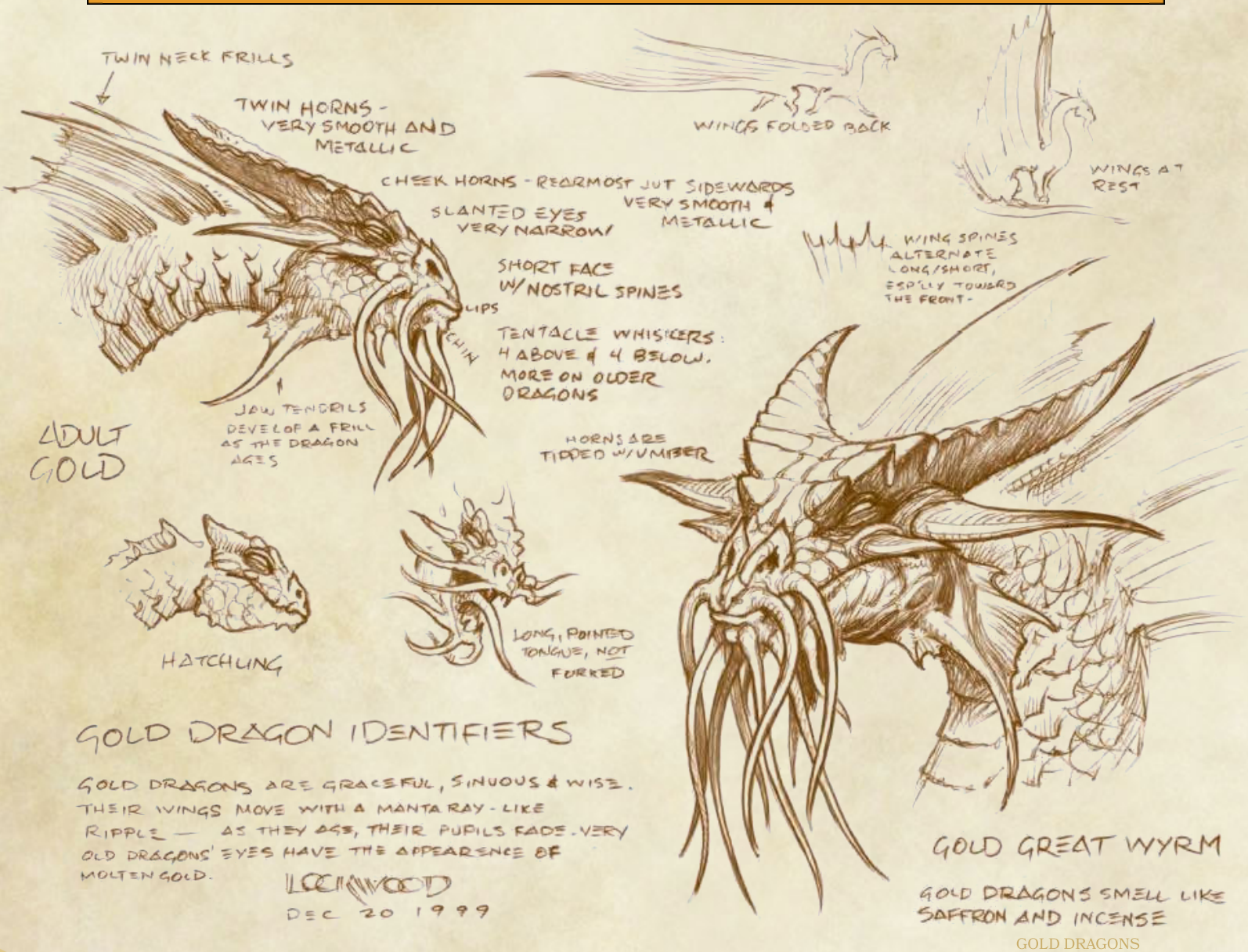
Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

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

- **Fire Breath.** The dragon exhales fire in a 25-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 25-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.



JUVENILE GOLD DRAGON

large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +5, Cha +9
Skills Insight +5, Perception +9, Persuasion +9, Stealth +6
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

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

- **Fire Breath.** The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

FAVORED TREASURE

Gold dragons prefer all manner of magic items, but treasure of all kinds fills their hoards. They also enjoy collections of admirable art or raw ore. Many also pursue knowledge, so it isn't uncommon to find books or scrolls on history in the hoard of a Gold Dragon.

YOUNG ADULT GOLD DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	22 (+6)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +10, Wis +6, Cha +10
Skills Insight +6, Perception +11, Persuasion +10, Stealth +6
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 12 (8,400 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 40-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 60 (11d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 40-foot cone. Each creature in that area must succeed on a DC 18 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

ADULT GOLD DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +7, Con +11, Wis +7, Cha +11

Skills Insight +7, Perception +12, Persuasion +11, Stealth +7

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 50-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 60 (11d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 50-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

(Adult Gold Dragon cont.)

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 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT GOLD DRAGON

huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 133)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe both air and water.

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 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

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

(Mature Adult Gold Dragon cont.)

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

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 10 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.

DIET

Gold dragons like to hunt large game and will deliberately hunt and kill large dangerous monsters, thereby fulfilling both their good nature and need to eat in one effort.

TACTICS

A Gold Dragon in combat tries its hardest to control the flow of battle. It usually opens combat by unleashing a torrent of flame, and then pouncing on the weakest creature to frighten the others and to thin their ranks. If the dragon realizes it is no longer in control of the fight, it may retreat so that it can regroup before deciding whether to counterattack.



OLD GOLD DRAGON

gargantuan dragon, lawful good

Armor Class 20 (natural armor)

Hit Points 351 (19d20 + 152)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	26 (+8)	17 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Con +14, Wis +9, Cha +14

Skills Insight +8, Perception +15, Persuasion +14, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe both air and water.

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:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 70-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 70-foot cone. Each creature in that area must succeed on a DC 22 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

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 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER GOLD DRAGON

gargantuan dragon, lawful good

Armor Class 21 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	27 (+8)	17 (+3)	15 (+2)	25 (+7)

Saving Throws Dex +8, Con +15, Wis +9, Cha +15

Skills Insight +9, Perception +16, Persuasion +15, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe both air and water.

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:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 80-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

- **Weakening Breath.** The dragon exhales gas in a 80-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

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 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT GOLD DRAGON

gargantuan dragon, lawful good

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe both air and water.

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:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

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 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM GOLD DRAGON

colossal dragon, lawful good

Armor Class 23 (natural armor)
Hit Points 594 (29d20 + 290)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	14 (+2)	30 (+10)	19 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +17, Wis +11, Cha +16
Skills Insight +10, Perception +18, Persuasion +16, Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe both air and water.

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:* +18 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 25 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 95-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 77 (14d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 95-foot cone. Each creature in that area must succeed on a DC 25 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

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.

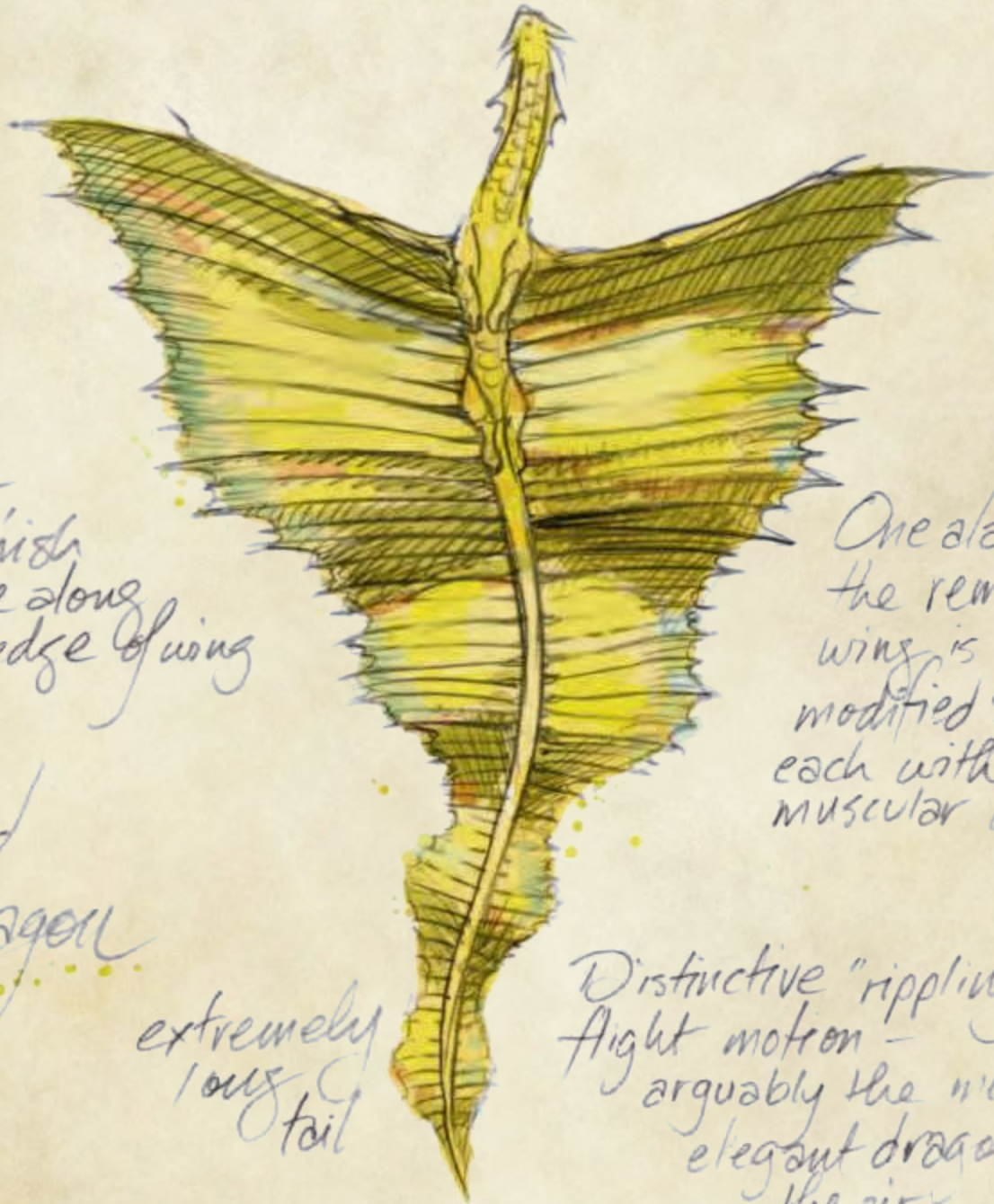
Legendary Actions

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 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Faint, greenish tinge along edge of wing

One alar phalange - the remainder of the wing is supported by modified "full spines", each with limited muscular control -

Gold Dragon

extremely long tail

Distinctive "rippling" flight motion - arguably the most elegant dragon in the air -

GREAT WYRM GOLD DRAGON

colossal dragon, lawful good

Armor Class 24 (natural armor)
Hit Points 635 (31d20 + 310)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	14 (+2)	31 (+10)	19 (+4)	17 (+3)	29 (+9)

Saving Throws Dex +9, Con +18, Wis +12, Cha +17
Skills Insight +10, Perception +19, Persuasion +17,
Stealth +9

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive
Perception 29

Languages Common, Draconic

Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe both air and water.

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:* +19 to hit, reach 20 ft., one target. *Hit:* 22 (2d10 + 11) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 feet, one target. *Hit:* 18 (2d6 + 11) slashing damage

Tail. *Melee Weapon Attack:* +19 to hit, reach 25 feet, one target. *Hit:* 20 (2d8 + 11) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 26 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Fire Breath.** The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 82 (15d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 26 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

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 20 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 18 (2d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

SILVER DRAGONS

Silver Dragons embody all that is noble and honorable. To them, honor lies above everything else, and they will keep their word, even if it means coming to blows with a creature of their alignment. They are fierce champions of good causes, though they will not usually seek out and destroy evil as Bronze and Gold Dragons will.

TERRAIN AND HABITAT

Silvers love to find lost relics of human civilization, such as old fortresses on the borders of the unknown, and make them their own. The oldest Silvers have been known to make their own fortresses in the clouds among mountain peaks. They try to get their lair as close to the sky as they possibly can.

SILVER DRAGON WYRMLING

small dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 45 (6d8 + 18)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4
Skills Perception +4, Stealth +2
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

- **Cold Breath.** The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed 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.

VERY YOUNG SILVER DRAGON

medium dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 76 (9d8 + 36)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +6, Wis +2, Cha +5
Skills Perception +5, Stealth +2
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

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

- **Cold Breath.** The dragon exhales an icy blast in a 20-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 27 (6d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 20-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or be paralyzed 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.

LAIRS

A Silver Dragon's lair will be bristling with all manner of traps and spells to keep out intruders, as Silvers spend most of their time away from their lairs, exploring the boundaries of the world. Because they spend so much time away, their lairs will be in very high inaccessible or impossibly hard-to-reach places.

FAVORED TREASURE

Silver Dragons love well-crafted treasures, such as finely cut gems or jewelry of fine workmanship.

DIET

Silver Dragons hunt wild game such as deer or mountain goat. They prefer to hunt on the wing, but they are clumsy in the air; they make up for this by diving with precise accuracy and power. Silver Dragons never eat sentient prey.

YOUNG SILVER DRAGON

medium dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 114 (12d8 + 60)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +3, Con +8, Wis +3, Cha +7
Skills Perception +6, Stealth +3
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

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

- **Cold Breath.** The dragon exhales an icy blast in a 25-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 25-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or be paralyzed 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.

TACTICS

During combat, a Silver Dragon can always be found on the front lines of combat. Despite its powerful icy breath, it prefers to fight in close quarters, slashing, biting, and pummeling any enemies that get too close.

JUVENILE SILVER DRAGON

large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Arcana +6, History +6, Perception +8, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 9 (5,000 XP)

Actions

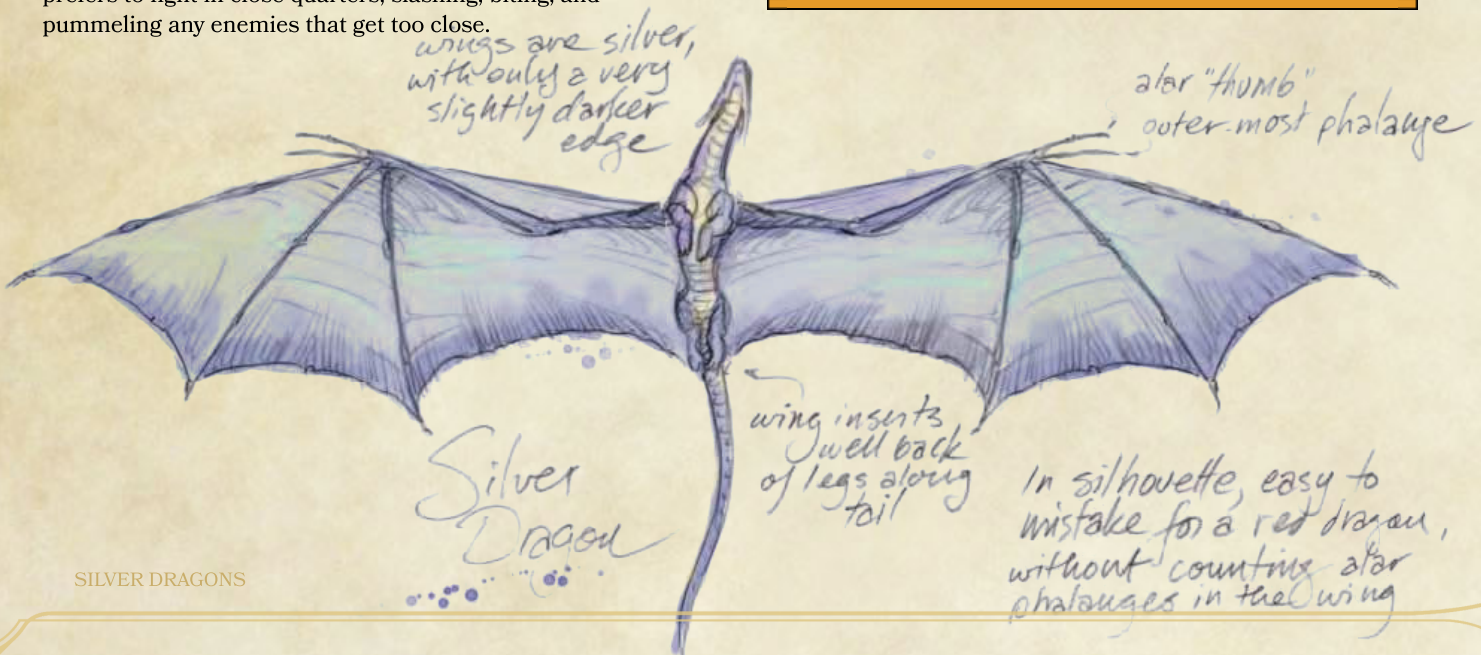
Multiattack. The dragon makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

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

- **Cold Breath.** The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed 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.



YOUNG ADULT SILVER DRAGON

large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 195 (17d10 + 102)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +10, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +9, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 11 (7,200 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 40-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 40-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or be paralyzed 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.

ADULT SILVER DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 218 (19d10 + 114)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	11 (+0)	20 (+5)

Saving Throws Dex +4, Con +11, Wis +5, Cha +9

Skills Arcana +7, History +7, Perception +10, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 14 (11,500 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 50-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 50-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw or be paralyzed 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.

(Adult Silver Dragon cont.)

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT SILVER DRAGON

huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, History +8, Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 16 (15,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

(Mature Adult Silver Dragon cont.)

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed 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.

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.

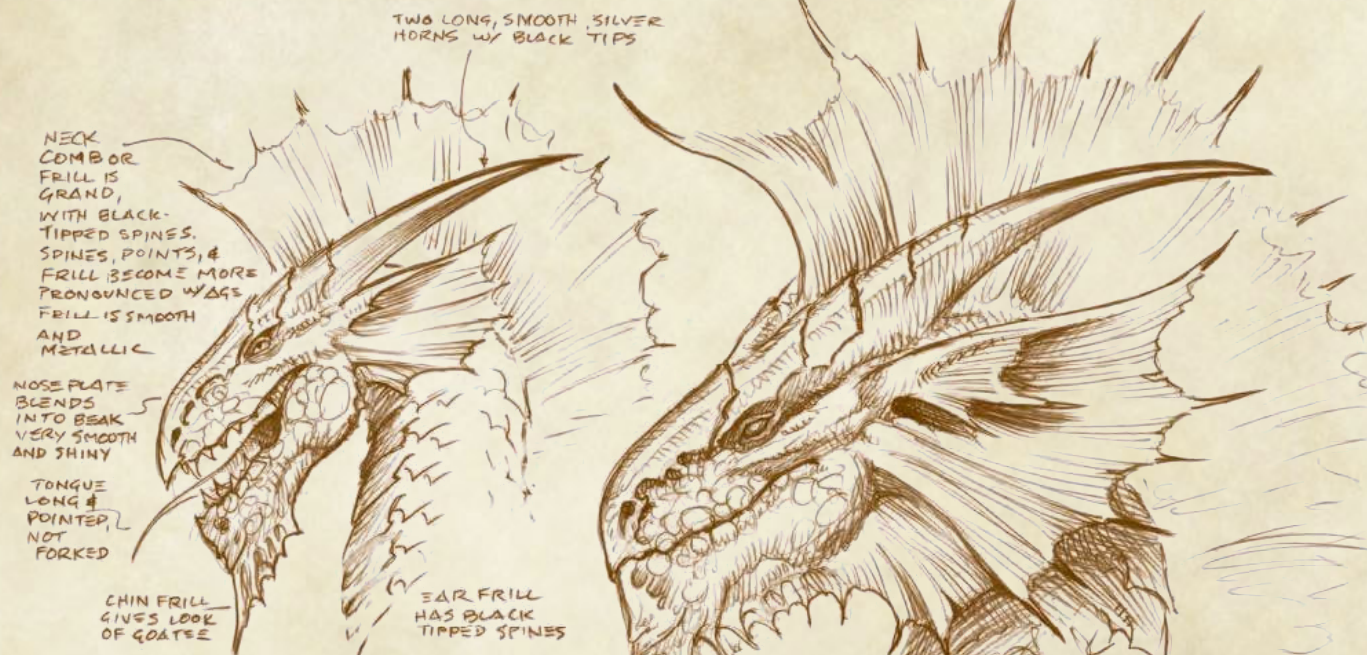
Legendary Actions

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 10 feet of the dragon must succeed on a DC 21 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.



OLD SILVER DRAGON

huge dragon, lawful good

Armor Class 20 (natural armor)

Hit Points 333 (23d12 + 184)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	17 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +13, Wis +7, Cha +11

Skills Arcana +9, History +9, Perception +12, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 19 (22,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 70-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 70-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or be paralyzed 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.

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 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER SILVER DRAGON

huge dragon, lawful good

Armor Class 21 (natural armor)

Hit Points 420 (29d12 + 232)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	13 (+1)	22 (+6)

Saving Throws Dex +6, Con +14, Wis +8, Cha +12

Skills Arcana +10, History +10, Perception +14, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 21 (33,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 80-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 80-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or be paralyzed 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.

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.

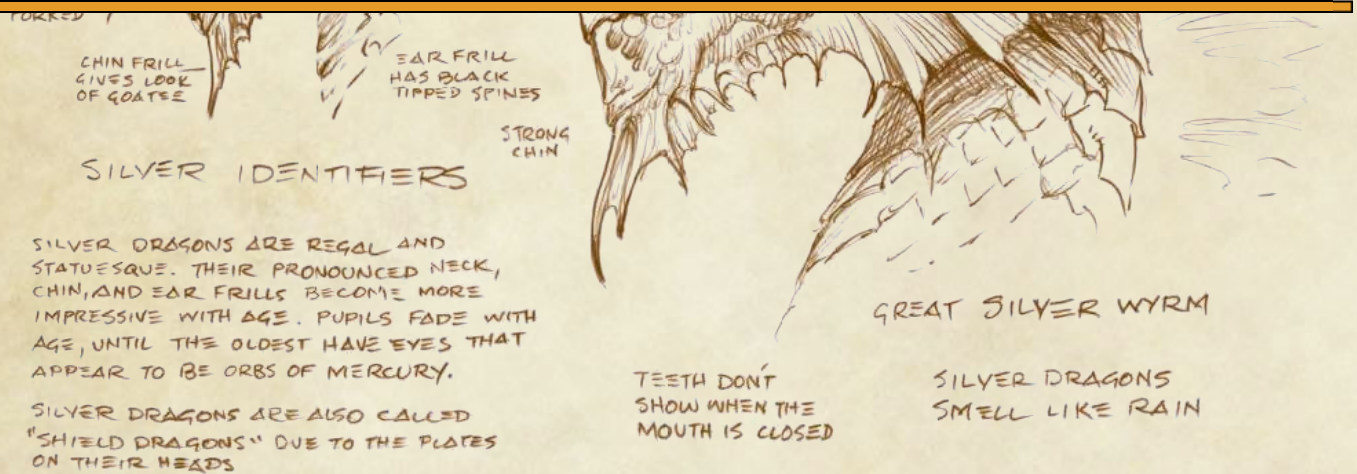
Legendary Actions

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 10 feet of the dragon must succeed on a DC 23 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.





ANCIENT SILVER DRAGON

gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	13 (+1)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +11, History +11, Perception +16, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 23 (50,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed 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.

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 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM SILVER DRAGON

gargantuan dragon, lawful good

Armor Class 23 (natural armor)

Hit Points 553 (26d20 + 260)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	19 (+4)	13 (+1)	23 (+6)

Saving Throws Dex +7, Con +17, Wis +10, Cha +13

Skills Arcana +11, History +11, Perception +17, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 95-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 71 (16d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 95-foot cone. Each creature in that area must succeed on a DC 25 Constitution saving throw or be paralyzed 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.

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 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



GREAT WYRM SILVER DRAGON

colossal dragon, lawful good

Armor Class 24 (natural armor)

Hit Points 594 (29d20 + 290)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	31 (+10)	19 (+4)	13 (+1)	24 (+7)

Saving Throws Dex +7, Con +18, Wis +10, Cha +14

Skills Arcana +12, History +12, Perception +18, Stealth +7

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 26 (90,000 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 22 (2d10 + 11) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 feet, one target. *Hit:* 18 (2d6 + 11) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 25 feet, one target. *Hit:* 20 (2d8 + 11) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Cold Breath.** The dragon exhales an icy blast in a 100-foot cone. Each creature in that area must make a DC 26 Constitution saving throw, taking 76 (17d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** The dragon exhales paralyzing gas in a 100-foot cone. Each creature in that area must succeed on a DC 26 Constitution saving throw or be paralyzed 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.

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 20 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 18 (2d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

SILVER DRAGONS

NEW METALLIC DRAGONS

This section contains metallic dragons not included in the 5th Edition rules. These dragons are linked in some way to Bahamut, which gives them their good alignment, but are rarer than the original five metallic dragons for several different reasons.

Adamantine, Iron, and Mithral dragons share the same general motives and needs as the other metallic dragons (though for Mithral dragons this manifests in different ways). Additional information is given within each dragon type's description.

ADAMANTINE DRAGON WYRMLING

small dragon, chaotic good

Armor Class 17 (natural armor)
Hit Points 37 (5d8 + 15)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	16 (+3)	11 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4
Skills Perception +2, Stealth +2
Damage Immunities thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 14 (4d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 15-foot cone. All magical effects and spells of 1st level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

VERY YOUNG ADAMANTINE DRAGON

medium dragon, chaotic good

Armor Class 17 (natural armor)
Hit Points 75 (10d8 + 30)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4
Skills Perception +2, Stealth +2
Damage Immunities thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12
Languages Draconic
Challenge 4 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 24 (7d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 20-foot cone. All magical effects and spells of 1st level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

ADAMANTINE DRAGONS

Most people and creatures go their whole lives without knowing that Adamantine dragons exist, because these dragons rarely come out of their Underdark homes. Their short tempers and brutish demeanors often give others the impression that they are stupid and easily angered, but nothing could be further from the truth. Though not the brightest of dragons, they are far smarter than one might think.

Within their dark domains, adamantine dragons treat their territories as personal kingdoms, and all creatures within as their subjects. A dragon always demands obedience and respect of its "subjects," but also takes its lordship seriously, taking care to protect and ensure the safety of its (obedient) "subjects" at all times.

YOUNG ADAMANTINE DRAGON

medium dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 112 (15d8 + 45)

Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	12 (+1)	11 (+0)	14 (+2)

Saving Throws Dex +2, Con +4, Wis +2, Cha +4

Skills Perception +2, Stealth +2

Damage Immunities thunder

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 6 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 25-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 25-foot cone. All magical effects and spells of 2nd level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

Adamantine dragons are a dark, metallic color, with scales that ruffle like feathers when it is angered or hunting. Creatures that have never seen a true black dragon often call adamantine dragons "black dragons" (which can lead to quite a bit of confusion when interacting with surface dwellers). Their heads and snouts are sleek, with a large beak that resembles that of a snapping turtle's. A row of spines begins at the base of the dragon's head and trails all the way to the tip of its tail, which ends in a spade-like blade.

Occasionally, one can hear the disembodied roar or earth-shaking rumble that denotes an aftershock caused by an adamantine dragon's breath weapon. Though they are solitary creatures, these dragons use their breath weapons to communicate over long distances in tones lower than most creatures can hear. Adventurers in the Underdark often think they are becoming prey to a terrible threat, rather than hearing a benign message sent between Underdark dragons.

JUVENILE ADAMANTINE DRAGON

large dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	13 (+1)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Insight +4, Intimidation +5, Perception +4, Stealth +3

Damage Immunities thunder

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Common, Draconic

Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 feet, one target. *Hit:* 12 (2d6 + 5) slashing damage

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

- **Thunder Breath.** The dragon exhales sonic energy in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 30-foot cone. All magical effects and spells of 3rd level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

TERRAIN AND HABITAT

If an adamantine dragon cannot find a suitable place to live in the Underdark (or if it is entirely inaccessible), it will settle for a rocky mountain range, as long as it can find a lair with large, deep caves and ledges large enough to support its bulky body.

Within the Underdark, they often come into conflict with purple dragons, as they prefer the same sort of terrain. Purple dragons avoid direct confrontation because adamantine dragons are bigger and stronger; this results in long wars of attrition or in the purple dragon attempting to dominate powerful allies to help defeat their rivals.



YOUNG ADULT ADAMANTINE DRAGON

large dragon, chaotic good

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	14 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +8, Wis +5, Cha +7
Skills Insight +4, Intimidation +5, Perception +4, Stealth +3
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14
Languages Common, Draconic
Challenge 10 (5,900 XP)

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 40-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 49 (14d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 40-foot cone. All magical effects and spells of 3rd level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

ADULT ADAMANTINE DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 207 (18d10 + 108)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	14 (+2)	12 (+1)	16 (+3)

Saving Throws Dex +4, Con +9, Wis +6, Cha +8
Skills Insight +5, Intimidation +7, Perception +5, Stealth +4
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15
Languages Common, Draconic
Challenge 13 (10,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 52 (15d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 50-foot cone. All magical effects and spells of 4th level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

LAIRS

Within their lairs, adamantine dragons prefer twisting tunnels and great caverns far from the light of day. They also prefer high ledges or other caverns on the cliffs and walls of their lair.

FAVORED TREASURE

Adamantine dragons favor treasure that reminds them of their home, especially natural unworked ores and gemstones. Their most coveted lairs are those within silver, mithral, or adamantine mines, especially those with visible veins of ore.

DIET

Large game isn't usually accessible underground, so these dragons eat lots of smaller prey. They particularly enjoy giant spiders and other giant insects. They do not hunt sentient prey, but they will eat it if there are no other options; even then they don't like the taste or texture. They will never eat good-aligned prey or their "subjects," unless starvation is the only other option.

TACTICS

Adamantine dragons are used to fighting in close quarters where their isn't much room to fly, so this is how they usually prefer to fight. They always know the terrain of their territory very well and use it to their advantage: utilizing chokepoints, flying over obstacles that will hurt/impede their foes, or executing an ambush.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon unleashes a mighty roar. All creatures within 60 feet of the dragon that can hear must succeed on a DC 15 Constitution saving throw or take 7 (2d6) thunder damage and be deafened until the end of their next turn.

(Adult Adamantine Dragon cont.)

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- A cloud of darkness with a 30-foot radius originates from a point of the dragon's choosing that the dragon can see. It functions as if cast with the *Darkness* spell.

REGIONAL EFFECTS

The region containing a legendary purple dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of the lair, the dragon's presence magically creates silver, mithral, and adamantine ore veins, and makes them more common.
- Within 6 miles of the lair, benign tremors occur frequently.
- Adamantine objects that weigh 5 pounds or more are warm to the touch, when brought within 6 miles of the lair.

If the dragon dies, these effects fade over the course of 1d10 days.

MATURE ADULT ADAMANTINE DRAGON

huge dragon, chaotic good

Armor Class 19 (natural armor)
Hit Points 243 (18d12 + 102)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	15 (+2)	13 (+2)	17 (+3)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9
Skills Insight +7, Intimidation +8, Perception +7, Stealth +5
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 15 (13,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

(Mature Adult Adamantine Dragon cont.)

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 56 (16d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 60-foot cone. All magical effects and spells of 4th level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

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 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD ADAMANTINE DRAGON

huge dragon, chaotic good

Armor Class 20 (natural armor)

Hit Points 297 (22d12 + 154)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+2)	17 (+3)

Saving Throws Dex +5, Con +12, Wis +8, Cha +10

Skills Insight +7, Intimidation +8, Perception +7, Stealth +5

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 18 (20,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 feet, one target. *Hit:* 17 (2d8 + 8) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 70-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 63 (18d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 70-foot cone. All magical effects and spells of 4th level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

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 21 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.

ELDER ADAMANTINE DRAGON

huge dragon, chaotic good

Armor Class 21 (natural armor)
Hit Points 406 (28d12 + 224)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	16 (+3)	13 (+2)	18 (+4)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11

Skills Insight +8, Intimidation +10, Perception +8, Stealth +6

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

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 can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 80-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 70 (20d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 80-foot cone. All magical effects and spells of 4th level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

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.

ANCIENT ADAMANTINE DRAGON

gargantuan dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 468 (24d20 + 216)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	28 (+9)	17 (+3)	16 (+3)	19 (+4)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Insight +10, Intimidation +11, Perception +10, Stealth +7

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 77 (22d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 90-foot cone. All magical effects and spells of 5th level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

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 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM ADAMANTINE DRAGON

gargantuan dragon, chaotic good

Armor Class 23 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +16, Wis +11, Cha +12

Skills Insight +10, Intimidation +11, Perception +10, Stealth +7

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 100-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 84 (24d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 100-foot cone. All magical effects and spells of 5th level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

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 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM ADAMANTINE DRAGON

gargantuan dragon, chaotic good

Armor Class 24 (natural armor)
Hit Points 615 (30d20 + 300)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	10 (+0)	30 (+10)	19 (+4)	18 (+4)	20 (+5)

Saving Throws Dex +7, Con +17, Wis +12, Cha +13
Skills Insight +10, Intimidation +12, Perception +11, Stealth +7

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 25 (75,000 XP)

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

Actions

Multiattack The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Thunder Breath.** The dragon exhales sonic energy in a 100-foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 91 (26d6) thunder damage on a failed save, or half as much damage on a successful one.
- **Dispelling Breath.** The dragon exhales magical energy in a 100-foot cone. All magical effects and spells of 5th level or lower in that area end immediately. For spells of higher level, the dragon can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

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 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

IRON DRAGONS

Iron Dragons are good natured, but most forget this because they are often brutish, short-tempered, and pessimistic.

Most are driven by their need to be respected, and for some this translates to ruling through fear. They prefer their own company, like other dragons, but older Iron Dragons such as Elders and Ancients may have minions keep up their lairs or guard their hoards. Such minions are usually frightened into service or charmed with the dragon's charm breath.

They are not as bright as other dragons and therefore are relatively easy to trick or manipulate (when compared to other dragons) through bribery or flattery, but if an Iron Dragon finds out it has been manipulated, it always reacts viciously and violently.

However, if you are honest and up-front about your intentions, younger iron dragons can make excellent mercenaries and stalwart allies.

IRON DRAGON WYRMLING

tiny dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	15 (+2)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3

Skills Perception +4, Stealth +3

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 1 (200 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

VERY YOUNG IRON DRAGON

small dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 35 ft., climb 30 ft., fly 65 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	9 (-1)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +5, Wis +2, Cha +3

Skills Perception +5, Stealth +3

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Draconic

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 20-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

Iron Dragons normally do not care for their Metallic cousins of other varieties, and the others generally return the favor. Though they share the Metallic hatred of the Chromatic Dragons, Irons are the most likely to tolerate sharing a border with a Chromatic Dragon. That is, unless the dragon is Green. Iron and Green dragons do not tolerate each other, as they usually inhabit similar areas, and the Greens especially infuriate Irons because the more dimwitted Irons are easily outsmarted by the conniving Greens.

Iron dragons are solitary (aside from possible minions) and will not seek out other creatures, aside from other Iron Dragons when they feel the need to mate. They follow the mating rituals traditionally followed by Metallic Dragons, raising their young as a couple, but they rarely mate for life.

YOUNG IRON DRAGON

medium dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 97 (13d8 + 39)

Speed 35 ft., climb 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +6, Wis +3, Cha +4

Skills Perception +6, Stealth +4

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 25-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 25-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

TERRAIN AND HABITAT

Iron Dragons like places with plenty of cover large enough to hide a large predator; their favorite environments are rocky hills or dense forests.

They take particular care in hiding their lairs, which have a reputation for being among of the most difficult dragon lairs to find. If the dragon cannot find a totally inaccessible place (like a cavern reachable only by flight) they will settle for the most difficult terrain and cover they can find. Common places to find Iron Dragon lairs include overgrown forest ravines or briar-choked gulches.

LAIRS

An Iron Dragon's lair usually consists of several large chambers with many entrances and exits. Something hides the lair's main entrance, such as overgrown foliage or a large rock that the dragon can push out of the way.

JUVENILE IRON DRAGON

medium dragon, neutral good

Armor Class 18 (natural armor)

Hit Points 126 (12d12 + 48)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	19 (+4)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +7, Wis +4, Cha +5

Skills Intimidation +5, Perception +7, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Draconic

Challenge 7 (2,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 40 (9d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

FAVORED TREASURE

Iron Dragons prefer martial treasures like armor and weapons, especially ones won from would-be challengers. They take these as trophies and as marks of their battle prowess. Aside from that, they love the look and feel of silver and gold coins.

TACTICS

Iron Dragons always strike from ambush. If engaging in their lair, they will distract enemies with carefully positioned traps (or minions if they have any), and then attack when their enemies are distracted. If they do not believe they will win a fight, they have no qualms with fleeing to saving their own hide.

If they have minions, Iron Dragons most often "coerce" goblins, hobgoblins, or minotaurs to work for them, with promises of loot. However, an Iron Dragon may go back on a deal or leave its "friends" to die if it can save itself.

DIET

Iron Dragons prefer midsized game such as deer and boar. Most will eat sentient creatures if the opportunity presents itself, but only if they are evil or obviously malicious. They especially prefer smaller humanoids that are less able to protect themselves, such as goblins or kobolds. Iron dragons keep from eating good creatures, but occasionally one of them may build a lair along a busy road so it can ambush unsuspecting passersby.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.
- The dragon chooses a point on the ground that it can see within 120 feet of it. It then creates a bright crack of lightning on that point. Every creature within 20 feet of the lightning must make a DC 20 Constitution saving throw or be blinded until initiative count 20 on the next round.
- The dragon creates a cloud of fog as if casting the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.

REGIONAL EFFECTS

The region containing a legendary iron dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Thunderstorms are common within 6 miles of the lair.
- Creatures that cannot normally speak Draconic have the ability to do so within one mile of the lair.
- Reptiles are unusually active within one mile of the lair.

YOUNG ADULT IRON DRAGON

large dragon, neutral good

Armor Class 18 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	20 (+5)	10 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +8, Wis +5, Cha +6

Skills Intimidation +6, Perception +8, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Draconic

Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 40-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 40 (9d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 40-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.



ADULT IRON DRAGON

large dragon, neutral good

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	21 (+5)	11 (+0)	13 (+1)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +6, Cha +7

Skills Intimidation +7, Perception +10, Stealth +5

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Draconic

Challenge 12 (8,400 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 50-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 50-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MATURE ADULT IRON DRAGON

huge dragon, neutral good

Armor Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	23 (+6)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +7, Cha +8
Skills Intimidation +8, Perception +12, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 14 (11,500 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

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 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

OLD IRON DRAGON

huge dragon, neutral good

Armor Class 20 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	12 (+1)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9

Skills Intimidation +9, Perception +13, Stealth +6

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 70-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 58 (13d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 70-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

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 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 17 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ELDER IRON DRAGON

huge dragon, neutral good

Armor Class 21 (natural armor)

Hit Points 324 (24d12 + 168)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	13 (+1)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +14, Wis +9, Cha +10

Skills Intimidation +10, Perception +15, Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 19 (22,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 80-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 58 (13d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 80-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

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 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT IRON DRAGON

huge dragon, neutral good

Armor Class 22 (natural armor)

Hit Points 388 (21d20 + 168)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	27 (+8)	14 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +8, Con +15, Wis +10, Cha +11

Skills Intimidation +11, Perception +17, Stealth +8

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

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 10 feet of the dragon must succeed on a DC 23 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.

WYRM IRON DRAGON

gargantuan dragon, neutral good

Armor Class 23 (natural armor)

Hit Points 468 (24d20 + 216)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	28 (+9)	15 (+2)	17 (+3)	18 (+4)

Saving Throws Dex +8, Con +15, Wis +10, Cha +11

Skills Intimidation +12, Perception +18, Stealth +8

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 95-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 67 (15d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 95-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

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 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



GREAT WYRM IRON DRAGON

gargantuan dragon, lawful neutral

Armor Class 24 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	29 (+9)	15 (+2)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +17, Wis +12, Cha +11
Skills Intimidation +13, Perception +19, Stealth +8
Damage Immunities fire
Damage Resistances lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 24 (62,000 XP)

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Lightning Breath.** The dragon exhales a blast of lightning in a 100-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 76 (17d8) lightning damage on a failed save, or half as much damage on a successful one.
- **Charming Breath.** The dragon exhales gas in a 100-foot cone. Each creature in that area must succeed on a DC 25 Constitution saving throw or be charmed by the dragon for 1 minute. Each time the dragon or the dragon's companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

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 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

MITHRAL DRAGONS

Mithral dragons are the most powerful of the metallic dragons (though golds are loath to acknowledge the mithrals' superiority). They have an uncanny ability to sense the future, and often experience visions of events that are to come; often these visions come as a result of their studying and pondering, as they usually offer their services to deities, religious causes, or other great endeavours.

As natives of the Astral Sea, mithral dragons are rarely seen on the Material Plane, unless something specific has

driven them there. This always has something to do with the cause to which the dragon has devoted itself, and it usually disappears as soon as its purpose is finished. Ancient mithral dragons are said to guard religious sites of primeval origin on the material plane. No one knows the contents of these sites, and no one has had the courage to find out.

Most often, a mithral dragon will devote itself to Bahamut and offer its services to him, but other more unorthodox (they prefer the term "enlightened") dragons will devote themselves to Io, the god from which Bahamut and Tiamat were created. These dragons can be more unpredictable, and their alignments can shift toward neutral or even evil.

MITHRAL DRAGON WYRMLING

medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 87 (10d8 + 32)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Perception +6, Stealth +4

Damage Immunities radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16

Languages Common, Draconic

Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 40-foot line that is 5 feet wide. Each creature in that area must make a DC 13 Dexterity saving throw, taking 26 (4d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 15-foot cone. Each creature in that area must make a DC 13 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d4 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

VERY YOUNG MITHRAL DRAGON

large dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	19 (+4)	16 (+3)	14 (+2)	17 (+3)

Saving Throws Dex +5, Con +7, Wis +5, Cha +6

Skills Perception +8, Stealth +5

Damage Immunities radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Common, Draconic

Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (1d12 + 5) piercing damage.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 45-foot line that is 5 feet wide. Each creature in that area must make a DC 14 Dexterity saving throw, taking 39 (6d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 20-foot cone. Each creature in that area must make a DC 14 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d4 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

YOUNG MITHRAL DRAGON

large dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	21 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +5, Con +8, Wis +5, Cha +7

Skills Perception +8, Stealth +5

Damage Immunities radiant

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Common, Draconic

Challenge 7 (2,900 XP)

Actions

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 50-foot line that is 5 feet wide. Each creature in that area must make a DC 15 Dexterity saving throw, taking 45 (7d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 25-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d4 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

JUVENILE MITHRAL DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 195 (17d10 + 102)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	23 (+6)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +6, Con +10, Wis +7, Cha +9

Skills History +7, Insight +7, Perception +11, Persuasion +9, Religion +7, Stealth +6

Damage Immunities radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21

Languages Celestial, Common, Draconic

Challenge 11 (7,200 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 60-foot line that is 5 feet wide. Each creature in that area must make a DC 17 Dexterity saving throw, taking 58 (9d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 30-foot cone. Each creature in that area must make a DC 17 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d4 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

Because of their extraplanar origin, mithral dragons are immortal. They age as a normal dragon, but they cannot die of old age and they never reach the Twilight stage of a normal dragon's development. As a result, mithrals can be encountered that are tens of thousands of years old.

Mithral dragons only speak when they believe what they have to say is of vast importance. Even when they do speak, they don't think that tiny mortal minds can comprehend the vastness of their calling or the importance of their mission (no matter what their mission happens to be), so their speech tends to be condescending, though not in an overtly insulting way.

TERRAIN AND LAIRS

Mithral dragons prefer their home plane, living in the domains of deities. While in these places, they maintain their loyalty to any deities they serve, no matter whose domain they happen to live in. If an "enlightened" mithral dragon can do so, it will try to find places that retain a remnant of Io's influence so that it can attune to the dead god's will and exact it. Mithral dragons will lie in wait for centuries or millenia waiting to hear the call of a deity or cause to which they are willing to pledge themselves; when the call comes, the dragon responds with exactness and determination. Trying to talk a mithral dragon out of its cause is like trying to teach a

manticore table manners. But the manticore won't burn you to a crisp with its breath weapon.

On the Material Plane, mithral dragons don't favor any particular terrain. That said, if a mithral dragon does make a lair on the Material Plane, it will try to find a place where it can attune to the will of deity, which usually happens best in abandoned temples or other important religious areas. If one of these areas cannot be found, the dragon may settle for a mine where it can attempt to read gemstone deposits, and there glean glimpses of future events.

FROZEN IN TIME

A mithral dragon's secondary breath weapon freezes its opponents in time, almost as if with a *time stop* spell. While a creature is thus affected, it suffers these conditions:

- the creature is incapacitated, can't move or speak, and is unaware of its surroundings
- attack rolls against the creature have advantage
- any melee weapon attack that would hit the creature is automatically a critical hit
- the creature automatically fails all Strength and Dexterity saving throws

YOUNG ADULT MITHRAL DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 216 (16d12 + 112)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	24 (+7)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +7, Con +12, Wis +8, Cha +10

Skills History +9, Insight +8, Perception +13, Persuasion +10, Religion +9, Stealth +7

Damage Immunities radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23

Languages Celestial, Common, Draconic

Challenge 13 (10,000 XP)

Actions

Multiattack The dragon can use its Frightful presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 70 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 70-foot line that is 5 feet wide. Each creature in that area must make a DC 18 Dexterity saving throw, taking 65 (10d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 40-foot cone. Each creature in that area must make a DC 18 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d4 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

PHYSICAL CHARACTERISTICS

A mithral dragon's scales are snow white when it first hatches, and darken to silver as it ages; older dragons retain some snowy color in the form of intricate white striations that follow their musculature. Their scales glow faintly.

The long spikes on a mithral dragon's head appear to form a sort of crown, and smaller spines work their way down its neck, across its back, and all the way down its tail. These spikes stand on end whenever the dragon is excited, and especially when it is angered.

Mithral dragons are extremely muscular, and their scales follow the lines of their musculature, which makes the muscles pop even further.

An older mithral dragon's wings sometimes appear to be made of raw radiant energy rather than flesh.

FAVORED TREASURE

Mithral dragons only take treasure that furthers their goals. Therefore, it won't have a traditional dragon hoard unless having a vast sum of wealth somehow helps it to achieve whatever it is trying to achieve.

DIET

Because they are originally from the Astral Sea where hunting can be extraordinarily difficult, mithral dragons have developed such that they require very little food. They are omnivorous, and often have servants tend gardens and/or flocks for them rather than hunt, because this gives the dragon more time to stay within its lair and ponder on its visions.

ADULT MITHRAL DRAGON

huge dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	25 (+7)	18 (+4)	17 (+3)	22 (+6)

Saving Throws Dex +7, Con +12, Wis +8, Cha +11

Skills History +9, Insight +8, Perception +13, Persuasion +11, Religion +9, Stealth +7

Damage Immunities radiant

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23

Languages Celestial, Common, Draconic

Challenge 16 (15,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 feet, one target. *Hit:* 14 (2d6 + 7) slashing damage

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 feet, one target. *Hit:* 16 (2d8 + 7) bludgeoning damage

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 80 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in an 80-foot line that is 5 feet wide. Each creature in that area must make a DC 19 Dexterity saving throw, taking 71 (11d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 50-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d4 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

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.

Teleport (Costs 2 Actions). The dragon uses its Teleport action.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

TACTICS

Mithral dragons only fight when and where they want to. If a dragon doesn't isn't looking for a fight and is attacked, it will attempt to halt its attackers with its Time Stop Breath and flee. That is, unless its attackers are directly trying to oppose the dragon's goals or its cause, in which case the dragon counterattacks fiercely and without mercy. However, even in these situations, the dragon will only attack if it is advantageous for it to do so.

MATURE ADULT MITHRAL DRAGON

gargantuan dragon, lawful good

Armor Class 19 (natural armor)
Hit Points 275 (19d12 + 152)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	27 (+8)	19 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +8, Con +14, Wis +10, Cha +13

Skills History +10, Insight +10, Perception +16, Persuasion +13, Religion +10, Stealth +8

Damage Immunities radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Celestial, Common, Draconic, and one other language

Challenge 18 (20,000 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 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 feet, one target. *Hit:* 15 (2d6 + 8) slashing damage

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

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 90 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

If the dragon does fight, it will choose an area with lots of obstructions and difficult terrain, so that it can most effectively utilize its teleportation ability. It uses its foresight to determine the most powerful foes and target them first, using its Time Stop Breath or teleportation to get into advantageous positions. A mithral dragon then prefers to spread its attacks across all of its foes, rather than focus down a single one, (especially if the dragon has the Dimension Strike dragon feat.)

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 90-foot line that is 5 feet wide. Each creature in that area must make a DC 21 Dexterity saving throw, taking 78 (12d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 60-foot cone. Each creature in that area must make a DC 21 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d6 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

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.

Teleport (Costs 2 Actions). The dragon uses its Teleport action.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 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.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon can choose up to 6 creatures that it can see that are within 30 feet of it. Those creatures must succeed on a DC 15 Dexterity saving throw or be struck by beams of radiance and take (5) 1d10 radiant damage.

- The dragon glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- The dragon's scales reflect an intense otherworldly light in a 20-foot radius around it. Each creature in that area must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. An affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

OLD MITHRAL DRAGON

gargantuan dragon, lawful good

Armor Class 20 (natural armor)

Hit Points 370 (19d20 + 171)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	28 (+9)	19 (+4)	18 (+4)	24 (+7)

Saving Throws Dex +9, Con +16, Wis +11, Cha +14

Skills History +11, Insight +11, Perception +18, Persuasion +14, Religion +11, Stealth +9

Damage Immunities radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Celestial, Common, Draconic, and one other language

Challenge 21 (33,000 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:* +15 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 100 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 100-foot line that is 5 feet wide. Each creature in that area must make a DC 22 Dexterity saving throw, taking 84 (13d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 70-foot cone. Each creature in that area must make a DC 22 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d6 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

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.

Teleport (Costs 2 Actions). The dragon uses its Teleport action.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

REGIONAL EFFECTS

The region containing a legendary iron dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The area for 6 miles around the dragon's lair turns into a lush paradise, even if it lives in a place where plants don't normally grow.

- Within 1 mile of the lair, beasts with 4 Intelligence or less and that are not hostile to the dragon become the dragon's zealous guards and spies. They alert the dragon to threats, and defend the dragon with their lives.
- Whenever a creature with at least 5 Intelligence finishes a long rest within 1 mile of the lair, it must make a DC 20 Wisdom saving throw. On a success, it involuntarily glimpses the future in the form of a short vision.

When the dragon dies, these effects fade over the course of 1d10 days. Plants remain where they have grown, unless they don't normally grow in that terrain.

ELDER MITHRAL DRAGON

gargantuan dragon, lawful good

Armor Class 21 (natural armor)

Hit Points 487 (25d20 + 225)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	29 (+9)	19 (+4)	19 (+4)	26 (+8)

Saving Throws Dex +9, Con +16, Wis +11, Cha +15

Skills History +11, Insight +11, Perception +18, Persuasion +15, Religion +11, Stealth +9

Damage Immunities radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Celestial, Common, Draconic, and one other language

Challenge 23 (50,000 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:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 feet, one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 feet, one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 110 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 110-foot line that is 5 feet wide. Each creature in that area must make a DC 23 Dexterity saving throw, taking 91 (14d12) radiant damage on a failed save, or half as much damage on a successful one.

- **Time Stop Breath.** The dragon exhales magical energy in a 80-foot cone. Each creature in that area must make a DC 23 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d6 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

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.

Teleport (Costs 2 Actions). The dragon uses its Teleport action.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ANCIENT MITHRAL DRAGON

colossal dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 574 (28d20 + 280)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	20 (+5)	20 (+5)	28 (+9)

Saving Throws Dex +10, Con +18, Wis +13, Cha +17

Skills History +13, Insight +13, Perception +21, Persuasion +17, Religion +13, Stealth +10

Damage Immunities radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Celestial, Common, Draconic, and two other languages

Challenge 25 (75,000 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:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 120-foot line that is 5 feet wide. Each creature in that area must make a DC 25 Dexterity saving throw, taking 97 (15d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 90-foot cone. Each creature in that area must make a DC 25 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d8 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

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.

Teleport (Costs 2 Actions). The dragon uses its Teleport action.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

WYRM MITHRAL DRAGON

colossal dragon, lawful good

Armor Class 23 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
31 (+10)	14 (+2)	31 (+10)	21 (+5)	20 (+5)	28 (+9)

Saving Throws Dex +10, Con +18, Wis +13, Cha +17

Skills History +13, Insight +13, Perception +21, Persuasion +17, Religion +13, Stealth +10

Damage Immunities radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages Celestial, Common, Draconic, and three other languages

Challenge 26 (90,000 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:* +18 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 25 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 120-foot line that is 5 feet wide. Each creature in that area must make a DC 26 Dexterity saving throw, taking 104 (16d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 90-foot cone. Each creature in that area must make a DC 26 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d8 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

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.

Teleport (Costs 2 Actions). The dragon uses its Teleport action.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

GREAT WYRM MITHRAL DRAGON

colossal dragon, lawful good

Armor Class 24 (natural armor)

Hit Points 677 (32d20 + 341)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	14 (+2)	32 (+11)	22 (+6)	21 (+5)	29 (+9)

Saving Throws Dex +10, Con +19, Wis +13, Cha +17

Skills History +14, Insight +13, Perception +21, Persuasion +17, Religion +14, Stealth +10

Damage Immunities radiant

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 31

Languages All languages

Challenge 28 (120,000 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:* +19 to hit, reach 20 ft., one target. *Hit:* 22 (2d10 + 11) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 feet, one target. *Hit:* 18 (2d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 25 feet, one target. *Hit:* 20 (2d8 + 11) bludgeoning damage.

Teleport. The dragon magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 26 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

- **Radiant Breath.** The dragon exhales a beam of radiant energy in a 120-foot line that is 5 feet wide. Each creature in that area must make a DC 27 Dexterity saving throw, taking 110 (17d12) radiant damage on a failed save, or half as much damage on a successful one.
- **Time Stop Breath.** The dragon exhales magical energy in a 90-foot cone. Each creature in that area must make a DC 27 Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1d8 rounds. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage, and any melee weapon attack that would hit is automatically a critical hit. The creature also automatically fails all Strength and Dexterity saving throws. The effect ends early if the creature is moved or takes damage, or if the dragon is killed.

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.

Teleport (Costs 2 Actions). The dragon uses its Teleport action.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 20 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 18 (2d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADVANCED DRAGONS

There are many ways to make even Great Wyrms stronger than they already are. Most dragons peak at the Great Wyrms stage, but truly legendary dragons can ascend to unparalleled heights of power using these rules for Advanced Dragons.

Presented here are ways to improve a dragon's hit dice, damage, versatility, and overall difficulty.

Age Category. For every 3 hit dice that the dragon gains above its Great Wyrms stage, it gains a "virtual age category." Thusly, a White Great Wyrms with 28 hit dice has an effective age category of 13.

When increasing hit dice, remember to add the dragon's constitution modifier times the number of hit dice. If you are adding hit dice in increments of 3, add: 31 (3d20) + (3 x the dragon's Constitution modifier).

Size. A dragon who doesn't reach the Colossal size category can reach it by attaining virtual age categories. Black, brass, copper, and white dragons must attain two virtual age categories to become Colossal, while blue, bronze, and green dragons must attain one virtual age category to become Colossal. After any dragon becomes Colossal, it must attain two more virtual age categories before becoming Colossal+.

Colossal+ Size. Dragons of this size are titanic. This does not affect the dragon's space, but increases the dragon's reach and damage (if using the modified damage rules below). Melee weapon attacks have their range increased by 5 feet, and the dragon's breath weapon range increases by 10 feet. The dragon gains the "Colossal" Dragon Feat, which doesn't count against the number of feats it can take (see the optional Dragon Feats rule below).

Armor Class. A dragon's armor class increases by 1 for every two virtual age categories that it gains, to a maximum of 26.

Breath Weapon. A dragon's breath weapon gains 2 damage dice for every virtual age category that the dragon gains.

Ability Scores. The dragon's Strength and Constitution scores increase by 1 for every age category that the dragon gains. The dragon's Charisma score increases by 1 for every two age categories.

Dragon Feats. An advanced dragon can choose feats from the list of Dragon Feats. A dragon does not have to be a Great Wyrms in order to take Dragon Feats. A dragon can choose a number of feats up to the numeric equivalent of its age category, up to a maximum of 12.

Damage. Normally, weapon damage scales as a creature gets larger (see the Dungeon Master's Guide, page 278). For whatever reason (probably to keep the CR lower), this is untrue of dragons. With this rule, dragons no longer suffer this disadvantage.

Use the following table to determine how much damage a dragon's natural weapons do at each size category. Remember to add the dragon's Strength modifier to the damage.

A dragon is assumed to deal the attack's base damage up through the Medium size category.

This particular rule has a massive effect on the dragon's damage per round, and hence its Challenge Rating. Be wary of increasing its damage to such high amounts, unless you are absolutely sure that your players can handle it.

DRAGON NATURAL WEAPON DAMAGE

Size Category	Bite	Claw/Wing	Tail
Medium	1d10	1d6	1d8
Large	2d10	2d6	2d8
Huge	3d10	3d6	3d8
Gargantuan	4d10	4d6	4d8
Colossal	5d10	5d6	5d8
Colossal+	6d10	6d6	6d8



DRAGON FEATS

Some dragons, whether through pacts, training, or bloodline, are stronger than others. These extra strengths and abilities are represented by Dragon Feats. Dragons can have a multitude of additional traits, actions, or legendary actions; the feat list given below is universal and can be given to a dragon of any color. Additional feats specific to the dragon's color are given in lists hereafter.

A dragon can choose a number of Dragon Feats up to the numeric equivalent of its age category, to a maximum of 12. So a Wyrmling can choose only 1 Dragon Feat, while a Great Wurm can choose up to 12 Dragon Feats. Actions, Reactions, and Legendary Actions included with traits do not count against this number.

These abilities add personality and flavor to each dragon to make each encounter unique. Feel free to mix and match, but remember to adjust the Challenge Rating accordingly. If creating a lower level dragon, modify damage dice accordingly.

These feats are also meant to add difficulty to a dragon encounter, especially by countering the abilities and feats of Player Characters; remember that it isn't very fun as a player to have all of your abilities compromised by an ability that the monster has. Some dragons may choose particularly deadly combinations, such as *Tough* combined with *Hard Scales* and *Mundane Weapon Resistance*; *Rend* paired with *Sweeping Claws*; or *Mobile* with *Swift* and *Strafing*.

In order to take one of these feats, a creature must be a true dragon.

If a feat has prerequisites, the dragon must fulfill all of those prerequisites before it can take that feat.



UNIVERSAL DRAGON FEATS

These feats can be taken by a true dragon of any type.

ALERT

The dragon gains +5 to initiative rolls, cannot be surprised while it is conscious, and creatures do not gain advantage on attack rolls by being hidden from the dragon.

ARCANE IMMUNITY

The dragon is immune to magic sleep effects, and to the paralyzed and petrified conditions.

ARMOR TRAINING

Prerequisites: Str 14 (light), Str 17 (medium), Str 20 (heavy)

The dragon gains proficiency with light armor. If it already has proficiency with light armor, it gains proficiency with medium armor. If it already has proficiency with medium armor, it gains proficiency with heavy armor.

This feat can be taken up to three times.

AURA OF DESPAIR

Prerequisite: Terrifying Presence.

The dragon exudes such a terrifying aura that creatures near it lose their will to fight in battle. Any creature that fails its saving throw against the dragon's Frightful Presence takes a -2 penalty to all saving throws for the rest of the encounter.

BRUTE

Prerequisite: Strength 18

The dragon deals an extra die of damage whenever it hits with a melee weapon attack.

CHANGE SHAPE

Prerequisite: must not already have the Change Shape action option.

The dragon shapeshifts according to the *Change Shape* ability possessed by Metallic Dragons. Chromatic dragons rarely have this ability mastered in the way that Metallic Dragons do, and so only have one or two alternate forms. For example, a Blue Dragon may possess the ability to shapeshift into a Storm Giant. They rarely take the form of humanoids (especially Reds) because they see themselves as the pinnacle of perfection. However, a Green or Purple dragon may find practical use for a humanoid form.

CHARGE

If the dragon takes the Dash action, it can make a melee attack as a bonus action. If the dragon travels at least 10 feet toward the target before making the attack, and the attack hits, it can choose to either gain a +5 to the attack's damage roll, or knock the target prone and push it 5 feet in any direction it chooses.

COLOSSAL

Prerequisite: must be Ancient or older; must be Gargantuan or Colossal.

The dragon's size is Colossal, and its space is a 30 to 40 foot square. It has advantage on Strength checks against Huge or smaller creatures. Medium or smaller creatures can enter the dragon's space and vice versa, and the dragon gains the *Stomp* reaction, the modified *Bite* action, and the *Swallow* action. The dragon can make a *Swallow* attack instead of a bite attack as part of its Multiattack.

Bite. (Range, damage, and targets equal to original values.) If the target is a creature, the dragon can choose to grapple it (escape DC = 8 + the dragon's proficiency bonus + the dragon's Strength modifier). Until this grapple ends, the target is restrained, and the dragon can't bite another target.

Stomp. The dragon can make a claw attack against a creature that ends its turn in the dragon's space.

Swallow. The dragon makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 28 (8d6) acid damage, and 28 (8d6) damage (of the same type as the dragon's *Breath Weapon*) at the start of each of the dragon's turns.

If the dragon takes 40 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 30 feet of movement, exiting prone.

CRUSH

Prerequisite: size Large or larger.

The dragon gains the *Crush* action option:

Crush. The dragon throws itself at an enemy creature and lands centered on that creature's space. All creatures within the dragon's new space must make a Dexterity saving throw (DC equal to Wing Attack). The target makes this throw with disadvantage. On a successful save, a creature is pushed safely to the nearest unoccupied space. On a failed save, the creature takes 6 (1d12) plus 6 (1d12) bludgeoning damage for every size category the dragon is above Medium (plus Strength modifier), and the creature is restrained by the dragon, and both are considered prone. If the dragon starts its turn on top of a creature restrained in this way, the creature takes the same damage. At the end of its turns, any restrained creature can attempt to escape as if trying to escape a grapple. The restrained condition ends when the dragon ends the prone condition.

DAMAGE ABSORPTION

Prerequisite: must be Ancient or older.

Whenever the dragon would take damage of the same type as its breath weapon, it takes no damage and instead regains a number of hit points equal to the amount of damage dealt.

DIVE ATTACK

Prerequisite: size Large or larger.

If the dragon is flying and dives at least 30 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 4 (1d8) damage to the target, for every size the dragon is above Medium. If the dragon is Huge or larger, the target must succeed on a Strength Saving Throw (DC equal to DC of Wing Attack) or be knocked prone.

EMPOWERED BITE

Prerequisite: must be a Metallic dragon.

The dragon's bite attacks also deal extra damage of the same type as the dragon's breath weapon. The damage varies by the dragon's age, as given in the table.

ELEMENTAL BITE DAMAGE

Dragon's Age	Damage
Wyrmling	d6
Very Young	d6
Young	d8
Juvenile	d10
Young Adult	d10
Adult	d12
Mature Adult	2d6
Old	2d8
Elder	2d10
Ancient	4d6
Wyrm	5d6
Great Wyrm	4d8





ENDURANCE

Prerequisite: Tough.

The first time the dragon is reduced to 0 hit points as a result of taking damage, it is reduced to 1 hit point instead, unless the damage was from a critical hit.

The dragon can use this ability once per day.

EPIC INTILLECT

The dragon gains proficiency with Intelligence saving throws.

EPIC REFLEXES

Prerequisite: proficiency in Dexterity saving throws.

The dragon doubles its proficiency bonus on Dexterity saving throws.

EPIC STRENGTH

The dragon gains proficiency with Strength saving throws.

EPIC WILL

Prerequisite: proficiency in Wisdom saving throws.

The dragon doubles its proficiency bonus on Wisdom saving throws.

FLYBY

Prerequisite: Mobile.

The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

FURIOUS ONSLAUGHT

Prerequisite: must have Multiattack.

The dragon gains a new action option:

Furious Onslaught. The dragon can use its Frightful Presence. It then makes a claw attack against every creature in its reach. It can also make one bite attack.

HARD SCALES

Prerequisite: Constitution 18

All nonmagical bludgeoning, piercing, and slashing damage that the dragon takes is reduced by 2. This cannot reduce the damage below 1.

HOVER

The dragon can fly, remaining stationary in the air, without expending movement to move forward. Additionally, if the dragon is subjected to an effect that would reduce its flying speed to 0, the dragon does not fall and instead hovers in the air. If the dragon is subjected to an effect that would otherwise cause it to fall, the dragon falls at 60 feet per round and lands on its feet without taking damage from falling.

IMPROVED SPELLCASTING

Prerequisite: Innate Spellcasting, Intelligence 15.

The highest level spell that the dragon can cast increases by one.

INDOMITABLE WILL

Prerequisite: Epic Will (Green dragons ignore this requirement).

The dragon is immune to being charmed or dominated.

INFERNAL BLOOD

Prerequisite: must be a dragon of evil alignment, and had extensive experience with devils.

The dragon has been touched by the hand of devils in some way, perhaps by being exposed to their magic for long periods of time, by being trapped within the Nine Hells, or even by forging a pact with an archdevil. As a result, the dragon gains resistance to fire, cold, and poison damage, and has advantage on saving throws to resist becoming poisoned.

INNATE SPELLCASTING

Prerequisite: Charisma 12

The dragon's innate spellcasting ability is Charisma (spell save DC 8 + proficiency bonus + Charisma modifier, spell attack bonus is proficiency bonus + Charisma modifier). It can innately cast spells, requiring no material components.

Pick a number of spells equal to the dragon's Charisma modifier. Follow the table below to determine how often the spells can be cast. At Will spells should be weaker (like cantrips), and 1/Day spells should be stronger. The highest level spell a dragon can cast is equal to its Challenge Rating divided by 3.



Spells vary according to Dragon Type; general spells are provided here: *absorb elements, comprehend languages, detect magic, detect thoughts, dispel magic, elemental bane, elemental weapon, enhance ability, freedom of movement, locate creature, locate object, nondetection, protection from energy, scrying, see invisibility, true seeing.*

Preferred spells by dragon type are given here:

Black Dragons: *acid splash, chill touch, darkness, plant growth, vampiric touch, insect plague, melf's acid arrow, stinking cloud, circle of death, contagion, cloudkill, finger of death, harm.*

Blue Dragons: *lightning bolt, minor illusion, shocking grasp, thunderclap, call lightning, major image, silent image, hallucinatory terrain, project image, mirage arcane, storm of vengeance, storm sphere, control weather.*

Green Dragons: *friends, poison spray, suggestion, thorn whip, charm person, cloudkill, command, dominate beast, dominate person, entangle, glibness, mass suggestion, plant growth, dominate monster, wall of thorns.*

Red Dragons: *control flames, create bonfire, firebolt, locate object, produce flame, clairvoyance, delayed blast fireball, fireball, heat metal, immolation, scrying, wall of fire, firestorm, incendiary cloud.*

White Dragons: *frostbite, fog cloud, gust of wind, sleet storm, ice storm, cone of cold, investiture of ice, wall of ice, investiture of wind, control weather.*

Brown Dragons: *create bonfire, mold earth, heat metal, erupting earth, earthbind, wall of sand, transmute rock, move earth, earthquake.*

Gray Dragons. *shield, telekinesis, counterspell, globe of invulnerability.*

Purple Dragons: *charm person, clairvoyance, command, enthrall, hex, suggestion, clairvoyance, dominate monster, dominate person, invisibility, locate creature, mass suggestion, glibness, teleport.*

Brass Dragons: *control flames, firebolt, friends, minor illusion, produce flame, speak with animals, charm person, control winds, heat metal, legend lore, major illusion, suggestion, control weather, delayed blast fireball, glibness, wall of sand.*

Bronze Dragons: *control water, shape water, speak with animals, thunderclap, water walk, call Lightning, create/destroy water, detect thoughts, fog cloud, lightning bolt, tidal wave, zone of truth, control weather, tsunami.*

Copper Dragons: *charm person, command, erupting earth, glibness, major image, maximilian's earthen grasp, tasha's hideous laughter, transmute rock, silent image, suggestion, bones of the earth, flesh to stone, mass suggestion, wall of stone.*

Gold Dragons: *bles, daylight, guidance, light, resistance, spare the dying, arcane eye, beacon of hope, geas, heat metal, heroism, sanctuary, foresight, heal, sunburst.*

Silver Dragons: *control winds, frostbite, feather fall, fog cloud, legend lore, moonbeam, scrying, sleet storm, control weather, reverse gravity.*

Adamantine Dragons: *thunderclap, mold earth, thunderwave, darkness, earthbind, heat metal, maximilian's earthen grasp, thunderstep, stonewall, destructive wave.*

Iron Dragons: *charm person, create bonfire, enthrall, thunderclap, dominate beast, suggestion, thunderwave, dominate monster, mass suggestion.*

Mithral Dragons: any, but they prefer spells from the cleric spell list.

DRAGON INNATE CASTING

Charisma Modifier At Will Spells 3/Day Spells 1/Day Spells

+1	1	0	0
+2	1	1	0
+3	2	1	0
+4	2	1	1
+5	2	2	1
+6	3	2	1
+7	3	2	2
+8	3	3	2
+9	4	3	2

In addition, if the dragon has legendary actions, it gains the following Legendary Action:

Innate Casting (Costs 3 Actions). The dragon casts an at-will spell.

LARGE AND IN CHARGE

Prerequisite: size Large or larger.

The dragon can make opportunity attacks against creatures that enter its reach.

LIMITED MAGIC IMMUNITY

Prerequisite: Spell Resistance; must be Mature Adult or older.

The dragon is immune to 1st level spells and cantrips, unless it wishes to be affected.

A dragon can take this feat multiple times, increasing its spell resistance by 1 level every time it takes the feat, to a maximum of 5th level.

MAGIC RESISTANCE

Prerequisite: Arcane Immunity, Intelligence 15.

The dragon has advantage on saving throws against spells and magical effects.

MAGIC WEAPONRY

Prerequisite: Arcane Immunity, Intelligence 14.

The dragon's weapon attacks are considered magical weapons for the purpose of overcoming resistances.

MAXIMIZE BREATH

Prerequisite: Charisma 18.

When the dragon uses its Breath Weapon, it can choose to expend all of its movement and Legendary Actions for that round. If it does, its Breath Weapon deals maximum damage. If the dragon uses its Breath Weapon in this way, it recharges on a 6 rather than on a 5-6.

MOBILE

The dragon can take the Dash action as a bonus action.

MUNDANE WEAPON IMMUNITY

Prerequisites: Mundane Weapon Resistance, Intelligence 17.

The dragon gains immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons.

MUNDANE WEAPON RESISTANCE

Prerequisites: Arcane Immunity, Intelligence 15.

The dragon gains resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

RECOVER BREATH

Prerequisite: Charisma 18.

The dragon's Breath Weapon recovers on a 4-6 rather than a 5-6. If used jointly with *Maximize Breath*, it recharges on a 5-6 rather than on a 6.

REFLECTIVE SCALES.

Prerequisite: Limited Magic Immunity.

If the dragon is targeted by a ranged spell attack to which it is immune, (including magic missile), roll a d6. On a 1-5, nothing happens, and the dragon is unaffected. On a 6,

the spell is reflected, treating the caster as the target and the dragon as the caster as if the spell originated from the dragon.

REND

Prerequisite: Strength 20 (White dragons ignore this requirement).

If the dragon hits a creature with two claw attacks in the same turn, the second claw attack deals double damage.

ROAR

Prerequisite: must be Huge or larger.

The dragon gains the *Roar* action option:

Roar (Recharge 5-6). The dragon unleashes a powerful roar. All creatures within 100 feet of the dragon that can hear it must make a Constitution saving throw (DC equal to Frightful Presence) or take 11 (3d6) thunder damage and be stunned until the end of their next turn. On a successful save, the creature takes half damage and isn't stunned.

SACRED WARDER

Prerequisites: any good alignment, Arcane immunity, Wisdom 14, and has to have extensive experience worshipping Bahamut.

The dragon is an avid zealot of Bahamut, and so has been gifted with the ability to protect itself from harm. The dragon gains the following action option:

Holy Shield (1/Day). As an action, the dragon can create a holy shield around itself that covers its body and anything it is wearing. The shield has a number of hit points equal to 10 times the dragon's age category, and shares all of the dragon's resistances and immunities. Any time that the dragon takes damage, the shield takes that damage instead. If the shield is reduced to 0 hit points, any remaining damage is transferred to the dragon. The shield lasts for 10 minutes or until it is reduced to 0 hit points.

SACRED WARDER OF BAHAMUT

Prerequisites: Sacred Warder, Wisdom 15.

Because of the dragon's faithfulness to Bahamut, it can extend its holy shield to protect other creatures.

When the dragon uses its Holy Shield ability, instead of protecting itself, it can choose a point on the ground or a willing creature (including itself). The shield guards an area with a 30-foot radius that moves with the designated creature. The shield blocks all incoming attacks, though it does not block attacks from inside the shield, and no creatures can enter the shield unless the dragon wills it. The shield otherwise has the same statistics as with the Sacred Warder dragon feat.

SCARY

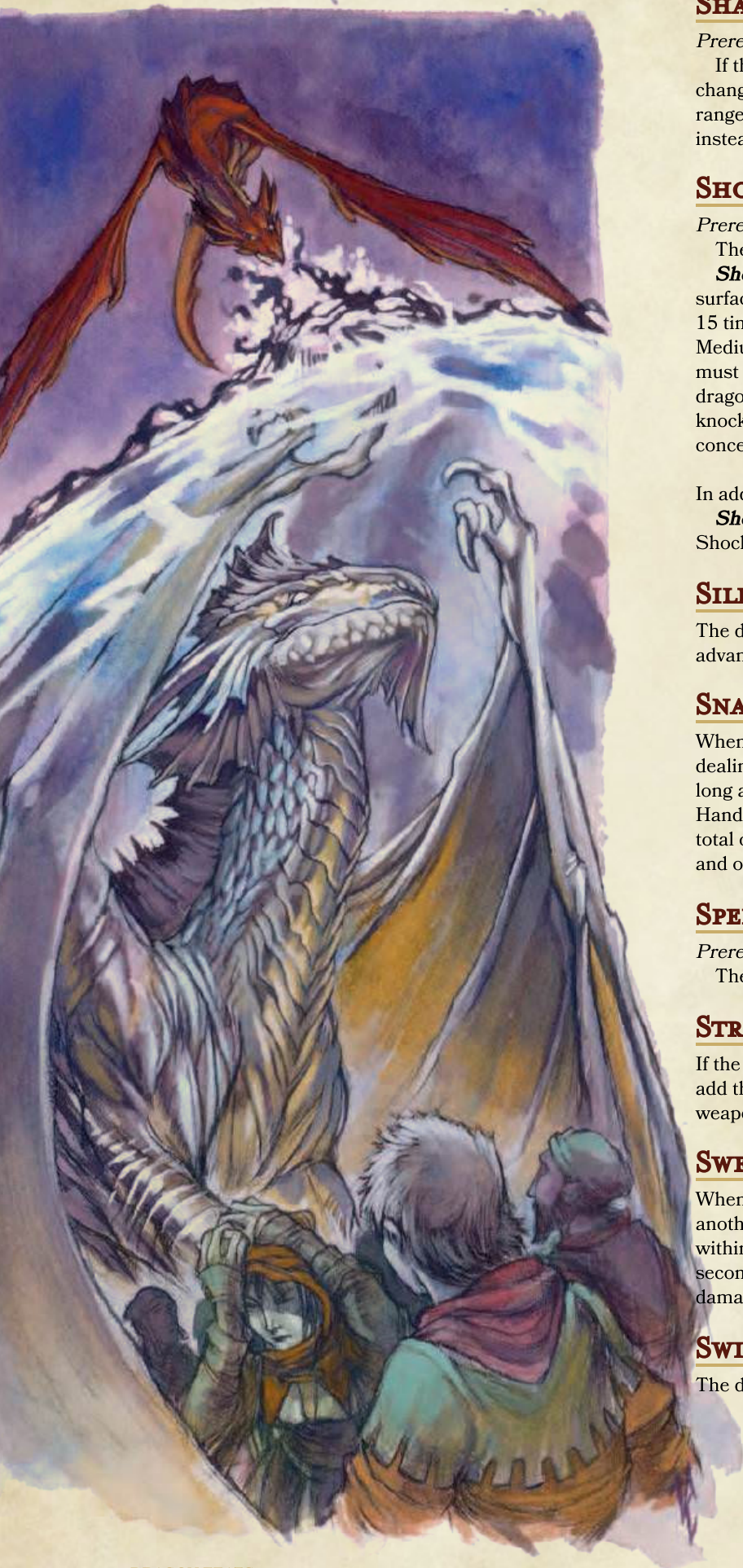
Prerequisite: must have Frightful Presence.

The dragon has advantage on Intimidation checks.

SEIGE MONSTER

Prerequisites: size Huge or larger, Strength 25.

The dragon deals double damage to objects and buildings.



SHAPE BREATH

Prerequisite: Charisma 15.

If the dragon's breath weapon is cone-shaped, it can instead change the shape to a line that is 5 feet wide and double its range. If the dragon's breath weapon is line-shaped, it can instead change the shape to a cone and halve its range.

SHOCKWAVE

Prerequisite: size Large or larger.

The dragon gains the *Shockwave* action option:

Shockwave. The dragon slams its tail down on a solid surface to create a circular shockwave with a radius equal to 15 times the number of size categories the dragon is above Medium. All creatures in that area, aside from the dragon, must succeed on a Strength Saving Throw against the dragon's Strength Check. On a failed save, the creature is knocked prone; if the creature is concentrating, it also loses concentration.

In addition, the dragon gains the following Legendary Action:

Shockwave (Costs 2 Actions). The dragon makes a Shockwave attack.

SILENT WALK

The dragon can walk silently, but at half speed, gaining advantage on stealth checks.

SNATCH

When the dragon hits with a claw or bite attack, instead of dealing damage, it can choose to grapple the creature, as long as it is two or more sizes smaller than the dragon. Handle the grapple as any other. The dragon can grapple a total of 3 creatures simultaneously; one in each front claw, and one in its jaws.

SPELL RESISTANCE

Prerequisite: Magic Resistance.

The dragon gains resistance to all damage from spells.

STRAFING

If the dragon is flying when it uses its breath weapon, it can add the area underneath its travel to the area of the breath weapon.

SWEEPING CLAWS

When the dragon hits with a claw attack, it can choose another creature within five feet of the original target and within its reach. If the original attack roll would hit the second creature, that creature takes the same amount of damage as the original target.

SWIFT

The dragon's speeds each increase by 50%.



TAIL SWEEP

Prerequisite: must have a Tail Attack.

The dragon gains the *Tail Sweep* action option:

Tail Sweep. The dragon swings its tail in a cone (range of tail attack), targeting all creatures in the cone. The dragon makes a single attack roll, and uses that roll for all creatures in the area (attack modifier and damage are equal to tail attack). If a creature is hit and is at least one size category smaller than the dragon, it must succeed on a Strength or Dexterity saving throw (DC equal to Wing Attack) or be pushed 15 feet and knocked prone, in addition to taking damage.

In addition, the dragon gains the following Legendary Action:

Tail Sweep (Costs 2 Actions). The dragon makes a tail sweep attack.

TEMPEST BREATH

Prerequisites: size Large or larger.

The dragon can channel the force of a windstorm into its breath.

Whenever the dragon uses its breath weapon, any creature that fails the saving throw is also knocked prone, in addition to taking full damage. The creature is also pushed away from the dragon, and the distance pushed is determined by the dragon's size. If the creature moves 10 feet or more before hitting a wall or other obstacle, it takes 1d6 bludgeoning damage for every 10 feet traveled.

TEMPEST BREATH PUSH DISTANCE

Dragon Size	Push Distance
Large	5 feet
Huge	10 feet
Gargantuan	15 feet
Colossal	20 feet

TERRIFYING PRESENCE

Prerequisite: must have Frightful Presence.

When the dragon uses its *Frightful Presence* ability, those with immunity to being frightened have advantage instead, and those normally with advantage (or resistance) do not have advantage. Otherwise the creature has disadvantage on the initial saving throw.

TOUGH

The dragon gains a number of hitpoints equal to 2 times its number of hit dice.

Whenever the dragon gains hit dice (as a result of taking class levels or of aging), its hit point maximum increases by 2 for every hit die it gained.

UNSTOPPABLE

Prerequisite: Arcane Immunity.

If the dragon is subjected to an effect that would inflict the paralyzed, restrained, or stunned condition; it instead loses its next use (one action) of its legendary actions and its speed is reduced by half for the duration of the spell or effect. The loss of legendary actions is cumulative, but the loss of speed is not.

WINGSTORM

Prerequisites: Hover, size Large or larger.

The dragon can use its action to hover in place and beat its wings to stir up storm-strength winds in a cylinder with a height and width of 10 feet times the numeric equivalent of the dragon's age category. The dragon is in the center of this cylinder. For as long as the dragon maintains the wingstorm, the following effects occur:

- Any creature (aside from the dragon) that starts its turn in the cylinder or enters that area for the first time on its turn must succeed on a Dexterity saving throw or be knocked prone and pushed away from the dragon. The distance pushed is determined by the dragon's size, as given in the table. If the creature moves 10 feet or more before hitting a wall or other obstacle, it takes 1d6 bludgeoning damage for every 10 feet traveled. The DC for the saving throw is equal to 8 + the dragon's proficiency bonus + the dragon's Strength modifier.
- A creature that attempts to move closer to the dragon through the cylinder must succeed on a Strength check against the same DC as above or be unable to move closer to the dragon for that turn. Even on a success, a creature's movement speed is halved if they move toward the dragon.
- Ranged attacks made within or aimed into the cylinder are rolled with disadvantage. If the dragon is Gargantuan or larger, ranged weapon attacks made within or aimed into the cylinder automatically miss, but ranged spell attacks are still rolled with disadvantage.

If the dragon expends movement, or if it uses its action to do anything other than maintain the wingstorm, then the wingstorm and all of its effects immediately end. It can take Legendary Actions as normal, aside from Wing Attack.

WINGSTORM PUSH DISTANCE

Dragon Size	Push Distance
Large	0 feet
Huge	5 feet
Gargantuan	10 feet
Colossal	15 feet

BLACK DRAGON FEATS

The following feats can only be taken by black dragons.

ACID BLAST

Prerequisite: must be Adult or older.

The dragon gains a new Breath Weapon option. The dragon chooses a point on the ground within 60 feet of it that it can see, and then exhales an acidic bomb that lands on that point. All creatures within 20 feet of that point must succeed on a Dexterity Saving Throw or take damage equal to half of the dragon's Acid Breath damage, or half of that on a successful save. A pool of residual acid forms in that same area. Any creature that starts its turn in the pool or enters the area for the first time on its turn takes 13 (3d8) acid damage. The pool is difficult terrain and dissipates after 3 (1d6) rounds, or until cleared (such as by running water).

ACIDIC BLOOD

When the dragon has half of its hit points remaining or less, if it is hit by an attack from a creature within 5 feet of it, the attacker takes 9 (2d8) acid damage.

CHARM REPTILES

Prerequisite: must be Ancient or older.

Three times per day, the dragon can charm reptiles. It works as a mass charm spell that affects only reptilian animals. The dragon can communicate with any charmed animals as though casting a *speak with animals* spell. This is treated as a 1st level spell.

CORRUPT WATER

Prerequisite: must be Mature Adult or older.

Once per day, the dragon can stagnate 10 cubic feet of water, making it become still, foul, and unable to sustain animal life. The ability spoils liquids containing water. Magic items (such as potions) and items in a creature's possession must succeed on a Wisdom saving throw (DC equal to that of the dragon's Frightful Presence) or become fouled. This is treated as a 1st level spell. Its effective range is equal to the range of the dragon's Frightful presence.

DEATH DRAGON

The dragon has resistance to necrotic and poison damage.

HORN PARRY

If a weapon attack targets the dragon's head, the dragon can use its reaction or expend a legendary action to add +3 to its Armor Class for that attack. If the attacking creature is within one size category of the dragon, the dragon can use this reaction even if its head is not the target.

This ability can be used once per round.

POTENT ACID

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to acid damage. When the dragon rolls acid damage, it can treat any 1 rolled on a damage die as a 2.

SWAMP DRAGON

The dragon ignores cover granted by water, and has advantage on Dexterity (Stealth) checks to hide while submerged.

VILE RESOLVE

The dragon gains double its proficiency bonus on saving throws against being charmed or dominated.

VISCOUS ACID

If a creature is hit by the dragon's Breath Weapon, acid sticks to the creature's armor and flesh. At the beginning of each of its turns, the creature takes 9 (2d8) acid damage until it or another creature takes an action to either clean off or neutralize the acid.

BLUE DRAGON FEATS

The following feats can only be taken by blue dragons.

LIGHTNING AURA

When a creature starts its turn within 10 feet of the dragon or moves there for the first time on its turn, that creature takes 5 (1d10) lightning damage.

LIGHTNING MARKSMAN

The dragon can double the range of its breath weapon, but it will deal half damage.

HORN ATTACK

When the dragon uses its *Multiattack* action option, instead of making a bite attack, the dragon may make a horn attack. Attack modifier is equal to bite attack. Damage is 6 (1d12) plus 6 (1d12) for every size category the dragon is above Medium (plus Strength modifier), and the type is bludgeoning. On a hit, if the dragon is Large, the target is impaled and takes 3 (1d6) bleeding damage for 1d4 turns. If the dragon is Huge or larger, the target must make a Constitution saving throw (DC equal to wing attack) or be stunned until the end of its next turn.



PRIMEVAL LIGHTNING

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to lightning damage. When the dragon rolls lightning damage, it can treat any 1 rolled on a damage die as a 2. In addition, a creature in metal armor has disadvantage on saving throws to evade the dragon's breath weapon.

SKY CAMOUFLAGE

The dragon can use the Hide action when it is flying at a higher altitude than those it is hiding from, even if there is nowhere to hide.

SOUND IMITATION

Prerequisite: must be Juvenile or older.

The dragon can mimic any sound or voice that it has heard, any time it likes. A creature must succeed on a Wisdom Check (DC equal to 8 + the dragon's proficiency bonus + the dragon's Charisma modifier) to detect the ruse.

STORM DRAGON

The dragon can fly normally even in storm-strength winds. In addition, its vision is not obscured by precipitation, and it ignores cover granted by rain. The dragon also has resistance to thunder damage.

STUNNING LIGHTNING

Prerequisite: Primeval Lightning.

A creature who fails its saving throw against the dragon's Breath Weapon is also stunned until the end of the dragon's next turn.

THUNDER BREATH

Prerequisite: must be Mature Adult or older.

The dragon calls upon the powers of the storm to unleash a monstrous roar that shakes the foundations of the world. All creatures within the range must make a Constitution saving throw (DC equal to Lightning Breath), taking thunder damage on a failed save, or half as much damage on a successful one. A creature who fails the save is also stunned until the end of its next turn. The range and damage are given in the following table.

The dragon can use this ability once per long rest.

THUNDER BREATH

Dragon Age	Range (radius)	Damage
Mature Adult	80 feet	77 (14d10)
Old	100 feet	88 (16d10)
Elder	120 feet	93 (17d10)
Ancient	140 feet	99 (18d10)
Wyrm	170 feet	104 (19d10)
Great Wyrm	200 feet	110 (20d10)

VEIL

Prerequisite: must be Ancient or older.

The dragon targets one or more creatures, whose appearances are changed for the duration of the spell (1 hour). The caster can choose to make the creatures look however it wishes, but must succeed on a Charisma (Deception) check to properly replicate a specific creature; the dragon gets a +10 on this throw. Unwilling targets can keep from being changed by succeeding on a Wisdom saving throw (DC Frightful Presence).

VENTRILOQUISM

Prerequisite: must be Adult or older.

The dragon can "throw" its voice (or any other sound it makes) to make it sound like it is coming from somewhere else, including another creature. A creature who succeeds on a Wisdom (Insight) check against the dragon's Charisma (Deception) check recognizes it as illusory.

GREEN DRAGON FEATS

The following feats can only be taken by green dragons.

ACRID DRAGON

The dragon has resistance to acid damage.

COMMAND PLANTS

Prerequisite: must be Ancient or older.

The dragon affects a number of plant creatures whose combined CR is not greater than the dragon's; all affected creatures must succeed on a Wisdom saving throw (DC equal to Frightful Presence) or be completely controlled by the dragon. If the dragon commands it to do something it wouldn't normally do, there is a Charisma contest (no retries allowed), but a controlled plant will never obey suicidal or obviously harmful orders.

DOMINATING PRESENCE

Prerequisites: must be a spellcaster with at least one charm spell; must be Adult or older.

When targeting a creature of the dragon's CR or below, the dragon's charms ignore resistance to (or advantage on saves against) the charmed condition. In addition, the dragon can use a bonus or legendary action to exert precise control of creatures it has charmed.

FOREST DRAGON

The dragon has advantage on stealth checks made to hide in a forest environment.

INSCRUTABLE

Wisdom (Perception or Insight) checks made to ascertain the dragon's intentions or sincerity have disadvantage.

MIND OF STEEL

Prerequisite: Inscrutable.

The dragon has resistance to psychic damage.

PERSISTENT POISON

Prerequisite: must be Mature Adult or older.

After the dragon uses its breath weapon, a cloud of gas lingers in the breath weapon's area for 2 (1d4) rounds after it is used. A creature that starts its turn there or enters this area for the first time on its turn must succeed on a Constitution saving throw (DC equal to Poison Breath), or take 10 (3d6) poison damage, or half as much on a successful save.

The area in the cloud is lightly obscured, and the cloud can be cleared by strong wind.

POISON ENVIRONMENT

Prerequisite: must be Adult or older.

The dragon can, over time, poison the thorns and branches of plants in the area around its lair. Any creature that makes contact with a poisoned plant takes 1d4 poison damage and must succeed on a Constitution saving throw (DC equal to Poison Breath) or be poisoned for one hour.

POISONOUS BLOOD

Prerequisite: must be Mature Adult or older.

When the dragon has half of its hitpoints remaining or less, if it is hit by a creature within 5 feet of it, the attacker takes 10 (3d6) poison damage.

POTENT POISON

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to poison. When the dragon rolls poison damage, it can treat any 1 rolled on a damage die as a 2.

SILVER TONGUE

Prerequisite: Smooth Talker; must be Mature Adult or older.

Once a day, after making any Charisma based skill check, the dragon can choose to treat the number it rolled as if it were a 20.

SMOOTH TALKER

The dragon has advantage on Deception and Persuasion checks.

RED DRAGON FEATS

The following feats can only be taken by red dragons.

APPRAISE

The dragon automatically knows the exact value of something only by looking at it.

DEATH THROES

When the dragon dies, a final blast of fire marks its demise. Each creature within 30 feet of it must make a Dexterity saving throw (DC equal to Fire Breath), taking fire damage equal to the damage dealt by its Fire Breath on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried.

DISCERN LOCATION

Prerequisite: must be Ancient or older.

The dragon can immediately learn the exact location of any item it has touched or any creature it has seen (or has a belonging of). Nothing will block this spell other than a *wish*, a *mind blank* spell, or the intervention of deity.

EXCEPTIONAL HEARING

Prerequisite: must be Adult or older.

The dragon's blindsight radius increases by 50%.

FIRE AURA

Prerequisite: must be Adult or older.

Any creature that begins its turn within 10 feet of the dragon, or moves into that area for the first time on its turn, takes 7 (2d6) fire damage.

IGNITE

When a creature or flammable object takes fire damage from the dragon's attacks or traits, it ignites. The target takes 7 (2d6) fire damage at the start of each of its turns until it uses an action to extinguish the flames.

OVERHEAT

Prerequisite: must be Mature Adult or older.

The dragon's temperature evaporates ice in its immediate vicinity, including such effects from magic or spells. As a result, the dragon is resistant to cold damage.

SCORCHING FLAMES

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to fire. When the dragon rolls fire damage, it can treat any 1 rolled on a damage die as a 2.

SMOKESCREEN

The dragon gains the following Breath Weapon option:

Smokescreen. The dragon exhales a cloud of black smoke, with the same range and shape as its Fire Breath. The smoke spreads around corners, and its area is heavily obscured. All creatures in that area must succeed on a Constitution Saving Throw or be blinded for one minute. A creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success. Additionally, a creature that starts its turn in the smoke takes 7 (2d6) fire damage, and must succeed on a Constitution Saving Throw or be unable to take bonus actions or reactions until the start of its next turn, as the smoke overwhelms its lungs. Creatures that do not need to breathe air automatically succeed this save. The smoke lasts until the dragon uses its Breath Weapon again or until it is cleared with a strong wind. The dragon is immune to all of these effects.

TORCH

Prerequisite: must be Adult or older.

When the dragon uses its Fire Breath, the breath weapon's area becomes engulfed in flames for 3 (1d6) rounds. If a creature starts its turn in an engulfed area, or enters the area for the first time on its turn, it takes 7 (2d6) fire damage.

WHITE DRAGON FEATS

The following feats can only be taken by white dragons.

FREEZE

Prerequisite: must be Adult or older.

Any creature that takes cold damage from the dragon has its speed halved until the end of its next turn.

FREEZING FOG

Prerequisite: must be Old or older.

Once per day, the dragon can summon a fog cloud that, in addition to the other effects, reduces movement speed to 5 feet while inside, and all attack and damage rolls in the fog suffer disadvantage. It also coats the ground beneath the fog in a layer of ice (with effects as if cast with the *grease* spell). The dragon is immune to all of these effects.

FROSTBITE

Prerequisite: must be Adult or older.

A creature that takes cold damage from the dragon takes 4 (1d8) cold damage at the beginning of each of its turns until it succeeds on a DC 16 Constitution Saving Throw, which it can attempt at the end of each of its turns.

FROZEN DEMISE

Prerequisite: must be Mature Adult or older.

Any creature that is reduced to 0 hit points as a result of taking cold damage from the dragon is killed instantly and becomes a frozen statue until thawed.

HYPOTHERMIC COLD

The dragon's attacks ignore resistance to cold. When the dragon rolls cold damage, it can treat any 1 rolled on a damage die as a 2.

ICE AURA

Prerequisite: must be Old or older.

Any creature that begins its turn within 10 feet of the dragon, or moves there for the first time on its turn, takes 9 (2d8) cold damage.

LIGHT RESISTANCE

The dragon has advantage on saving throws against bright lights that cause blindness, and advantage on saving throws to end that blindness. The dragon is also resistant to radiant damage.

SAVAGE NATURE

Prerequisite: must be Juvenile or older.

The dragon rolls critical hits on rolls of 19 and 20 on the d20. Once per turn, it may reroll a damage die and take either total.

SNOW DRAGON

The dragon has advantage on stealth checks made to hide in snowy or icy terrain.

BROWN DRAGON FEATS

The following feats can only be taken by brown dragons.

AMBUSER

The dragon gains advantage on any attacks against creatures it has surprised.

DESERT DRAGON

The dragon has advantage on stealth checks made to hide in a sandy or desert environment. The dragon is also resistant to fire damage.

GOOD CUISINE

Prerequisite: size Large or larger.

If the dragon scores a critical hit with a bite attack, it bites off a part of the target (as determined by the DM). It then remarks on the taste of the creature and regains 1d10 hit points.

SAND DRAGON

As an action, the dragon can bury itself in sand. The dragon is then undetectable without magical means or a DC 25 Perception check. While buried in this way, the dragon's tremorsense range quadruples.

SNEAK ATTACK

Prerequisite: Ambusher.

The dragon automatically scores a critical hit if the attack roll would hit and it has advantage on the attack.

This ability can be used only once in a round.





GRAY DRAGON FEATS

The following feats can only be taken by gray dragons.

ACUTE EYESIGHT

The dragon has advantage on Wisdom (Perception) checks that rely on sight. In addition, in conditions of clear visibility, the dragon can make out details of even extremely distant creatures and objects as small as 2 feet across.

CAUSTIC OOZE

Prerequisite: must be Mature Adult or older.

The dragon's bite attack deals an additional 4 (1d8) acid damage.

If the dragon has Acid Breath, then a creature that fails its saving throw against the Acid Breath also takes 4 (1d8) acid damage at the beginning of each of its turns until it or another creature takes an action to scrape off the acid.

PARALYZING CLAWS

Prerequisite: must be Mature Adult or older.

Once per round, if the dragon hits a creature with a claw attack, it can force that creature to make a Constitution saving throw (DC = Breath Weapon). If the target fails, it becomes paralyzed. The target can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

POTENT VENOM

Prerequisite: must be Mature Adult or older.

If a creature succeeds its saving throw against the dragon's bite attack, its Constitution score is reduced by half of what it would have been reduced had the creature failed.

SHARP SCALES

Prerequisite: must be Very Young or older.

At the beginning of each of the dragon's turns, any creatures grappling the dragon take slashing damage according to the dragon's size, as given in the following table.

SHARP SCALES DAMAGE

Dragon Size	Damage (Slashing)
Small	1d4
Medium	1d4
Large	1d6
Huge	1d8
Gargantuan	1d10
Colossal	1d12

SKY CAMOUFLAGE

The dragon can use the Hide action when it is flying at a higher altitude than those it is hiding from, even if there is nowhere to hide.

SKY SUPERIORITY

If the dragon is flying, other flying creatures have disadvantage on melee attacks against it.

STONE CAMOUFLAGE

The dragon has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

STONE'S EMBRACE

Prerequisite: Paralyzing Claws.

The dragon gains the following action option:

Stone's Embrace (Recharge 6). The dragon attempts to petrify all of its paralyzed victims. All creatures within 25 feet of the dragon that are paralyzed must make a Constitution saving throw (DC = Breath Weapon). On a failed save, a creature begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target, and it is no longer paralyzed. On a failure, the target is petrified until freed by the *greater restoration* spell or other magic.

TRIP

Once per turn, when the dragon hits with a claw or a tail attack, it can force the target to make a Strength saving throw (DC = 8 + the dragon's proficiency bonus + the dragon's Strength modifier). If the target fails, it is knocked prone.

PURPLE DRAGON FEATS

The following feats can only be taken by purple dragons.

DEEP DRAGON

The dragon has advantage on stealth checks made to hide in dim light or darkness.

DOMINATING GAZE

Prerequisite: must be Young Adult or older.

The dragon gains a new a Legendary Action:

Dominating Gaze (Costs 3 Actions). The dragon stares into the eyes of a creature. That creature must succeed on a Wisdom Saving Throw (DC = Frightful Presence) or be dominated by the dragon as if by the *dominate person* spell. On a successful save, that creature cannot be affected by the dragon's Dominating Gaze again for the next 24 hours.

ELDRITCH RESISTANCE

Prerequisite: Arcane Immunity.

The dragon has resistance to force damage.

ENHANCED HEARING

The dragon has blindsight with a radius equal to half the radius of its darkvision. As an action, it can place its head against the ground to listen for vibrations. It then knows the exact location of every creature (that is not completely silent) within 150 feet, even through walls.

INSCRUTABLE

Wisdom (Perception or Insight) checks made to ascertain the dragon's intentions or sincerity have disadvantage.

LABYRINTHINE RECALL

The dragon can perfectly recall any path it has traveled.

LITHE FORM

The dragon counts as one size smaller when determining a space it could fit through without squeezing.

PSYCHIC SUPERIORITY

Prerequisite: Inscrutable.

If the dragon is subjected to an effect that would inflict the charmed, dominated, frightened, or stunned condition, or psychic damage, or is the subject of a divination spell, mind-reading, or similar effect, the dragon has advantage on the saving throw against the effect. If the dragon succeeds, the creature of origin takes 10 (3d6) psychic damage.

UNDERDARK EXPLORER

Prerequisite: Deep Dragon, Labyrinthine Recall.

The dragon automatically succeeds all navigation checks in caverns and the Underdark.

BRASS DRAGON FEATS

The following feats can only be taken by brass dragons.

CAREFUL BREATH

The dragon can choose to deal half damage with its breath weapon, but it will recharge on a 4-6 instead of 5-6. In addition, when it uses its breath weapon in this manner, it can choose a number of creatures in the area of its breath weapon up to its Charisma modifier. These creatures automatically succeed on the saving throw against that use of the breath weapon.

DESERT FLAMES

The dragon's attacks ignore resistance to fire. When the dragon rolls fire damage, it can treat any 1 rolled on a damage die as a 2.

ENDURE ELEMENTS

Three times per day, when the dragon is subjected to an effect that deals acid, cold, lightning, or poison damage, it can grant itself resistance to that damage type as a reaction, before taking damage. This lasts until the end of its next turn.

HEADPLATE PARRY

If a weapon attack targets the dragon's head, the dragon can add +2 to its Armor Class for that attack as a reaction. If the attacking creature is within one size category of the dragon, the dragon can use this reaction even if its head is not the target. This can be used once per round.

IGNITE

When a creature or flammable object takes fire damage from the dragon's breath weapon, it ignites. An ignited target takes 7 (2d6) fire damage at the start of its turn, cannot take reactions, and has disadvantage on all of its attacks until it uses an action to extinguish the flames.

SMOOTH TALKER

The dragon has advantage on Deception and Persuasion checks.



SUMMON DJINNI

Prerequisite: must be Ancient or older.

Once per day, the dragon can use an action to magically summon a djinni friendly to it. The djinni acts on its own initiative.

BRONZE DRAGON FEATS

The following feats can only be taken by bronze dragons.

ADVANCED SPELLCASTER

Prerequisite: Innate Spellcasting.

The dragon can learn up to two additional innate spells.

CHAIN BREATH

Prerequisite: must be Juvenile or older.

If the dragon hits at least one creature with its breath weapon, it can choose another creature within 30 feet of the lightning breath's original area but that wasn't targeted by the attack. Lightning chains to that creature. That creature must make a Dexterity saving throw as if it was an original target, taking damage (or half damage) from the dragon's lightning breath as normal.

DEEP SEA DRAGON

The dragon has resistance to cold damage.

LIGHTNING AURA

When a creature starts its turn within 10 feet of the dragon, or moves there for the first time on its turn, the creature takes 5 (1d10) lightning damage.

While underwater, the dragon can use an action to increase this range to 15 feet and the damage to 22 (4d10) for as long as it maintains concentration (as if concentrating on a spell), for up to one minute.

LIGHTNING DRAGON

The dragon has resistance to thunder damage.

RESTORATIVE DIVE

The dragon gains the following action option:

Restorative Dive (1/Day). The dragon fully submerges itself in water and regains one fourth of its maximum hit points.

SUPERCHARGED LIGHTNING

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to lightning. When the dragon rolls lightning damage, it can treat any 1 rolled on a damage die as a 2.

WAR DRAGON

Prerequisite: must have a Multiattack.

The dragon can make an additional claw attack as a part of its Multiattack action.

COPPER DRAGON FEATS

The following feats can only be taken by copper dragons.

CORROSIVE ACID

Prerequisite: must be Mature Adult or older.

If a creature that fails its saving throw against the dragon's Acid Breath is wearing nonmagical armor, that armor suffers a permanent and cumulative -1 to AC. When the amount reaches -5, the armor is destroyed. To creatures not wearing armor, the dragon's Acid Breath deals an extra 9 (2d8) acid damage.

MANUEVERABLE

Prerequisite: Mobile.

The dragon can take the Disengage action as a bonus action, its speeds each increase by 10 feet, and opportunity attacks against it have disadvantage.



POTENT ACID

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to acid. When the dragon rolls acid damage, it can treat any 1 rolled on a damage die as a 2.

SPIDER CLIMB

The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

STONE DRAGON

The dragon has advantage on stealth checks to hide in rocky or mountainous terrain.

TRICKSTER

The dragon has advantage on Deception and Insight ability checks.

GOLD DRAGON FEATS

The following feats can only be taken by gold dragons.

BLINDING FIRE

Prerequisite: must be Mature Adult or older.

A creature who fails its saving throw against the dragon's breath weapon is blinded until the end of its next turn.

DETECT GEMS

Prerequisite: must be Old or older.

Three times per day, the dragon can detect gems, which acts like a detect magic spell, but only detects gems. The dragon can scan a 60-degree arc each round; after one round it knows if there are any gems there, after two rounds it knows the exact number, and after three rounds it knows exact location, type, and value of each gem.

FORESIGHT

Prerequisite: must be Ancient or older.

The dragon gains a new Legendary Action:
Foresight (Costs 2 Actions). The dragon glimpses the future, gaining advantage on all attack rolls, ability checks, and saving throws until the end of its next turn.

GOLDEN FIRE

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to fire. When the dragon rolls fire damage, it can treat any 1 rolled on a damage die as a 2.

INSPIRING PRESENCE

Prerequisite: must be Old or older.

All of the dragon's allies within 30 feet of it can add 1d4 to any attack roll or saving throw once per round.

LUCK GEM

Prerequisite: must be Mature Adult or older.

Once per day, the dragon can touch a gem to bring good luck. It and all good creatures in the surrounding 10 foot area receive +1 to attack and damage rolls. The gem can be given to another creature, but it only works for that creature. The effect lasts 1d3 + 3 hours per age category of the dragon, or until the gem is destroyed.

LUCKY

The dragon can reroll any natural 1 that it rolls. Once per day, it can extend this ability to an ally within 30 feet of it to allow them to reroll a natural 1.

SILVER DRAGON FEATS

The following feats can only be taken by silver dragons.

CLOUDWALKING

The dragon can tread on clouds and fog as though on solid ground. This ability functions continuously but can be resumed or negated at will, no action required.

CONVINCING DISGUISE

While the dragon is polymorphed, creatures attempting to see through the disguise have disadvantage on the check.

FREEZE

Prerequisite: must be Adult or older.

Any creature that takes cold damage from the dragon has its speed halved until the end of its next turn.

FROSTBITE

Prerequisite: must be Adult or older.

A creature that takes cold damage from the dragon takes 4 (1d8) cold damage at the beginning of each of its turns until it succeeds on a DC 16 Constitution Saving Throw, which it can attempt at the end of each of its turns.

HYPOTHERMIC COLD

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to cold. When the dragon rolls cold damage, it can treat any 1 rolled on a damage die as a 2.

ICE AURA

Prerequisite: must be Mature Adult or older.

Any creature that begins its turn within 10 feet of the dragon, or enters that area for the first time on its turn, takes 9 (2d8) cold damage.

SCHOLAR

The dragon has advantage on History, Insight, and Investigation ability checks.

ADAMANTINE DRAGON FEATS

The following feats can only be taken by adamantine dragons.

ADAMANTINE CLAWS

If the dragon hits an object with a claw attack, the hit is automatically a critical hit.

ADAMANTINE RESILIENCE

The dragon gains the following reaction:

Adamantine Resilience. When the dragon is hit by an attack or fails a saving throw against a spell or other effect that deals damage, it can choose to gain resistance to all damage from that attack or effect.

ADAMANTINE SCALES

Once per round, the dragon can turn any critical hit against it into a normal hit.

AFTERSHOCK

A creature that fails its saving throw against the dragon's breath weapon is also knocked prone.

PAINFUL RESONANCE

A creature that fails its saving throw against the dragon's breath weapon also takes 13 (2d12) thunder damage at the beginning of each of its turns. It can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

OVERWHELMING THUNDER

The dragon's breath weapon automatically dispels the *silence* spell or any another spell or effect causing silence or deafness in its area. It also deals damage normally to deaf opponents.

STUNNING RESONANCE

A creature that fails its saving throw against the dragon's breath weapon is also stunned until the the end of the dragon's next turn.

WOUNDED ROAR

Prerequisite: must be Mature Adult or older.

When the dragon drops below half of its maximum hit points, it roars as a reaction. All creatures within 60 feet of the dragon take 20 thunder damage.

IRON DRAGON FEATS

The following feats can only be taken by iron dragons.

AMBUSH

The dragon automatically scores a critical hit against a creature it has surprised, if the attack roll would hit.



BRUTAL FEROCITY

The dragon scores a critical hit on an attack roll of 19 or 20 on the d20.

IRON SCALES

All bludgeoning, piercing, and slashing damage that the dragon takes is reduced by 2, to a minimum of 1.

This feat stacks with Hard Scales.

IRON DEFENSE

The dragon gains the following reaction:

Iron Defense. When the dragon is hit by an attack or fails a Constitution or Dexterity saving throw, it can choose to gain a +2 bonus to its saving throw or its AC for that attack.

IRON SHROUD

Prerequisite: Iron Defense.

The dragon gains the following reaction, which replaces Iron Defense:

Iron Shroud. When the dragon is hit by an attack or fails a Constitution or Dexterity saving throw, it can choose to gain a +2 bonus to its saving throw or its AC for that attack. If the attack still hits, or if the dragon still fails the saving throw, it gains resistance to all damage from that attack.

LIGHTNING LURE

If a creature fails its saving throw against the dragon's lightning breath, the dragon can choose to pull the creature up to 10 feet closer to it.

SUPERIOR CHARMING

The duration of the dragon's charm effect from its charming breath increases to 24 hours for a number of creatures equal to its Charisma modifier.

SURE-FOOTED

The dragon has advantage on Strength and Dexterity saving throws made against effects that would knock it prone or move the dragon against its will.



MITHRAL DRAGON FEATS

The following feats can only be taken by mithral dragons.

BLINDING BREATH

A creature that fails its saving throw against the dragon's breath weapon is also blinded until the end of the dragon's next turn.

DIMENSION STRIKE

As a part of its multiattack, the dragon can teleport up to 30 feet to an unoccupied space that it can see. It has advantage on the first melee weapon attack it makes after teleporting.

MITHRAL PRESCIENCE

The dragon can use a bonus action to designate a creature within 50 feet of it. This creature takes a -2 penalty to AC against all of the dragon's melee attacks until the dragon is incapacitated or until the dragon designates a new creature.

PORTENT

The dragon gains glimpses of the future. When it finishes a long rest, roll three d20s and record the numbers rolled. The dragon can replace any attack roll, saving throw, or ability check made by itself or a creature that it can see with one of these foretelling rolls. It must choose to do so before the roll, and it can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When it finishes a long rest, the dragon loses any unused foretelling rolls.

PROPHET

Prerequisite: Prophetic Defense; must be Ancient or older.

The dragon has advantage on all saving throws.

PROPHETIC DEFENSE

The dragon gains the following reaction:

Prophetic Defense. When the dragon is hit by an attack, it can choose to add +4 to its AC against that attack. If the attack misses, the dragon can then teleport up to 30 feet to an unoccupied space that it can see.

RADIANT TELEPORTATION

When the dragon uses its teleport action, the space it previously occupied explodes with bright radiant energy. All creatures within 20 feet of that space must succeed on a Dexterity saving throw (DC equal to dragon's breath weapon) or take 18 (4d8) radiant damage. If the save fails by 5 or more, the creature is also blinded until the end of the dragon's next turn.

TIME STOP

The dragon gains the following action option:

Time Stop (1/Day). The dragon innately casts the spell *time stop* without expending a spell slot or any innate casting uses.

SHADOW DRAGONS

The following feats can only be taken by shadow dragons.

DRAINING BREATH

Prerequisite: must be Mature Adult or older.

A creature that fails its saving throw against the dragon's breath weapon also has its Strength score reduced. The amount reduced depends on the dragon's age, as given in the table. The creature dies if its Strength score is reduced to 0.

This reduction lasts until the creature finishes a long rest.

STRENGTH REDUCTION

Dragon Age	Strength Score Reduction
Wyrmling	1d4
Very Young	1d4
Young	1d4
Juvenile	1d4
Young Adult	1d6
Adult	1d6
Mature Adult	1d8
Old	1d8
Elder	2d4
Ancient	2d4
Wyrm	2d6
Great Wyrm	2d6

ENERVATING BREATH

Prerequisite: must be Young Adult or older.

A creature that fails its saving throw against the dragon's breath weapon has its hit point maximum reduced by an amount equal to the damage taken. A creature whose hit point maximum is reduced to 0 dies.

This reduction lasts until the creature finishes a long rest.

SHADOW AURA

Prerequisite: must be Mature Adult or older.

The dragon exudes an aura of darkness. While in bright light, the dragon's presence darkens that light to dim light in a 30-foot radius. While in dim light, the dragon's presence darkens that light to darkness in a 30-foot radius.

This ability does not function while the dragon is in sunlight.

SHADOW BLEND

Prerequisite: must be Very Young or older.

If the dragon is in dim light or darkness, it can use an action to blend into the shadows. This effectively makes the dragon invisible and functions as the *invisibility* spell. As soon as the dragon is no longer in dim light or darkness, or if it attacks or casts a spell, the invisibility ends.

SHADOW JUMP

Prerequisite: must be Young Adult or older.

When the dragon is in dim light or darkness, it can use a bonus action to teleport up to 60 feet to an unoccupied space it can see that is also in dim light or darkness. It then has advantage on the first melee weapon attack it makes before the end of its turn.

SHADOW MELD

Prerequisite: Shadow Blend; must be Adult or older.

When the dragon uses its Shadow Blend ability, the shadows containing the dragon become magical darkness (as with the *darkness* spell), and it cannot be forced out of the shadows by illumination, including magical light such as a *light* or *continual flame* spell. A *daylight* spell does dispel this ability.

UMBRA

Prerequisite: Shadow Meld; must be Ancient or older.

Once per day, the dragon can call forth an impenetrable magical darkness. The darkness has a radius of 100 feet and has a duration of 1 hour. All normal and magical light sources are negated while within this area. All creatures within the darkness have advantage on Dexterity (Stealth) checks to hide, and can attempt to hide even if directly observed.

The dragon can see perfectly through the darkness and knows the exact location of all creatures within its area. In addition, while the dragon is within the darkness, it is considered invisible as if under the effects of a *greater invisibility* spell.



DRAGON TEMPLATES

Other kinds of modified dragons exist, other than Dracoliches and Shadow dragons. The templates for those can be found in the Monster Manual. Here, three more options for modifying dragons are included: *Ghostly*, *Skeletal*, and *Zombie* dragon templates.

If you are using the Dragon Feats optional rule, you may be wondering how dracoliches and shadow dragons are affected by that rule. Dracoliches can take and retain those feats as normal, but shadow dragons lose any feats that were specific to their dragon type. For example, a young red dragon who had taken the Exceptional Hearing dragon feat would lose that feat when it became a shadow dragon because that feat is specific to red dragons, but it would then be able to take feats specific to shadow dragons.



HOSTLY DRAGON TEMPLATE

A Ghostly Dragon is sometimes created when a powerful dragon is killed and its hoard looted, or when something of similar caliber happens to a living dragon. The dragon can only be laid to rest by setting right whatever wrong caused it to appear; in the former example, the hoard (or treasure of equivalent value) would have to be returned to the dragon's lair, at which point the dragon would sleep atop it and pass on to the afterlife with the entirety of the hoard.

When a dragon becomes a Ghostly Dragon, it retains its statistics, except as described below. The dragon loses any trait, such as Amphibious, that assumes a living physiology. The dragon retains none of its lair actions, but retains all of its legendary actions.

Type. The dragon's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. The dragon retains all of its speeds, and can hover.

Damage Resistances. The dragon gains resistance to acid, fire, lightning, and thunder damage, and to bludgeoning, piercing, and slashing damage from non-magical weapons.

Damage Immunities. The dragon gains immunity to cold, necrotic, and poison damage. It also retains any immunities that it had previously.

Condition Immunities. The dragon gains immunity to the charmed, frightened, grappled, paralyzed, petrified, poisoned, prone, and restrained conditions. It also doesn't suffer from exhaustion.

Special Abilities. The dragon loses all supernatural and spell-like abilities that it possessed in life, including its breath weapon. It retains its Frightful Presence.

Damage Type. The dragon's Bite, Claw, Tail, and Wing attacks deal necrotic damage instead of whatever damage type they dealt before.

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

New Trait: Incorporeal Movement. The dragon 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.

New Trait: Rejuvenation. If the dragon is destroyed, it reappears in its lair 2d4 days later at full hit points. The only way to completely be rid of the dragon is to determine the reason for its existence and deal with the issue.

New Action: Etherealness. The dragon 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.

SKELETAL DRAGON TEMPLATE

Skeletal dragons are created through spells such as *animate dead*. Such a dragon has no memory of its former life or self, and functions identically to any other skeleton, though it retains some of its abilities and powers because of its draconic nature.

When a dragon becomes a Skeletal Dragon, it retains its statistics, except as described below. The dragon loses any trait, such as Amphibious, that assumes a living physiology. The dragon retains none of its lair actions or legendary actions.

Type. The dragon's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. The dragon loses its flying speed and its swimming speed, if it had one.

Armor Class. Modify the dragon's Armor Class by applying a -4 penalty.

Damage Vulnerabilities. The dragon gains vulnerability to bludgeoning damage.

Damage Immunities. The dragon retains all immunities that it had previously and gains immunity to poison damage.

Condition Immunities. The dragon retains all immunities that it had previously and gains immunity to the poisoned condition. It also doesn't suffer from exhaustion.

Special Abilities. The dragon loses all supernatural and spell-like abilities that it possessed in life, including its breath weapon. It retains its Frightful Presence.

Skills. The dragon loses all skill proficiencies.

Dragon Feats. The dragon loses any feats that it had taken in life.



ZOMBIE DRAGON TEMPLATE

Zombie dragons are created through spells such as *animate dead*. Such a dragon has no memory of its former life or self, and functions identically to any other zombie, though it retains some of its abilities and powers because of its draconic nature.

When a dragon becomes a Zombie Dragon, it retains its statistics, except as described below. The dragon loses any trait, such as *Amphibious*, that assumes a living physiology. The dragon retains none of its lair actions or legendary actions.

Type. The dragon's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Speed. All of the dragon's speeds are reduced by 10 feet.

Armor Class. Modify the dragon's Armor Class by applying a -2 penalty.

Damage Immunities. The dragon retains all immunities that it had previously and gains immunity to poison damage.

Condition Immunities. The dragon retains all immunities that it had previously and gains immunity to the poisoned condition. It also doesn't suffer from exhaustion.

Special Abilities. The dragon loses all supernatural and spell-like abilities that it possessed in life, including its breath weapon. It retains its *Frightful Presence*.

Skills. The dragon loses all skill proficiencies.

Dragon Feats. The dragon loses any feats that it had taken in life.

New Trait: Undead Fortitude. If damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.



SAMPLE DRAGONS

Here are some sample dragons that have been modified using the Advanced Dragons and Dragon Feats optional rules.

SCALD

Scald is a black dragon wyrmling who fancies herself the queen of her swamp. She currently commands a small tribe of bullywugs and has her sights on the city of lizardfolk just to the south. Despite her impatience, she has convinced herself that she must wait until she is more powerful before attempting such a feat.

Scald has taken the *Swamp Dragon* dragon feat.

SHYRAGG

Shyragg is a juvenile silver dragon who is just beginning to make a name for himself. He has a particular love for books, and trades whatever treasure he can to expand his library.

Shyragg has taken all four dragon feats available to him.

SCALD

tiny dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)

Saving Throws Dex +4, Con +3, Wis +2, Cha +3

Skills Perception +4, Stealth +4

Damage Immunities Acid

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. Scald can breathe air and water.

Dragon Feats. Scald has taken the *Swamp Dragon* dragon feat.

Swamp Dragon. Scald ignores cover granted by water, and has advantage on Dexterity (Stealth) checks to hide while submerged.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5-6). Scald exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

SHYRAGG

large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +6, History +6, Perception +8, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 9 (5,000 XP)

Dragon Feats. Shyragg has taken the following dragon feats: *Cloudwalking*, *Flyby*, *Mobile*, *Tempest Breath*.

Cloudwalking. Shyragg can tread on clouds and fog as though on solid ground. This ability functions continuously but can be resumed or negated at will, no action required.

Flyby. Shyragg doesn't provoke opportunity attacks when he flies out of an enemy's reach.

Mobile. Shyragg can take the *Dash* action as a bonus action.

Actions

Multiattack. Shyragg makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage

Breath Weapon (Recharge 5-6). Shyragg uses one of the following breath weapons. A creature that fails the saving throw is knocked prone and pushed back 5 feet.

- **Cold Breath.** Shyragg exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.
- **Paralyzing Breath.** Shyragg exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed 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.

BAR'KRTHUUS

Bar'krthuus is a mature adult green dragon who resides deep in the jungle. He runs a slave ring that supplies a multitude of clients, including a beholder to the north and a Yuan-Ti settlement to the west; the ring keeps his coffers overflowing. The catch is that only two living creatures know he runs it, and those two happen to be his closest minions.

The first, Ivo Othmar, is who his clients and other minions believe is in charge of the ring. Ivo eats this up and Bar'krthuus hates it, but he wants to build Ivo up ever further before bringing his world crashing to the ground and eating him for dinner.

BAR'KRTHUUS

huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Int +9, Wis +12, Cha +8

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Resistances acid

Damage Immunities poison

Condition Immunities charmed, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. Bar'krthuus can breathe air and water.

Legendary Resistance (3/Day). If Bar'krthuus fails a saving throw, he can choose to succeed instead.

Dragon Feats. Bar'krthuus has taken the following dragon feats: Acrid Dragon, Arcane Immunity, Epic Intellect, Epic Will, Indomitable Will, Inscrutable, Silver Tongue.

Arcane Immunity. Bar'krthuus is immune to magic sleep effects, and to the paralyzed and petrified conditions.

Indomitable Will. Bar'krthuus is immune to being charmed and dominated.

Inscrutable. Wisdom (Perception or Insight) checks made to ascertain Bar'krthuus's intentions or sincerity have disadvantage.

Silver Tongue (1/Day). After making any Charisma based skill check, Bar'krthuus can choose to treat the number he rolled as if it were a 20.

The second is Raj Blackthorne. Raj is easily Bar'krthuus's favorite minion, not only because of his determination and ruthlessness to exact the dragon's will, but because he himself is a green half-dragon begotten of Bar'krthuus through profane rituals.

The danger in approaching Bar'krthuus doesn't lie in his martial prowess (though he has, can, and will destroy everyone who dares contest him). It lies in finding him. The dragon is a master of lies and deceit, and sits at the center of a convoluted web of destroyed evidence and covered tracks.

Bar'krthuus has taken all 7 dragon feats available to him.

Actions

Multiattack Bar'krthuus can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 feet, one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 feet, one target. *Hit:* 15 (2d8 + 6) bludgeoning damage

Frightful Presence. Each creature of Bar'krthuus's choice that is within 120 feet of him and aware of him must succeed on a DC 16 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Bar'krthuus's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). Bar'krthuus exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Bar'krthuus 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. Bar'krthuus regains spent legendary actions at the start of his turn.

Detect. Bar'krthuus makes a Wisdom (Perception) check.

Tail Attack. Bar'krthuus makes a tail attack.

Wing Attack (Costs 2 Actions). Bar'krthuus beats his wings. Each creature within 10 feet of Bar'krthuus must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Bar'krthuus can then fly up to half his flying speed.

VIORA

Viora is an ancient gold dragon who lives at the summit of a mountain pass, near which is a monastery that she visits frequently. Monks come from all around to hear her teachings, and many learn the powerful Way of the Dragon from her.

She is picky about who she teaches; a monk must prove himself to her in order to earn her teachings. However, she takes pride in the fact that her students become powerful forces against evil in the wider world outside of her influence.

Many of her teachings revolve around Bahamut, the Platinum Dragon, whom she has revered and worshipped nearly since she hatched. Because of her zealotry to Bahamut, and because of her constant hunt for evil, Bahamut has blessed her with a measure of his holy power, which she uses liberally in her conquests.

Viora has taken all 10 feats available to her.

VIORA

gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Immunities fire

Condition Immunities paralyzed, petrified

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 25 (75,000 XP)

Amphibious. Viora can breathe both air and water.

Legendary Resistance (3/Day). If Viora fails a saving throw, she can choose to succeed instead.

Dragon Feats. Viora has taken the following dragon feats: Arcane Immunity, Inspiring Presence, Lucky, Magic Resistance, Magic Weaponry, Recover Breath, Sacred Warder, Sacred Warder of Bahamut, Shape Breath, Strafing.

Arcane Immunity. Viora is immune to magic sleep effects, and to the paralyzed and petrified conditions.

Inspiring Presence. All of Viora's allies within 30 feet of her can add 1d4 to any attack roll or saving throw once per round.

Lucky. Viora can reroll any natural 1 that she rolls. Once per day, she can extend this ability to an ally within 30 feet of it to allow them to reroll a natural 1.

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

Magic Weaponry. Viora's melee weapon attacks count as magical, for the purpose of overcoming resistances.

Shape Breath. Viora can change the shape of her breath weapon to a 180-foot line that is 5 feet wide.

Sacred Warder of Bahamut. When Viora uses her Holy Shield ability, instead of protecting herself, she can choose a point on the ground or a willing creature (including herself). The shield guards an area with a 30-foot radius that moves with the designated creature. The shield blocks all incoming attacks, though it does not block attacks from inside the shield, and no creatures can enter the shield unless Viora wills it. The shield otherwise has the same statistics as with the Sacred Warder dragon feat.

Strafing. If Viora is flying when she uses her breath weapon, she can add the area underneath her travel to the area of the breath weapon.

(Viora cont.)

Actions

Multiattack Viora can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 feet, one target. *Hit:* 17 (2d6 + 10) slashing damage

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 feet, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage

Frightful Presence. Each creature of Viora's choice that is within 120 feet of her and aware of her must succeed on a DC 24 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Viora's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 4-6). Viora uses one of the following breath weapons.

- **Fire Breath.** Viora exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.
- **Weakening Breath.** Viora exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

Change Shape. Viora magically polymorphs into a humanoid or beast that has a challenge rating no higher than her own, or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Viora's choice). In a new form, Viora retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Her statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Holy Shield (1/Day). As an action, Viora can create a holy shield around herself that covers her body and anything she is wearing. The shield has 100 hit points, and shares all of Viora's resistances and immunities. Any time that Viora takes damage, the shield takes that damage instead. If the shield is reduced to 0 hit points, any remaining damage is transferred to Viora. The shield lasts for 10 minutes or until it is reduced to 0 hit points.

Legendary Actions

Viora 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. Viora regains spent legendary actions at the start of its turn

Detect. Viora makes a Wisdom (Perception) check.

Tail Attack. Viora makes a tail attack.

Wing Attack (Costs 2 Actions). Viora beats her wings. Each creature within 15 feet of her must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Viora can then fly up to half her flying speed.

ASHKUROTH

Ashkuroth is a red great wyrm whose ultimate goal is godhood, and he is well on his way. His power is beginning to match that of Demon Lords and lesser gods, and he doesn't look to be declining soon. The best time to destroy him is now, before he gets stronger, but any adventurer to stand before him falls, assuming they don't falter and flee first. Perhaps it is best to just let him lie in his hoard of godlike proportions until he finally reaches his twilight stages, but that could still be centuries (or millenia) off.

He lives in the tallest of the Three Peaks northwest of Ironguard, which he rules discreetly. Every month the city leaves him an offering of treasure to keep him from destroying them; the only reason he does not, taking their treasure and the survivors as slaves, is that he takes pleasure in the subtle terror that the mere mention of his name invokes. A local assassin's guild brings him a monthly offering of young humanoids to further slake his hunger and his

wrath, completely illegally of course; nearly the entire kingdom is totally unaware and is convinced that a serial killer resides in their midst.

Many people of the kingdom have begun to doubt his very existence. Ashkuroth hasn't been seen in decades, and they have started to grow bolder: leaving less treasure, using his name in jest, and bragging that they have seen or slain him.

Ashkuroth is aware of all of this, of course. His eyes and ears are everywhere. Perhaps it is time for him to pay them another visit, to remind them why he is known as both the Great Devourer and the Eternal Inferno.

Ashkuroth has two virtual age categories, increasing his hit dice by 6 to 37, and increasing his Strength score by 2, his Constitution score by 2, and his Charisma score by 1. He has chosen all 12 Dragon Feats available to him. In addition, his size has increased to Colossal+.

ASHKUROTH

colossal+ dragon, chaotic evil

Armor Class 25 (natural armor)

Hit Points 758 (37d20 + 370)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
34 (+12)	10 (+0)	33 (+11)	20 (+5)	15 (+2)	25 (+7)

Saving Throws Dex +7, Con +18, Wis +11, Cha +14

Skills Perception +18, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire

Condition Immunities paralyzed, petrified

Senses blindsight 90 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic

Challenge 31 (175,000 XP)

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

Dragon Feats. Ashkuroth has taken the following feats: Arcane Immunity, Exceptional Hearing, Ignite, Innate Spellcasting, Limited Magic Immunity, Magic Resistance, Magic Weaponry, Maximize Breath, Mundane Weapon Resistance, Scorching Flames, Spell Resistance, Torch. He also has the Colossal Dragon Feat as a bonus feat.

Arcane Immunity. Ashkuroth is immune to magic sleep effects, and to the paralyzed and petrified conditions.

Ignite. When a creature or flammable object takes fire damage from Ashkuroth's attacks or traits, it ignites. The target takes 7 (2d6) fire damage at the start of each of its turns until it uses an action to extinguish the flames.

Innate Spellcasting. Ashkuroth can innately cast the following spells, requiring no material components. His spellcasting ability is Charisma; his bonus to hit with spell attacks is 16, and his spell save DC is 24.

- At Will: *create bonfire, comprehend languages, control flames*
- 3/Day: *clairvoyance, heat metal*
- 1/Day: *scrying, wall of fire*

Limited Magic Immunity. Ashkuroth is immune to 1st level spells and cantrips, unless he wishes to be affected.

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

Magic Weaponry. Ashkuroth's melee weapon attacks count as magical, for the purpose of overcoming resistances.

Maximize Breath. When Ashkuroth uses his Breath Weapon, he can choose to expend all of his movement and Legendary Actions for that round. If he does, his Breath Weapon deals maximum damage. If Ashkuroth uses his Breath Weapon in this way, it recharges on a 6 rather than on a 5-6.

Scorching Flames. Ashkuroth's attacks ignore resistance to fire damage. When he rolls fire damage, he can treat any 1 rolled on a damage die as a 2.

Spell Resistance. Ashkuroth has resistance to all damage from spells.

Actions

Multiattack Ashkuroth can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws. He can substitute a swallow attack for his bite attack.

Bite. *Melee Weapon Attack:* +20 to hit, reach 20 ft., one target. *Hit:* 23 (2d10 + 12) piercing damage plus 18 (4d8) fire damage. If the target is a creature, Ashkuroth can choose to grapple it (escape DC 28). Until this grapple ends, the target is restrained, and Ashkuroth can't bite another target.

Claw. *Melee Weapon Attack:* +20 to hit, reach 15 feet, one target. *Hit:* 19 (2d6 + 12) slashing damage.

Swallow. Ashkuroth makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside Ashkuroth, and it takes 28 (8d6) acid damage, and 28 (8d6) fire damage at the start of each of Ashkuroth's turns.

If Ashkuroth takes 40 damage or more on a single turn from a creature inside it, he must succeed on a DC 20 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 10 feet of him. If Ashkuroth dies, a swallowed creature is no longer restrained by him and can escape from the corpse by using 30 feet of movement, exiting prone.

Tail. *Melee Weapon Attack:* +20 to hit, reach 25 feet, one target. *Hit:* 21 (2d8 + 12) bludgeoning damage.

Frightful Presence. Each creature of Ashkuroth's choice that is within 120 feet of him and aware of him must succeed on a DC 23 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. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Ashkuroth's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). Ashkuroth exhales fire in a 110-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 119 (34d6) fire damage on a failed save, or half as much damage on a successful one.

In addition, the breath weapon's area becomes engulfed in flames for 3 (1d6) rounds. If a creature starts its turn in an engulfed area, or enters the area for the first time on its turn, it takes 7 (2d6) fire damage. This does not function with the *Ignite* trait.

Reactions

Stomp. Ashkuroth can make a claw attack against a creature that ends its turn in his space.

Legendary Actions

Ashkuroth 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. Ashkuroth regains spent legendary actions at the start of his turn.

Detect. Ashkuroth makes a Wisdom (Perception) check.

Innate Casting (Costs 3 Actions). Ashkuroth casts an at-will spell.

Tail Attack. Ashkuroth makes a tail attack.

Wing Attack (Costs 2 Actions). Ashkuroth beats his wings. Each creature within 20 feet of Ashkuroth must succeed on a DC 28 Dexterity saving throw or take 19 (2d6 + 12) bludgeoning damage and be knocked prone. Ashkuroth can then fly up to half his flying speed.

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