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# ENHANCED CHROMATIC DRAGONS



Expanded rules for chromatic dragons in  
5th edition D&D

# ENHANCED CHROMATIC DRAGONS



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# INTRODUCTION

The dragon is the archetypal monster of *Dungeons & Dragons*. Heck, it's right there in the name! Terrible scaled monsters breathing literal death, diving from above with destructive intent and malicious cunning, the chromatic dragon is every self-respecting adventurer's ultimate foe. It's the pinnacle of fantastic monsters, the apex predator, the biggest baddie you'll ever find.

Unfortunately, the chromatic dragon – as presented in the 5E *Monster Manual* – doesn't always live up to the hype. When its potent breath attack is expended, it must rely solely on brute force, attacking with fangs and claws, until its breath weapon has finally recharged. And while Frightful Presence and Legendary Actions lend some depth to more powerful dragons, they still lack action options that go beyond simply attacking head-on.

In this document, we'll look closely at each of the five types of chromatic dragons – black, blue, green, red and white – in all their various ages – wyrmling, young, adult and ancient – and enhance them with additional features to give them more diversity in combat. The point isn't to make the dragons more powerful – although versatility is rarely a weakness – but to make them more dynamic, flavorful and tactically challenging for both the DM and the players. All changes are colorized and spells are conveniently described directly in each creature's statblock for ease-of-use at the table.

So, without further ado, get ready to surprise your players with new, enhanced chromatic dragons that'll keep them on their toes and constantly guessing – and worrying! – about what the dragon will do next. Enjoy!

## CONTENTS

<b>Black Dragon</b> .....	<b>2</b>
Black Dragon Wyrmling .....	2
Young Black Dragon .....	3
Adult Black Dragon .....	4
Ancient Black Dragon.....	5
<b>Blue Dragon</b> .....	<b>6</b>
Blue Dragon Wyrmling .....	6
Young Blue Dragon .....	7
Adult Blue Dragon .....	8
Ancient Blue Dragon.....	9
<b>Green Dragon</b> .....	<b>10</b>
Green Dragon Wyrmling .....	10
Young Green Dragon .....	11
Adult Green Dragon .....	12
Ancient Green Dragon.....	13
<b>Red Dragon</b> .....	<b>14</b>
Red Dragon Wyrmling .....	14
Young Red Dragon .....	15
Adult Red Dragon .....	16
Ancient Red Dragon.....	17
<b>White Dragon</b> .....	<b>18</b>
White Dragon Wyrmling.....	18
Young White Dragon.....	19
Adult White Dragon .....	20
Ancient White Dragon.....	21

## GENERAL ENHANCEMENTS

As we enhance each type of chromatic dragon, there are some features that repeat themselves and will be mostly identical from dragon-to-dragon. Below, we'll go over these features in general terms.

### INNATE SPELLCASTING (ALL)

In earlier editions, nearly all dragons were spellcasters, and there is no reason that shouldn't still be the case. Each enhanced dragon has two or three spells available to it, some of which can be cast at will and others which can only be used once per day. Because we aim not to make the dragons (too much) more powerful, all of these spells require the dragon's action, so that the dragon must always weigh its options carefully, when deciding between casting a spell or attacking. Care has been taken to give each dragon spells with different purposes – damage, control, protection, etc. – while still fitting the dragon's particular flavor. These spell choices are explored further in the introduction to each dragon.

### BREATH WEAPON OPTION (ALL)

The metallic dragons have an alternative Breath Weapon, so why shouldn't Tiamat's children get one too? Each type of chromatic dragon can now choose from two Breath Weapons, one of which deals less damage, but has additional harmful effects for anyone caught it. These Breath Attack options also target different saving throws and deal other types of damage than the dragon's usual Breath Weapon, making them viable options for when the dragon faces adventurers that have prepared themselves with damage resistances and the like.

### FRENZIED CLAWING (WYRMLING)

While the wyrmling's claws are less damaging than its bite, it can now use them in a frenzied assault that leaves the target temporarily disoriented. Frenzied Clawing is viable when the wyrmling wants to distract an enemy, helping it protect itself or even escape.

### WING ATTACK (YOUNG)

Granting Wing Attack to the young dragon gives it another layer of tactical depth, as it gains a way to damage multiple foes at once and opening up an avenue for escape. Not always the best action choice, but perfect when the young dragon finds itself surrounded by foes.

### FLING (ADULT/ANCIENT)

The Fling-action gives the largest dragons the ability to send foes flying through the air with a swipe of their immense tails. While often less damaging than simply making a Tail-attack, Fling has the benefit of requiring a Dexterity saving throw, which makes it particularly useful when the dragon wants to put distance between itself and clumsy, heavily armored melee attackers.

### ENHANCED BITE (ADULT/ANCIENT)

The largest and oldest dragons also get the ability to swallow Medium or smaller creatures when they use their Bite-attack – as they often do in popular fiction, and which other monsters of similar size also are able to. However, to swallow its target, the dragon must first have grappled it – holding them in a claw or snatched up with the teeth – making it an avenue of attack the dragon has to invest in by setting it up first.

# BLACK DRAGON

Sadistic and depraved, the black dragon is the most vile of the evil dragons. It enjoys corrupting, torturing and weakening its foes before eventually ending their prolonged misery.

## BREATH WEAPON OPTION

The black dragon gains Withering Breath, which deals less damage than its usual Acid Breath, but targets Constitution instead of Dexterity, deals necrotic damage, and can cause levels of exhaustion. While rarely the best option in a short and pitched combat, it's a good way to wear down and weaken enemies if the dragon can take its time during combat, or doesn't want to kill its targets straight away.

## INNATE SPELLCASTING

Black dragons gain spells that fit their cruel and vile temperament. These spells of corrosion, corruption, darkness, disease and pain, are described below.

### BLACK DRAGON WYRMLING

The black dragon wyrmling gains two spells: *acid splash*, which it can cast at will, and *darkness*, which it can cast once per day. *Acid splash* is inferior to the dragon's other attacks in most cases, but shines whenever the wyrmling needs to attack at range or two enemies have foolishly clustered together. *Darkness* gives the wyrmling a means of controlling the battlefield and exploiting its blindsight.

### YOUNG BLACK DRAGON

The young dragon retains *acid splash* and *darkness* (which it can now cast at will), while also gaining a powerful single-target spell in *blight*, which has the added benefit of dealing necrotic damage instead of acid to help the dragon circumvent damage resistances.

### ADULT BLACK DRAGON

The adult black dragon can now cast *blight* at will, while also gaining two new powerful spells. *Shadow of moil* replaces *darkness* as the dragon's way of eluding its foes, while *power word pain* gives the dragon a nasty way to severely hamper enemy spellcasters.

### ANCIENT BLACK DRAGON

To cap off its list of spells, the ancient black dragon gain the terrifying spell *maddening darkness*, which can turn any battlefield into a pitch black nightmare for its foes.

# BLACK DRAGON WYRMLING

Medium 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *acid splash*
- 1/day: *darkness*

## ACTIONS

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

**Frenzied Clawing.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (2d4 + 2) and the target has disadvantage on the first attack roll or ability check it makes until the end of its next turn.

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

- **Acid Breath.** 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.
- **Withering Breath.** The dragon exhales withering gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or take 9 (2d8) necrotic damage and have disadvantage on any ability check or saving throw that uses Strength or Constitution for 1 minute. On a failure, a creature takes only half as much damage and doesn't suffer any additional effects.

**Acid Splash.** The dragon hurls a bubble of acid against up to two creatures within 5 feet of each other it can see within 60 ft. A target must succeed on a DC 11 Dexterity saving throw or take 7 (2d6) acid damage.

**Darkness (1/day).** Magical darkness spreads in a 15-foot-radius sphere from a point within 60 ft., lasting 10 minutes or until the dragon loses its concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point is on an object, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

# YOUNG BLACK DRAGON

Large 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 30 ft., Darkvision 120 ft., Passive Perception 16

**Languages** Common, Draconic

**Challenge** 7 (2,900 XP)

**Amphibious.** The dragon can breathe air and water.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *acid splash*, *darkness*
- 1/day: *blight*

## 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. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

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

**Wing Attack.** Each creature within 5 feet of the dragon must succeed on a DC 15 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

**Breath Weapons (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 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.
- **Withering Breath.** The dragon exhales withering gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or take 22 (5d8) necrotic damage and have disadvantage on any ability check or saving throw that uses Strength or Constitution for 1 minute. On a failure, a creature takes only half as much damage and doesn't suffer any additional effects.

**Acid Splash.** The dragon hurls a bubble of acid against up to two creatures within 5 feet of each other it can see within 60 ft. A target must succeed on a DC 13 Dexterity saving throw or take 14 (4d6) acid damage.

**Blight (1/day).** Necromantic energy washes over a creature of the dragon's choice within 30 ft., draining moisture and vitality from it. The target must make a DC 13 Constitution saving throw, taking 36 (8d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If the target is a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If the target is a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

**Darkness.** Magical darkness spreads in a 15-foot-radius sphere from a point within 60 ft., lasting 10 minutes or until the dragon loses its concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If the point is on an object, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.



# 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 +7

**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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *blight* (as a 6th-level spell), *shadow of moil*
- 1/day each: *power word pain*

**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. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 21 (6d6) acid damage at the start of each of the dragon's turns.

If the dragon takes 30 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 using 15 feet of movement, exiting prone.

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

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

**Fling.** The dragon tries to fling a Medium or smaller creature within 15 feet of it. The target must succeed on a DC 19 Dexterity saving throw or be hurled up to 30 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**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.

- **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.
- **Withering Breath.** The dragon exhales withering gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or take 27 (6d8) necrotic damage and have disadvantage on any ability check or saving throw that uses Strength or Constitution for 1 minute. On a failure, a creature takes only half as much damage and doesn't suffer any additional effects.

**Blight.** Necromantic energy washes over a creature of the dragon's choice within 30 ft., draining moisture and vitality from it. The target must make a DC 16 Constitution saving throw, taking 45 (10d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If the target is a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If the target is a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

**Power Word Pain (1/day).** The dragon speaks a word of power that causes waves of intense pain to assail one creature it can see within 60 ft. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the spell has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a DC 16 Constitution saving throw, or the casting fails and the spell is wasted. A target suffering this pain can make a DC 16 Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

**Shadow of Moil.** Flame-like shadows wreath the dragon's body for 1 minute or until it loses its concentration, causing it to become heavily obscured to others. The shadows turn dim light within 10 feet of it into darkness, and bright light in the same area to dim light. Until the spell ends, the dragon has resistance to radiant damage. In addition, whenever a creature within 10 feet of it hits it with an attack, the shadows lash out at that creature, dealing it 9 (2d8) necrotic 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 or uses *Fling*.

**Wing Attack (Costs 2 Actions).** 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.

# ANCIENT BLACK DRAGON

Gargantuan 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *blight* (as an 8th-level spell), *power word pain*
- 1/day each: *maddening darkness*

**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. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 35 (10d6) acid damage 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 24 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 using 15 feet of movement, exiting prone.

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

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 20 ft. *Hit:* 17 (2d8 + 8) bludgeoning damage.

**Fling.** The dragon tries to fling a Medium or smaller creature within 20 feet of it. The target must succeed on a DC 23 Dexterity saving throw or be hurled up to 40 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**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.

- **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 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.
- **Withering Breath.** The dragon exhales withering gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or take 31 (7d8) necrotic damage and have disadvantage on any ability check or saving throw that uses Strength or Constitution for 1 minute. On a failure, a creature takes only half as much damage and doesn't suffer any additional effects.

**Blight.** Necromantic energy washes over a creature of the dragon's choice within 30 ft., draining moisture and vitality from it. The target must make a DC 19 Constitution saving throw, taking 54 (12d8) necrotic damage on a failed save, or half as much damage on a successful one. This spell has no effect on undead or constructs. If the target is a plant creature or a magical plant, it makes the saving throw with disadvantage, and the spell deals maximum damage to it. If the target is a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw; it simply withers and dies.

**Maddening Darkness (1/day).** Magical darkness spreads from a point within 150 ft. to fill a 60-foot-radius sphere for 10 minutes or until the dragon loses its concentration. The darkness spreads around corners. A creature with darkvision can't see through this darkness. Nonmagical light, as well as light created by spells of 8th level or lower, can't illuminate the area. Shrieks, gibbering, and mad laughter can be heard within the sphere. Whenever a creature starts its turn in the sphere, it must make a DC 19 Wisdom saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

**Power Word Pain.** The dragon speaks a word of power that causes waves of intense pain to assail one creature it can see within 60 ft. If the target has 100 hit points or fewer, it is subject to crippling pain. Otherwise, the spell has no effect on it. A target is also unaffected if it is immune to being charmed. While the target is affected by crippling pain, any speed it has can be no higher than 10 feet. The target also has disadvantage on attack rolls, ability checks, and saving throws, other than Constitution saving throws. Finally, if the target tries to cast a spell, it must first succeed on a DC 19 Constitution saving throw, or the casting fails and the spell is wasted. A target suffering this pain can make a DC 19 Constitution saving throw at the end of each of its turns. On a successful save, the pain ends.

## 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 or uses *Fling*.

**Wing Attack (Costs 2 Actions).** 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.

# BLUE DRAGON

Vain, prideful and ambitious, the blue dragon brooks no dissent and gives no quarter. It relishes in dominating and controlling its foes, taking away their free will and lording over them as the superior being it obviously is.

## BREATH WEAPON OPTION

Concussive Breath gives the blue dragon the option to deal thunder damage – but only half as much – against a Constitution saving throw, and potentially stunning its enemies momentarily. Perfect against creatures that are dexterous or have resistance to lightning, or when disabling foes is more important than damaging them.

## INNATE SPELLCASTING

Blue dragons gain spells that mesh well with their ambitious, domineering and vain nature. These spells of control, manipulation and electrifying destruction are described below.

### BLUE DRAGON WYRMLING

The blue dragon wyrmling gains two spells: *lightning lure*, which it can cast at will, and *suggestion*, which it can cast once per day. *Lightning lure* is weaker than a bite, but works at longer range and helps control the battlefield by pulling enemies closer. *Suggestion* is a simple, but effective method of manipulation, that can send a creature on an 8-hour jog away from the fight.

### YOUNG BLUE DRAGON

The young dragon retains *lightning lure* and *suggestion* (which it can now cast at will), while gaining a powerful mobility spell in *thunder step*. Serving a similar – but opposite – function as *lightning lure*, *thunder step* is perfect for putting distance between the dragon and its enemies, while also dealing decent damage.

### ADULT BLUE DRAGON

The adult blue dragon can now also cast *thunder step* at will, while also picking the powerful *hold monster*, providing the dragon with the ability to paralyze up to two enemies that are near each other.

### ANCIENT BLUE DRAGON

Finally, the massively destructive *chain lightning* gives the dragon another way to shock its foes into submission, while unlimited casting of *hold monster* is always a viable alternative to simply attacking.

# BLUE DRAGON WYRMLING

Medium 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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *lightning lure*
- 1/day: *suggestion*

## ACTIONS

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

**Frenzied Clawing.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 8 (2d4 + 3) and the target has disadvantage on the first attack roll or ability check it makes until the end of its next turn.

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

- **Lightning Breath.** 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) lightning damage on a failed save, or half as much damage on a successful one.
- **Concussive Breath.** The dragon exhales thunderous breath in a 30-foot cone. Each creature in that area must make a DC 12 Constitution saving throw. On a failure, a creature takes 11 (2d10) thunder damage and is stunned until the end of the dragon's next turn. On a success, a creature takes only half as much damage and isn't stunned.

**Lightning Lure.** The dragon creates a lash of lightning energy that strikes at a target creature it can see within 15 ft. The target must succeed on a DC 12 Strength saving throw or be pulled up to 10 feet in a straight line toward the dragon and then take 9 (2d8) lightning damage if it is within 5 feet of the dragon.

**Suggestion (1/day).** The dragon suggests a course of activity (limited to a sentence or two) and magically influences a creature it can see within 60 ft. and that can hear and understand it. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable.

The target must make a DC 12 Wisdom saving throw. On a failed save, it pursues the course of action described to the best of its ability for up to 8 hours. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. If the dragon or any of its companions damage the target, the spell ends.



## YOUNG BLUE DRAGON

Large dragon, lawful 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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *lightning lure*, *suggestion*
- 1/day each: *thunder step* (as a 4th-level spell)

### 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. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

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

**Wing Attack.** Each creature within 5 feet of the dragon must succeed on a DC 17 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.

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

- **Lightning Breath.** The dragon exhales lightning in an 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.
- **Concussive Breath.** The dragon exhales thunderous breath in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failure, a creature takes 27 (5d10) thunder damage and is stunned until the end of the dragon's next turn. On a success, a creature takes only half as much damage and isn't stunned.

**Lightning Lure.** The dragon creates a lash of lightning energy that strikes at a target creature it can see within 15 ft. The target must succeed on a DC 15 Strength saving throw or be pulled up to 10 feet in a straight line toward the dragon and then take 18 (4d8) lightning damage if it is within 5 feet of the dragon.

**Suggestion.** The dragon suggests a course of activity (limited to a sentence or two) and magically influences a creature it can see within 60 ft. and that can hear and understand it. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable.

The target must make a DC 15 Wisdom saving throw. On a failed save, it pursues the course of action described to the best of its ability for up to 8 hours. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. If the dragon or any of its companions damage the target, the spell ends.

**Thunder Step (1/day).** The dragon teleports itself to an unoccupied space it can see within 90 ft. Immediately after it disappears, a thunderous boom sounds, and each creature within 10 feet of the space it left must make a DC 15 Constitution saving throw, taking 22 (4d10) thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

The dragon can bring along objects as long as their weight doesn't exceed what it can carry. It can also teleport one willing creature that is within 5 feet of it when it casts this spell, and there must be an unoccupied space within 5 feet of its destination space for the creature to appear in; otherwise, the creature is left behind.

# ADULT BLUE DRAGON

Huge dragon, lawful evil

**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
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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *suggestion*, *thunder step* (as a 6th-level spell)
- 1/day: *hold monster* (as a 6th-level spell)

**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. *Hit:* 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 21 (6d6) lightning damage at the start of each of the dragon's turns.

If the dragon takes 30 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 21 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 using 15 feet of movement, exiting prone.

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

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

**Fling.** The dragon tries to fling a Medium or smaller creature within 15 feet of it. The target must succeed on a DC 20 Dexterity saving throw or be hurled up to 30 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**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.

- **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.
- **Concussive Breath.** The dragon exhales thunderous breath in a 90-foot cone. Each creature in that area must make a DC 19 Constitution saving throw. On a failure, a creature takes 33 (6d10) thunder damage and is stunned until the end of the dragon's next turn. On a success, a creature takes only half as much damage and isn't stunned.

**Hold Monster (1/day).** Up to two target creatures the dragon can see within 30 ft of each other and within 90 ft. of the dragon must succeed on a DC 17 Wisdom saving throw, or be paralyzed for 1 minute or until the dragon loses its concentration. This spell has no effect on undead. At the end of each of its turns, a target can make another DC 17 Wisdom saving throw, ending the effect on itself on a success.

**Suggestion.** The dragon suggests a course of activity (limited to a sentence or two) and magically influences a creature it can see within 60 ft. and that can hear and understand it. Creatures that can't be charmed are immune to this effect. The suggestion must be worded in such a manner as to make the course of action sound reasonable.

The target must make a DC 17 Wisdom saving throw. On a failed save, it pursues the course of action described to the best of its ability for up to 8 hours. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. If the dragon or any of its companions damage the target, the spell ends.

**Thunder Step.** The dragon teleports itself to an unoccupied space it can see within 90 ft. Immediately after it disappears, a thunderous boom sounds, and each creature within 10 feet of the space it left must make a DC 17 Constitution saving throw, taking 33 (6d10) thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

The dragon can bring along objects as long as their weight doesn't exceed what it can carry. It can also teleport one willing creature that is within 5 feet of it when it casts this spell, and there must be an unoccupied space within 5 feet of its destination space for the creature to appear in; otherwise, the creature is left behind.

## 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 or uses *Fling*.

**Wing Attack (Costs 2 Actions).** 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.

# ANCIENT BLUE DRAGON

Gargantuan dragon, lawful evil

**Armor Class** 22 (Natural Armor)

**Hit Points** 481 (26d20 + 208)

**Speed** 40 ft., burrow 40 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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *hold monster* (as an 8th-level spell), *thunder step* (as an 8th-level spell)
- 1/day each: *chain lightning* (as an 8th-level spell)

**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. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 35 (10d6) lightning damage 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 25 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 using 15 feet of movement, exiting prone.

**Claw.** *Melee Weapon Attack:* +16 to hit, reach 10 ft. *Hit:* 16 (2d6 + 9) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 20 ft. *Hit:* 18 (2d8 + 9) bludgeoning damage.

**Fling.** The dragon tries to fling a Medium or smaller creature within 20 feet of it. The target must succeed on a DC 24 Dexterity saving throw or be hurled up to 40 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**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 Weapons (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 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.
- **Concussive Breath.** The dragon exhales thunderous breath in a 120-foot cone. Each creature in that area must make a DC 23 Constitution saving throw. On a failure, a creature takes 44 (8d10) thunder damage and is stunned until the end of the dragon's next turn. On a success, a creature takes only half as much damage and isn't stunned.

**Chain Lightning (1/day).** The dragon creates a bolt of lightning that arcs toward a target it can see within 150 ft. Three bolts then leap from that target to as many as five other targets, each of which must be within 30 feet of the first target. A target can be a creature or an object and can be targeted by only one of the bolts. A target must make a DC 20 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

**Hold Monster.** Up to four target creatures the dragon can see within 30 ft. of each other and within 90 ft. of the dragon must succeed on a DC 20 Wisdom saving throw, or be paralyzed for 1 minute or until the dragon loses its concentration. This spell has no effect on undead. At the end of each of its turns, a target can make another DC 20 Wisdom saving throw, ending the effect on itself on a success.

**Thunder Step.** The dragon teleports itself to an unoccupied space it can see within 90 ft. Immediately after it disappears, a thunderous boom sounds, and each creature within 10 feet of the space it left must make a DC 20 Constitution saving throw, taking 44 (8d10) thunder damage on a failed save, or half as much damage on a successful one. The thunder can be heard from up to 300 feet away.

The dragon can bring along objects as long as their weight doesn't exceed what it can carry. It can also teleport one willing creature that is within 5 feet of it when it casts this spell, and there must be an unoccupied space within 5 feet of its destination space for the creature to appear in; otherwise, the creature is left behind.

## 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 or uses *Fling*.

**Wing Attack (Costs 2 Actions).** 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.

# GREEN DRAGON

Deceitful and cunning, the green dragon revels in corruption and treachery. The green dragon enjoys nothing more than to confuse its foes and even turn them against each other.

## BREATH WEAPON OPTION

Hallucinogenic Breath gives the green dragon a way to target the minds of its enemies, as it forces a Wisdom saving throw against psychic damage and temporary incapacitation. Hallucinogenic Breath works where Poison Breath is weak, so even though it deals less damage, it can often be the better choice.

## INNATE SPELLCASTING

Green dragons cast spells that poison the minds and bodies of their foes. These spells of deception, disease and illusion are described below.

### GREEN DRAGON WYRMLING

The green dragon wyrmling gains two spells: *infestation*, which it can cast at will, and *fog cloud*, which it can cast once per day. *Infestation* isn't a big damage dealer, but can target creatures at range and force them to move. *Fog cloud* works wonders against ranged attackers, and even allows the wyrmling to utilize its blindsight against melee foes.

### YOUNG GREEN DRAGON

The young green dragon retains fog cloud, which it can now use at will, and adds to it *ray of sickness* and *enemies abound*. The first has good range and a secondary effect that can hamper a single foe, while *enemies abound* can turn the dragons enemies against each other, something the green dragon relishes immensely.

### ADULT GREEN DRAGON

As the green dragon matures, so does its penchant for deceit. As an adult, the green dragon gains the ability to cast *mislead*, a powerful way to escape the clutches of its foes, while *cloudkill* gives it a measure of control over the battlefield and yet another way to poison foes.

### ANCIENT GREEN DRAGON

Rounding out the green dragon's powerful repertoire of spells is *illusory dragon*, which can both harm the green dragon's foes, as well lead them to think that they are facing more than just a lone dragon.

# GREEN DRAGON WYRMLING

Medium 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *infestation*
- 1/day: *fog cloud*

## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

**Frenzied Clawing.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (2d4 + 2) and the target has disadvantage on the first attack roll or ability check it makes until the end of its next turn.

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

- **Poison Breath.** 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.
- **Hallucinogenic Breath.** The dragon exhales hallucinogenic fumes in a 15-foot cone. Each creature in that area must succeed on a DC 11 Wisdom saving throw, or take 10 (3d6) psychic damage and be incapacitated until the end of the dragon's next turn.

**Fog Cloud (1/day).** The dragon creates a 20-foot-radius sphere of fog centered on a point within 120 ft. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute, until the dragon loses its concentration, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

**Infestation.** The dragon causes a cloud of mites, fleas, and other parasites to appear momentarily on one creature it can see within 30 ft. The target must succeed on a DC 11 Constitution saving throw, or take 7 (2d6) poison damage and move 5 feet in a random direction if it can move and its speed is at least 5 feet. Roll a d4 for the direction: 1, north; 2, south; 3, east; or 4, west. This movement doesn't provoke opportunity attacks, and if the direction rolled is blocked, the target doesn't move.

# YOUNG 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *fog cloud*, *ray of sickness* (as a 3rd level spell)
- 1/day: *enemies abound*

## 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. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

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

**Ray of Sickness.** *Ranged Spell Attack:* +5 to hit, range 60 ft. *Hit:* 18 (4d8) poison damage and the target must succeed on a DC

13 Constitution saving throw or be poisoned until the end of the dragon's next turn.

**Wing Attack.** Each creature within 5 feet of the dragon must succeed on a DC 15 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

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

- **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.
- **Hallucinogenic Breath.** The dragon exhales hallucinogenic fumes in a 15-foot cone. Each creature in that area must succeed on a DC 14 Wisdom saving throw, or take 21 (6d6) psychic damage and be incapacitated until the end of the dragon's next turn.

**Enemies Abound (1/day).** A creature the dragon can see within 120 ft. of it must make a DC 13 Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute or until the dragon loses its concentration. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

**Fog Cloud.** The dragon creates a 20-foot-radius sphere of fog centered on a point within 120 ft. The sphere spreads around corners, and its area is heavily obscured. It lasts for 1 minute, until dragon loses concentration, or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.



# 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *enemies abound*, *cloudkill* (as a 6th-level spell)
- 1/day each: *mislead*

**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. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 21 (6d6) poison damage at the start of each of the dragon's turns.

If the dragon takes 30 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 using 15 feet of movement, exiting prone.

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

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

**Fling.** The dragon tries to fling a Medium or smaller creature within 15 feet of it. The target must succeed on a DC 19 Dexterity saving throw or be hurled up to 30 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet 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 24 hours.

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

- **Poison Breath.** 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.
- **Hallucinogenic Breath.** The dragon exhales hallucinogenic fumes in a 60-foot cone. Each creature in that area must succeed on a DC 18 Wisdom saving throw, or take 28 (8d6) psychic damage and be incapacitated until the end of the dragon's next turn.

**Cloudkill.** The dragon creates a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point within 120 ft. The fog spreads around corners. It lasts for 10 minutes, or until strong wind disperses the fog or the dragon loses its concentration. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a DC 16 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a success. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from the dragon at the start of each of its turns, rolling along the surface of the ground and sinking to the lowest level of the land, even pouring down openings.

**Enemies Abound.** A creature the dragon can see within 120 ft. of it must make a DC 16 Intelligence saving throw. A creature automatically succeeds if it is immune to being frightened. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute or until the dragon loses its concentration. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success. Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or other ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to.

**Mislead (1/day).** The dragon becomes invisible at the same time that an illusory double of it appears where it is standing. The double lasts for 1 hour or until the dragon loses its concentration, but the invisibility ends for the dragon if it attacks or casts a spell. The dragon can use its action to move its illusory double up to twice its speed and make it gesture, speak, and behave in whatever way it chooses. The dragon can see through its eyes and hear through its ears as if it were located where the illusory double is. On each of the dragon's turns as a bonus action, it can switch from using the illusory double's senses to using its own, or back again. While the dragon is using the illusory double's senses, it is blinded and deafened in regard to its own surroundings.

## 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 or uses *Fling*.

**Wing Attack (Costs 2 Actions).** 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.

# 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 19). The dragon can innately cast the following spells, requiring no material components:

- At will: *cloudkill* (as an 8th-level spell), *mislead*
- 1/day each: *illusory dragon*

**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. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) poison damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 35 (10d6) poison damage 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 24 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 using 15 feet of movement, exiting prone.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft. *Hit:* 22 (4d6 + 8) slashing damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 20 ft. *Hit:* 17 (2d8 + 8) bludgeoning damage.

**Fling.** The dragon tries to fling a Medium or smaller creature within 20 feet of it. The target must succeed on a DC 23 Dexterity saving throw or be hurled up to 40 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 ft. 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.

- **Poison Breath.** 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 success.

- **Hallucinogenic Breath.** The dragon exhales hallucinogenic fumes in a 90-foot cone. Each creature in that area must succeed on a DC 22 Wisdom saving throw, or take 38 (11d6) psychic damage and be incapacitated until the end of the dragon's next turn.

**Cloudkill.** The dragon creates a 20-foot-radius sphere of poisonous, yellow-green fog centered on a point within 120 ft. The fog spreads around corners. It lasts for 10 minutes, or until strong wind disperses the fog or the dragon loses its concentration. Its area is heavily obscured. When a creature enters the spell's area for the first time on a turn or starts its turn there, that creature must make a DC 19 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a success. Creatures are affected even if they hold their breath or don't need to breathe. The fog moves 10 feet away from the dragon at the start of each of its turns, rolling along the surface of the ground and sinking to the lowest level of the land, even pouring down openings.

**Illusory Dragon (1/day).** The dragon creates a Huge shadowy dragon in an unoccupied space it can see within 120 ft. The illusion lasts for 1 minute or until the dragon loses concentration and occupies its space, as if it were a creature. When the illusion appears, any creatures hostile to the dragon that can see it must succeed on a DC 19 Wisdom saving throw or become frightened of it for 1 minute. If a frightened creature ends its turn in a location where it doesn't have line of sight to the illusion, it can repeat the saving throw, ending the effect on itself on a success. As a bonus action on the dragon's turn, it can move the illusion up to 60 feet. At any point during the illusion's movement, the dragon can cause it to exhale a blast of energy in a 60-foot cone originating from its space. When it creates the illusory dragon, the dragon chooses a damage type: acid, cold, fire, lightning, necrotic, or poison. Each creature in the cone must make a DC 19 Intelligence saving throw, taking 24 (7d6) damage of the chosen damage type on a failed save, or half as much damage on a successful one.

The illusion is tangible because of the shadow stuff used to create it, but attacks miss it automatically, it succeeds on all saving throws, and it is immune to all damage and conditions. A creature that uses an action to examine the dragon can determine that it is an illusion by succeeding on a DC 19 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature can see through it and has advantage on saving throws against its breath.

**Mislead.** The dragon becomes invisible and an illusory double of it appears where it is standing. The double lasts for 1 hour or until the dragon loses its concentration, but the invisibility ends for the dragon if it attacks or casts a spell. The dragon can use its action to move its illusory double up to twice its speed and make it gesture, speak, and behave in whatever way it chooses. The dragon can see through its eyes and hear through its ears as if it were located where the illusory double is. On each of the dragon's turns as a bonus action, it can switch from using the illusory double's senses to using its own, or back again. While the dragon is using the illusory double's senses, it is blinded and deafened in regard to its own surroundings.

## 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 or uses Fling.

**Wing Attack (Costs 2 Actions).** 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.

# RED DRAGON

First among its species, the red dragon is the most fearsome and destructive of all chromatic dragons, and demands to be treated as such. Proud, vain and disdainful, the red dragon considers itself master of all and equal to none.

## BREATH WEAPON OPTION

Smoke Breath is a bit different than most other breath weapons. By blowing thick, black smoke into an area, the dragon can render its foes momentarily blind, and perhaps even cause them to lose hit points and become incapacitated as they cough and wheeze. Since fire resistance is common, Smoke Breath will often be a suitable choice for the mighty red dragon.

## INNATE SPELLCASTING

Red dragons cast spells that destroy and dominate. These spells of domination, fire and control are described below.

### RED DRAGON WYRMLING

The wyrmling red dragon has two spells: *fire bolt* and *command*. *Fire bolt* is a simple cantrip to give the dragon a ranged attack option, while *command* allows even the wyrmling to lord itself over other creatures, momentarily inconveniencing them in combat.

### YOUNG RED DRAGON

As it grows older, the red dragon can *command* other creatures at will, and also learns how to strip away its enemies' defenses with *dispel magic*, while the insidious spell *heat metal* can make any well-armored adventurer regret ever buying a plate mail!

### ADULT RED DRAGON

Maturing to adulthood, the red dragon replaces *command* with the much more powerful *dominate person*, which allows it to completely control any humanoid that comes up against it.

### ANCIENT RED DRAGON

As it grows ancient, the red dragon not only learns how to command any creature with *dominate monster*, but also how to bend the laws of gravity to its will. With *reverse gravity*, the red dragon can shape the battlefield to its liking and send whole groups of foes floating into the air.

## RED DRAGON WYRMLING

Medium dragon, chaotic evil

**Armor Class** 17 (Natural Armor)

**Hit Points** 75 (10d8 + 30)

**Speed** 30 ft., climb 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** Fire

**Senses** Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

**Languages** Draconic

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *fire bolt*
- 1/day: *command*

## ACTIONS

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 9 (1d10 + 4) piercing damage plus 3 (1d6) fire damage.

**Frenzied Clawing.** *Melee Weapon Attack:* +6 to hit, reach 5 ft. *Hit:* 9 (2d4 + 4) and the target has disadvantage on the first attack roll or ability check it makes until the end of its next turn.

**Fire Bolt.** *Ranged Spell Attack:* +4 to hit, range 120 ft. *Hit:* 11 (2d10) fire damage and the target ignites if it is a flammable object that isn't being worn or carried.

**Breath Weapons (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 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.
- **Smoke Breath.** The dragon exhales thick smoke in a 15-foot cone, heavily obscuring the area until the smoke dissipates at the end of the dragon's next turn. When a creature enters the smoke for the first time on a turn or starts its turn there, it must succeed on a DC 13 Constitution saving throw, or lose 10 (3d6) hit points and be incapacitated until the end of the dragon's next turn.

**Command (1/day).** The dragon speaks a one-word command such as approach, drop, flee, grovel or halt to a creature it can see within 60 ft. The target must succeed on a DC 12 Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand the dragon's language, or if the command is directly harmful to it.

# YOUNG RED DRAGON

Large dragon, chaotic evil

**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
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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *command*, *dispel magic*
- 1/day: *heat metal* (as a 4th-level spell)

## 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. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft. *Hit:* 13 (2d6 + 6) slashing damage.

**Wing Attack.** Each creature within 5 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.

**Breath Weapons (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 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.
- **Smoke Breath.** The dragon exhales thick smoke in a 30-foot cone, heavily obscuring the area until the smoke dissipates at the end of the dragon's next turn. When a creature enters the smoke for the first time on a turn or starts its turn there, it must succeed on a DC 17 Constitution saving throw, or lose 26 (8d6) hit points and be incapacitated until the end of the dragon's next turn.

**Command.** The dragon speaks a one-word command such as approach, drop, flee, grovel or halt to a creature it can see within 60 ft. The target must succeed on a DC 16 Wisdom saving throw or follow the command on its next turn. The spell has no effect if the target is undead, if it doesn't understand the dragon's language, or if the command is directly harmful to it.

**Dispel Magic.** The dragon ends any spell of 3rd level or lower on one creature, object or magical effect within 120 ft. For each spell of 4th level or higher on the target, the dragon can make an ability check using its spellcasting ability (+4) against a DC of 10 + the spell's level. On a successful check, the spell ends.

**Heat Metal (1/day).** The dragon causes a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that it can see within 60 ft. to glow red-hot. Any creature in physical contact with the object takes 18 (4d8) fire damage when the dragon casts the spell. For 1 minute or until the dragon loses its concentration, the dragon can use a bonus action on each of its subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a DC 16 Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start of the dragon's next turn.



# ADULT RED DRAGON

Huge dragon, chaotic evil

**Armor Class** 19 (Natural Armor)

**Hit Points** 256 (19d12 + 133)

**Speed** 40 ft., climb 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 +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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *dispel magic* (as a 6th-level spell), *heat metal* (as a 6th-level spell)
- 1/day each: *dominate person* (as a 6th-level spell)

**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. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 21 (6d6) fire damage at the start of each of the dragon's turns.

If the dragon takes 30 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 23 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 using 15 feet of movement, exiting prone.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft. *Hit:* 15 (2d6 + 8) slashing damage.

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

**Fling.** The dragon tries to fling a Medium or smaller creature within 15 feet of it. The target must succeed on a DC 22 Dexterity saving throw or be hurled up to 30 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**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 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.
- **Smoke Breath.** The dragon exhales thick smoke in a 60-foot cone, heavily obscuring the area until the smoke dissipates at the end of the dragon's next turn. When a creature enters the smoke for the first time on a turn or starts its turn there, it must succeed on a DC 21 Constitution saving throw, or lose 31 (9d6) hit points and be incapacitated until the end of the dragon's next turn.

**Dispel Magic.** The dragon ends any spell of 6th level or lower on one creature, object or magical effect within 120 ft. For each spell of 7th level or higher on the target, the dragon can make an ability check using its spellcasting ability (+5) against a DC of 10 + the spell's level. On a successful check, the spell ends.

**Dominate Person (1/day).** A target humanoid the dragon can see within 60 ft. must succeed on a DC 19 Wisdom saving throw or be charmed by it for 10 minutes, or until the dragon loses its concentration. If the target is fighting the dragon or creatures friendly to the dragon, the target has advantage on the saving throw. While the target is charmed and on the same plane of existence, the dragon can telepathically issue simple and general commands to the creature (no action required), which the target does its best to obey. If the target completes the order and doesn't receive further direction, it defends and preserves itself to the best of its ability.

The dragon can also use its action to take total and precise control of the target. Until the end of the dragon's next turn, the target takes only the actions it chooses, and doesn't do anything else. During this time the dragon can also cause the creature to use a reaction, but this requires it to use its own reaction as well.

Each time the target takes damage, it makes a new Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**Heat Metal.** The dragon causes a manufactured metal object, such as a metal weapon or a suit of heavy or medium metal armor, that it can see within 60 ft. to glow red-hot. Any creature in physical contact with the object takes 27 (6d8) fire damage when the dragon casts the spell. For 1 minute or until the dragon loses its concentration, the dragon can use a bonus action on each of its subsequent turns to cause this damage again. If a creature is holding or wearing the object and takes the damage from it, the creature must succeed on a DC 19 Constitution saving throw or drop the object if it can. If it doesn't drop the object, it has disadvantage on attack rolls and ability checks until the start 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 or uses *Fling*.

**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 RED DRAGON

*Gargantuan dragon, chaotic evil*

**Armor Class** 19 (Natural Armor)

**Hit Points** 256 (19d12 + 133)

**Speed** 40 ft., climb 40 ft., fly 80 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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 21, +13 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *dispel magic* (as an 8th-level spell), *dominate monster*
- 1/day each: *reverse gravity*

**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. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 35 (10d6) fire damage 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 26 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 using 15 feet of movement, exiting prone.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 10 ft. *Hit:* 17 (2d6 + 10) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft. *Hit:* 19 (2d8 + 10) bludgeoning damage.

**Fling.** The dragon tries to fling a Medium or smaller creature within 20 feet of it. The target must succeed on a DC 25 Dexterity saving throw or be hurled up to 40 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**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 Weapons (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 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.
- **Smoke Breath.** The dragon exhales thick smoke in a 90-foot cone, heavily obscuring the area until the smoke dissipates at the end of the dragon's next turn. When a creature enters the smoke for the first time on a turn or starts its turn there, it must succeed on a DC 24 Constitution saving throw, or lose 45 (13d6) hit points and be incapacitated until the end of the dragon's next turn.

**Dispel Magic.** The dragon ends any spell of 8th level or lower on one creature, object or magical effect within 120 ft. For each spell of 9th level or higher on the target, the dragon can make an ability check using its spellcasting ability (+6) against a DC of 10 + the spell's level. On a successful check, the spell ends.

**Dominate Monster.** A target creature the dragon can see within 60 ft. must succeed on a DC 21 Wisdom saving throw or be charmed by it for 1 hour, or until the dragon loses its concentration. If the target is fighting the dragon or creatures friendly to the dragon, the target has advantage on the saving throw. While the target is charmed and on the same plane of existence, the dragon can telepathically issue simple and general commands to the creature (no action required), which the target does its best to obey. If the target completes the order and doesn't receive further direction, it defends and preserves itself to the best of its ability.

The dragon can also use its action to take total and precise control of the target. Until the end of the dragon's next turn, the target takes only the actions it chooses, and doesn't do anything else. During this time the dragon can also cause the creature to use a reaction, but this requires it to use its own reaction as well.

Each time the target takes damage, it makes a new DC 21 Wisdom saving throw against the spell. If the saving throw succeeds, the spell ends.

**Reverse Gravity (1/day).** Gravity is reversed in a 50-foot-radius, 100-foot-high cylinder centered on a point within 100 ft. All creatures and objects that aren't somehow anchored to the ground in the area fall upward and reach the top of the area when the dragon casts this spell. A creature can make a DC 21 Dexterity saving throw to grab onto a fixed object it can reach, thus avoiding the fall. If some solid object (such as a ceiling) is encountered in this fall, falling objects and creatures strike it just as they would during a normal downward fall. If an object or creature reaches the top of the area without striking anything, it remains there, oscillating slightly. After 1 minute or when the dragon loses its concentration, affected objects and creatures fall back down.

## 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 or uses *Fling*.

**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.

# WHITE DRAGON

Most primal of the chromatic dragons, the white dragon makes up for its lack of cunning with brutal savagery. It wields ice and frost to devastating effect, and relishes the bloody dismemberment of its foes.

## BREATH WEAPON OPTION

Freezing Breath is a powerful breath weapon that targets Dexterity and deals bludgeoning damage, while also restraining the white dragon's foes, pinning them to the ground. This option is particularly viable against melee combatants, working to distract them while the dragon takes out weaker prey.

## INNATE SPELLCASTING

White dragons are not the most powerful spellcasters, but the magic they do wield is focused around dealing damage and controlling the environment. These spells of frost, ice and wind are described below.

### WHITE DRAGON WYRMLING

The wyrmling white dragon has two spells: *ray of frost* and *gust of wind*. Both give the dragon a way to target enemies at range, with *ray of frost* providing a way to slow down a single enemy, and *gust of wind* allowing the dragon to push its enemies away or into greater danger.

### YOUNG WHITE DRAGON

Coming into adolescence, the dragon replaces *ray of frost* with *ice knife*, a more powerful ranged attack option that can hit multiple enemies for piercing and cold damage.

### ADULT WHITE DRAGON

As an adult, the white dragon picks up *warding wind*, a powerful protective spell that works wonders against ranged attackers, as well as *ice storm*, that gives the dragon yet another way to shape the battlefield and hamper its enemies.

### ANCIENT WHITE DRAGON

The ancient white dragon wields ice magic to devastating effect, as it can now use the powerful *ice wall* to divide its enemies and deal large amounts of damage.

# WHITE DRAGON WYRMLING

Medium 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)

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 10, +2 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *ray of frost*
- 1/day: *gust of wind*

## ACTIONS

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

**Frenzied Clawing.** *Melee Weapon Attack:* +4 to hit, reach 5 ft. *Hit:* 7 (2d4 + 2) and the target has disadvantage on the first attack roll or ability check it makes until the end of its next turn.

**Ray of Frost.** *Ranged Spell Attack:* +2 to hit, range 60 ft. *Hit:* 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of the dragon's next turn.

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

- **Cold Breath.** 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.
- **Freezing Breath.** The dragon exhales a freezing fog in a 15-foot cone. Each creature standing on the ground in that area must succeed on a DC 12 Dexterity saving throw, or take 7 (2d6) bludgeoning damage and be restrained for 1 minute as ice encases its feet. As an action, a creature can attempt to free itself or another creature within its reach from the ice, doing so with a successful DC 12 Strength (Athletics) check.

**Gust of Wind (1/day).** A line of strong wind 60 feet long and 10 feet wide blasts from the dragon in a direction of the dragon's choice for 1 minute or until it loses its concentration. Each creature that starts its turn in the line must succeed on a DC 10 Strength saving throw or be pushed 15 feet away from the dragon in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the dragon. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of the dragon's turns before the spell ends, it can change the direction in which the line blasts from it.

# YOUNG WHITE DRAGON

Large 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *gust of wind*
- 1/day: *ice knife* (as a 4th-level spell)

## 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. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

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

**Ice Knife (1/day).** *Ranged Spell Attack:* +4 to hit, range 60 ft.

*Hit:* The target takes 5 (1d10) piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a DC 12 Dexterity saving throw or take 17 (5d6) cold damage.

**Wing Attack.** Each creature within 5 feet of the dragon must succeed on a DC 15 Dexterity saving throw or take 11 (2d6 + 4) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

**Breath Weapons (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 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.
- **Freezing Breath.** The dragon exhales a freezing fog in a 30-foot cone. Each creature standing on the ground in that area must succeed on a DC 15 Strength saving throw, or take 22 (5d8) bludgeoning damage and be restrained for 1 minute as ice encases its feet. As an action, a creature can attempt to free itself or another creature within its reach from the ice, doing so with a successful DC 15 Strength (Athletics) check.

**Gust of Wind.** A line of strong wind 60 feet long and 10 feet wide blasts from the dragon in a direction of the dragon's choice for 1 minute or until it loses its concentration. Each creature that starts its turn in the line must succeed on a DC 12 Strength saving throw or be pushed 15 feet away from the dragon in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the dragon. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. As a bonus action on each of the dragon's turns before the spell ends, it can change the direction in which the line blasts from it.



# ADULT WHITE DRAGON

Huge dragon, chaotic evil

**Armor Class** 18 (Natural Armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft., burrow 30 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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *ice knife* (as a 6th-level spell), *warding wind*
- 1/day each: *ice storm* (as a 6th-level spell)

**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. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 21 (6d6) cold damage at the start of each of the dragon's turns.

If the dragon takes 30 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 21 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 using 15 feet of movement, exiting prone.

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

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

**Fling.** The dragon tries to fling a Medium or smaller creature within 15 feet of it. The target must succeed on a DC 19 Dexterity saving throw or be hurled up to 30 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**Ice Knife.** *Ranged Spell Attack:* +6 to hit, range 60 ft. *Hit:* The target takes 5 (1d10) piercing damage. Hit or miss, the shard then explodes. The target and each creature within 5 feet of it must succeed on a DC 14 Dexterity saving throw or take 24 (7d6) cold 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 Weapons (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 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.
- **Freezing Breath.** The dragon exhales a freezing fog in a 60-foot cone. Each creature standing on the ground in that area must succeed on a DC 19 Strength saving throw, or take 27 (6d8) bludgeoning damage and be restrained for 1 minute as ice encases its feet. As an action, a creature can attempt to free itself or another creature within its reach from the ice, doing so with a successful DC 19 Strength (Athletics) check.

**Ice Storm (1/day).** A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within 300 ft. Each creature in the cylinder must make a DC 14 Dexterity saving throw, taking 18 (4d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the area of effect into difficult terrain until the end of the dragon's next turn.

**Warding Wind.** A strong wind (20 miles per hour) blows around the dragon in a 10-foot radius and moves with it, remaining centered on it. The wind lasts for 10 minutes or until the dragon loses its concentration. The wind has the following effects:

- It deafens the dragon and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than the dragon.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

## 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 or uses *Fling*.

**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.

# ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

**Armor Class** 20 (Natural Armor)

**Hit Points** 333 (18d20 + 144)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	13 (+1)	14 (+2)

**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.

**Innate Spellcasting.** The dragon's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The dragon can innately cast the following spells, requiring no material components:

- At will: *ice storm* (as an 8th-level spell), *warding wind*
- 1/day each: *wall of ice* (as an 8th-level spell)

**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 15 ft. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage. If the target is a Medium or smaller creature grappled by the dragon, the target is swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 35 (10d6) cold damage at the start of each of the dragon's turns.

If the dragon takes 30 damage or more on a single turn from a creature inside it, the dragon must succeed on a DC 24 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 using 15 feet of movement, exiting prone.

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

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

**Fling.** The dragon tries to fling a Medium or smaller creature within 20 feet of it. The target must succeed on a DC 22 Dexterity saving throw or be hurled up to 40 feet horizontally in a direction of the dragon's choice and land prone, taking 1d6 bludgeoning damage for every 10 feet it was thrown.

**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.

- **Cold Breath.** The dragon exhales an icy blast 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.
- **Freezing Breath.** The dragon exhales a freezing fog in a 90-foot cone. Each creature standing on the ground in that area must succeed on a DC 22 Strength saving throw, or take 36 (8d8) bludgeoning damage and be restrained for 1 minute as ice encases its feet. As an action, a creature can attempt to free itself or another creature within its reach from the ice, doing so with a successful DC 22 Strength (Athletics) check.

**Ice Storm.** A hail of rock-hard ice pounds to the ground in a 20-foot-radius, 40-foot-high cylinder centered on a point within 300 ft. Each creature in the cylinder must make a DC 16 Dexterity saving throw, taking 27 (6d8) bludgeoning damage and 14 (4d6) cold damage on a failed save, or half as much damage on a successful one. Hailstones turn the area of effect into difficult terrain until the end of the dragon's next turn.

**Wall of Ice (1/day).** The dragon magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter. When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 16 Dexterity saving throw, taking 49 (14d6) cold damage on a failed save, or half as much damage on a successful one. The wall lasts for 10 minutes or until the dragon loses its concentration.

The wall can be damaged and breached; each 10-foot section has AC 12, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 16 Constitution saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one.

**Warding Wind.** A strong wind (20 miles per hour) blows around the dragon in a 10-foot radius and moves with it, remaining centered on it. The wind lasts for 10 minutes or until the dragon loses its concentration. The wind has the following effects:

- It deafens the dragon and other creatures in its area.
- It extinguishes unprotected flames in its area that are torch-sized or smaller.
- It hedges out vapor, gas, and fog that can be dispersed by strong wind.
- The area is difficult terrain for creatures other than the dragon.
- The attack rolls of ranged weapon attacks have disadvantage if the attacks pass in or out of the wind.

## 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 or uses *Fling*.

**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.

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