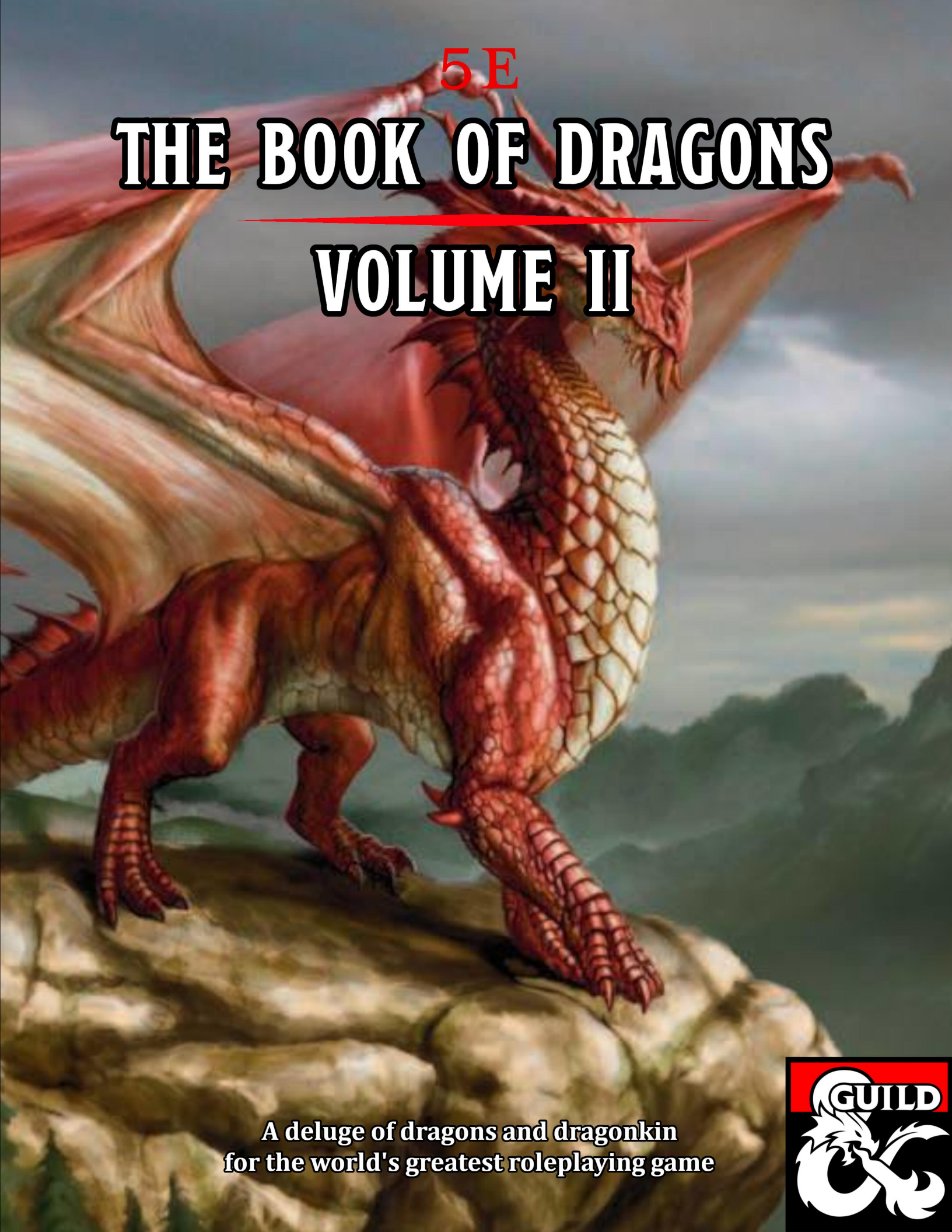
5E
THE BOOK OF DRAGONS
VOLUME II
A deluge of dragons and dragonkin
for the world's greatest roleplaying game
GUILD

The Book of Dragons: Volume II

Written by Conner McCall

"My armor is like tenfold shields, my teeth are swords, my claws spears, the shock of my tail a thunderbolt, my wings a hurricane, and my breath death!"
-*Smaug*, from J.R.R. Tolkien's *The Hobbit or There and Back Again*

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Foreword

So, as it would seem, only one book full of dragons wasn't enough for me. After I completed *The Book of Dragons*, I couldn't help but feel that something was still missing. There was still more to be explored. As is usually the case in D&D, there is always more to be explored, but there was more that I wanted. As I continued to write, I realized that there was far too much for me to fit into *The Book of Dragons*. So here we are.

The first section outlines fifteen new subclasses for the classes presented in the 5th Edition *Player's Handbook*. Each one has unique flavor and abilities. Some are conversions from older editions of D&D, while others are original creations. The section concludes with a new original prestige class: the Dracolyte.

The second section presents several new options for Dungeon Masters, including rules for hatching and raising dragons, dragons in the party, dragons as a player characters, dragons and religion, and sections dedicated to creating unique wards, traps, and hoards. The section concludes with a list of plot hooks for tying dragons into nearly any campaign.

The last section, and the primary purpose of this supplement, is a bestiary stuffed to the brim with dragons and dragon-like creatures. The beginning of the section includes a list of dragon feats (along with the rules needed to use them, which were originally presented in *The Book of Dragons*). The largest section of the bestiary presents eleven new dragon types. Five of these are ferrous dragons (chromium, cobalt, nickel, steel, and tungsten dragons), and six of these are gem dragons (amethyst, crystal, emerald, obsidian, sapphire, and topaz dragons). Each dragon is presented with all twelve age categories (Wyrmling, Very Young, Young, Juvenile, Young Adult, Adult, Mature Adult, Old, Elder, Ancient, Wyrm, and Great Wyrm).

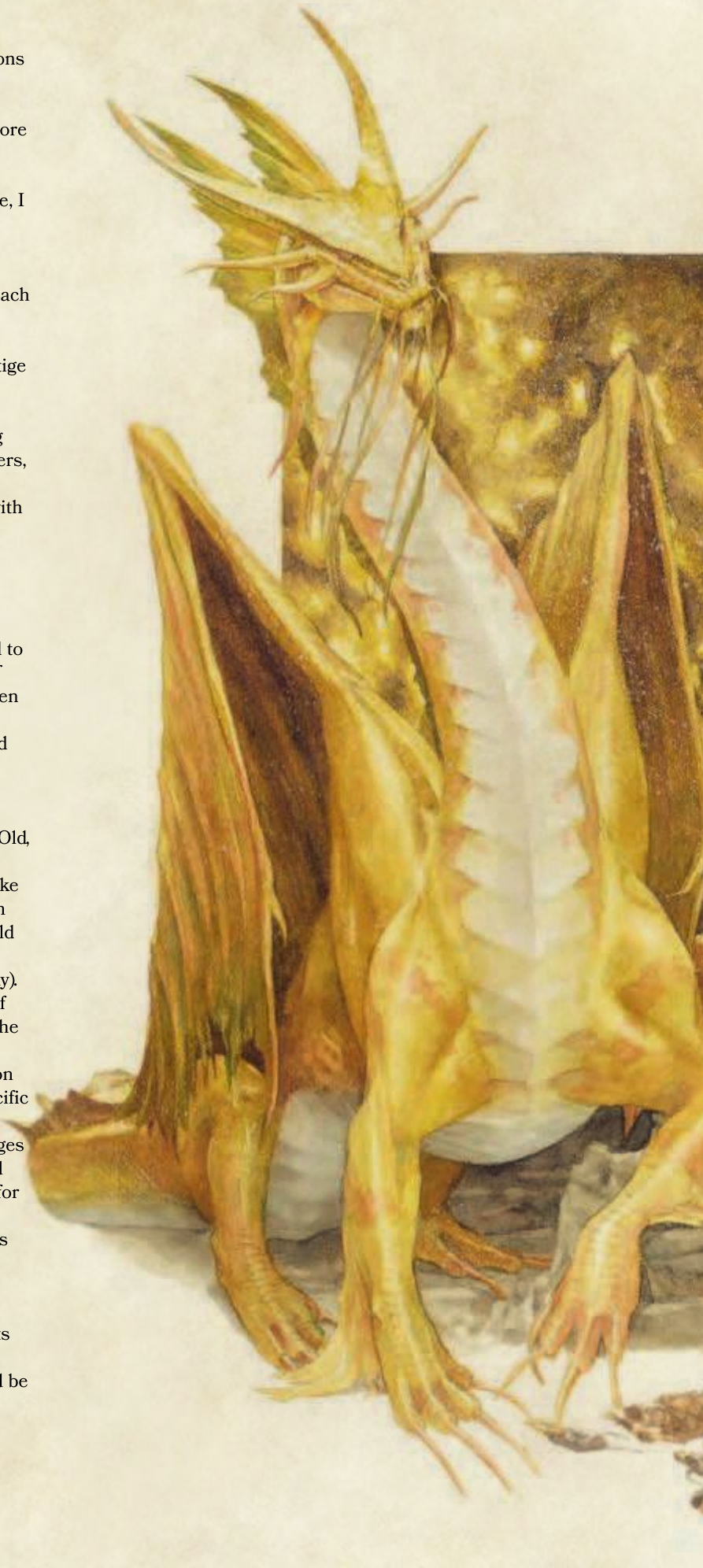
I pondered for a long while if planar dragons should make an appearance, and if so, what form they should take. With eleven new types in the book already, the supplement would become obscenely lengthy were I to include twelve age categories for each planar dragon (of which there are many). Not only that, but not all campaigns involve other planes of any kind, let alone dragons from that plane. They are a niche monster. Therefore, I decided that it would be easiest to include them in an unorthodox fashion. Each planar dragon is presented as a template, which is to be applied to a specific dragon type that is most similar to that planar dragon's statistics. The template for a planar dragon includes changes to immunities and resistances, skills, breath weapons, and whatever else defines that dragon. Catastrophic dragons, for the same reasons, are presented in a similar manner.

Finally, the bestiary concludes with six dragon templates that can be applied to nearly any dragon type.

Though this supplement is a sequel to *The Book of Dragons*, it can be used independently and doesn't rely on possession of *The Book of Dragons* in order to use all of its content.

Now go on adventures, slay (or be slain by) dragons, and be awesome. And may the dice ever roll in your favor.

—Conner McCall



Part 1: Character Options

This section describes several new draconic options for Player Characters who have a particular love for dragons. These options could also make for interesting new NPC options for DMs in dragon-heavy campaigns. The first part of this section describes dragon bloodlines for dragon races, as well as how to accomodate additional dragon options for Dragonbound characters (the Dragonbound class is presented in *The Book of Dragons for 5th Edition*).

In the early stages of a character's class, regardless of choice, the character must choose a subclass, which further deepen's the character's identity and power. The bulk of this section is comprised of fifteen new subclasses for most of the classes presented in the 5th Edition *Player's Handbook*. The table below identifies each of the subclasses in this book. All are draconic in some way, whether tied through blood, pacts, or other means, and give players a plethora of different ways to emulate draconic power within their classes and subclasses.

The section concludes with a prestige class, the Dracolyte, using the rules for prestige classes from the 2015 Unearthed Arcana entitled "Prestige Classes and Rune Magic." The Dracolyte offers unique features that aren't offered as a result of other class options.

Options for playing as a dragon character are presented in Part 2. Refer to that section for details concerning those options.

New Subclasses

Class	Subclass	Level Available	Description
Barbarian	Path of the Dragon Descendant	3rd	Calls upon a powerful dragon ancestor within the rage
Barbarian	Path of the Dragonguard	3rd	Magically protects a selected ward, usually a dragon
Cleric	Concordance Domain	1st	Worshipers of Io charged with bringing peace to all of Io's children
Fighter	Dragon Lord	3rd	Implements draconic tactic and strategy during combat
Fighter	Dragon Samurai	3rd	A warrior with an unbreakable resolve and reverence for dragonkind
Monk	Way of the Diamond Dragon	3rd	Utilizes psionic power to emulate the power of gem dragons
Monk	Way of the Eye	3rd	A follower of Chronepsis devoted to the power of observance
Paladin	Oath of the Platinum Knight	3rd	A holy warrior devoted to Bahamut the Platinum Dragon
Paladin	Oath of the Talon	3rd	An unholy warrior devoted to Tiamat the Chromatic Queen
Paladin	Oath of the Warder	3rd	Protects those as designated by Bahamut
Rogue	Hand of the Winged Masters	3rd	A spy, killer, or saboteur that serves a draconic master
Sorcerer	Catastrophe	1st	Wields the unstoppable might of catastrophic dragons
Wizard	Dracolexi	2nd	Uncovers magical meaning hidden in the draconic language
Wizard	Draconic Mystery	2nd	Gains knowledge through the study of draconic power
Wizard	Wyrm Magic	2nd	Augments study with innate magic from a draconic patron

Prestige Class

Class	Description	Hit Die	Primary Ability	Saving Throw Proficiencies	Armor and Weapon Proficiencies
Dracolyte	Takes upon dragon traits and powers from a dragon idol.	d10	Charisma	None	None



Dragon Bloodlines

Dragonborn and half-dragons have different innate abilities depending on their bloodline. The table below presents new options for a draconic character that can choose a bloodline, parentage, or ancestry, or other such option. The dragon types in this table are presented either in *The Book of Dragons for 5th Edition* or in this book.

Brown Dragons. The breath weapon of a brown dragon is a spiraling cone of hot piercing sand. If a character gains resistance to a damage type as a result of its draconic bloodline, parentage, ancestry, or other such option, it gains resistance to fire damage, even though its breath weapon deals piercing damage.

Topaz Dragons. The breath weapon of a topaz dragon is a watery burst of dehydration. If a character gains resistance to a damage type as a result of its draconic bloodline, parentage, ancestry, or other such option, it gains resistance to cold damage, even though its breath weapon deals necrotic damage.

Draconic Lineage/Parentage

Dragon	Damage Type	Breath Weapon
Brown	piercing	15 ft. cone (Con save)
Gray	acid	15 ft. cone (Dex save)
Purple	psychic	15 ft. cone (Int save)
Adamantine	thunder	15 ft. cone (Con save)
Iron	lightning	15 ft. cone (Dex Save)
Mithral	radiant	5 by 15 ft. line (Dex save)
Amethyst	force	5 by 15 ft. line (Con save)
Crystal	radiant	15 ft. cone (Dex save)
Emerald	thunder	15 ft. cone (Con save)
Obsidian	fire	15 ft. cone (Dex save)
Sapphire	thunder	15 ft. cone (Con save)
Topaz	necrotic	15 ft. cone (Dex Save)
Chromium	cold	5 by 15 ft. line (Con save)
Cobalt	lightning	5 by 15 ft. line (Dex save)
Nickel	acid	15 ft. cone (Con save)
Steel	poison	15 ft. cone (Con save)
Tungsten	fire	15 ft. cone (Dex Save)

If the DM is using the optional Feats rule in the 5th Edition *Player's Handbook*, creatures with lineage or parentage from a crystal dragon also gain access to the following unique feat:

Prismatic Breath

Prerequisite: must be a dragonborn or half-dragon descended from a crystal dragon.

Your breath weapon scintillates with all colors of the rainbow, and its effects are determined by the color ray that strikes a creature.

For each creature in your breath weapon's area when you use it, roll a d8 to determine which color ray affects it. As normal, a creature takes full damage on a failed save and half as much damage on a successful one.

1. **Red.** The creature takes fire damage.
2. **Orange.** The creature takes acid damage.
3. **Yellow.** The creature takes lightning damage.
4. **Green.** The creature takes poison damage.
5. **Blue.** The creature takes cold damage.
6. **Indigo.** Instead of taking damage, the creature is stunned for one minute. The creature can attempt a Constitution saving throw again at the end of each of its turns, ending the effect on itself on a success.
7. **Violet.** Instead of taking damage, the creature is blinded for one minute. The creature can attempt a Constitution saving throw again at the end of each of its turns, ending the effect on itself on a success.
8. **Special.** The creature is struck by two rays. Roll twice more, rerolling any 8.

Dragonbound: Dragon Options

The dragonbound class is presented in *The Book of Dragons*. This section presents rules for a dragonbound to bond to any dragon introduced in this supplement, *The Book of Dragons*, or the official rules.

Gem Dragons. Gem dragons view dragonbounds from an intellectual and curious standpoint, as something to be studied. As far as they are concerned, becoming a dragonbound only gives them a better position from which to study the nature of the bond.

Ferrous Dragons. Ferrous dragons generally see becoming a dragonbound as a mark of their worthiness, and let it go to their head. They are loyal, albeit commanding, companions, often excessively domineering in their relationship with their dragonbound.

For more information on ferrous and gem dragons, see the dedicated sections in Part 3: Bestiary.

Dragon Companion Statistics. The statistics for a dragon companion are presented with the dragonbound class. The Dragon Type table in the "Dragons as Player Characters" section of Part 2 lists the information needed to create a dragon companion of any dragon type.

Dragon Personalities. To help build the dragon's personality, refer to the "Creating a Dragon" section in Part 2.

Barbarian: Primal Paths

At 3rd level, a barbarian gains the Primal Path feature. The following options are available to a barbarian: the Path of the Dragon Descendant and the Path of the Dragonguard.

Path of the Dragon Descendant

Draconic ancestry can manifest in many different ways; most become sorcerers, direct children become half-dragons, and some otherwise obtain power reminiscent of their ancestors, but a select few manifest draconic lineage in their demeanor through an unstoppable rage. As these warriors whirl about in combat, in seems as though the silhouette of their ancient ancestor looms over them, guiding their strikes and protecting them from harm.

Path of the Dragon Descendant Features

Barbarian Level	Feature
3rd	Rampaging Dragon
6th	Ancestor's Resolve
10th	Draconic Awareness
14th	Dragon's Endurance



Rampaging Dragon

Starting when you choose this path at 3rd level, your rage is empowered by the spirit of your dragon ancestor. As a result, while you are raging, you gain a +1 bonus on attack and damage rolls you make with melee weapons using Strength. This bonus increases to +2 at 9th level and +3 at 17th level, and stacks with your Rage Damage.

Ancestor's Resolve

Beginning at 6th level, you can't be charmed or frightened while raging. If you are charmed or frightened when you enter your rage, the effect is suspended for the duration of the rage.

Draconic Awareness

Starting at 10th level, you have advantage on Wisdom (Survival) checks to track dragons, as well as on Intelligence checks to recall information about them.

In addition, because of your attunement to your ancestor, you can sense the presence of nearby dragons. As an action, you can call upon that attunement to detect dragons and their kin. For 1 minute, you can sense the presence of any dragon or dragon-like creature (such as a dragonborn or half-dragon) within 1 mile of you. You learn the creatures' type and the approximate direction to them, but not their number or identity.

You can use this feature a number of times equal to 1 + your Wisdom modifier (minimum once). When you finish a long rest, you regain all expended uses.

Dragon's Endurance

Beginning at 14th level, you can call upon your ancestor's ability to shrug off powerful effects. Whenever you make a saving throw while you are raging, you can gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether you succeed or fail.

You can use this feature only once per rage.

Path of the Dragonguard

The dragonguards first began as kobolds and lizardfolk, minions of powerful dragons who made it their life's work to protect the dragon they served. Though their influence has gone far beyond the scope of dragons and draconic races, warriors that follow this path are still known as dragonguards, as a sort of token to their origins.

A dragonguard embraces the rage not only to destroy their enemies, but to protect allies, and their opponents will be hard-pressed to destroy the one whom the dragonguard protects without first destroying the dragonguard.

Path of the Dragonguard Features

Barbarian Level	Feature
3rd	Dragonguard Ward
6th	Goading Mark
10th	Relentless Mark
14th	Wyrmguard Mark

Dragonguard Ward

Starting at 3rd level, you devote yourself to the protection of a particular creature. Whenever you enter your rage or as a bonus action on your turn, you can designate another friendly creature that you can see within 30 feet of you. That creature becomes your ward. You can only have one ward at a time. If you choose another, the first is no longer your ward, and the second becomes your ward.

If your ward is hit by another creature with a weapon attack, you can make a special melee weapon attack against the attacking creature as a bonus action on your next turn.

Goading Mark

Starting at 6th level, your presence forces your foes to target you rather than those you protect. When you hit a creature with a melee weapon attack, you can mark the creature until the end of your next turn. This effect ends early if you are incapacitated or you die, or if someone else marks the creature.

A creature marked by you has disadvantage on any attack roll that doesn't target you.

Moreover, you grant your ward extra protection from those that you mark. Your ward has resistance to damage from weapon attacks from creatures that you have marked.

Relentless Mark

Starting at 10th level, your relentless onslaught upon your enemies prevents them from reaching those you protect. Creatures that you have marked provoke an opportunity attack from you when they move 5 feet or more while within your reach. If you hit a creature you have marked with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn.

Wyrmguard Mark

Starting at 14th level, you attack your marks with increased ferocity. Once on each turn, if you hit a creature you have marked with a melee weapon attack, you can cause the attack to deal an extra 2d6 damage of the weapon's type.

Cleric: Divine Domains

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

Concordance Domain

The Concordance domain is a lonely but fulfilling path. Only those who worship Io, the creator of all dragonkind, can choose this domain. They are healers and preachers, but with a special mission given from Io to bring peace and comfort to all of Io's scattered children. They most often target isolated half-dragons and draconic creatures, so as to help them realize and obtain their draconic glory, but also devote their services to dragons of all kinds. Those who are a part of the Concordance domain are some of the rare few who don't withhold service based on a dragon's color; chromatic, metallic, gem, and planar dragons are all equally within their jurisdiction. They don't help to further a dragon's goals, but bring it a measure of love, comfort, healing, and peace.

Followers of this domain are called Singers of Concordance. The name comes from a secondary responsibility, mandated by Io: to protect the sacred Spheres of Concordance, which the god created to ease his children's pain.

Singers of Concordance are most often descended from dragons (if not dragons themselves), such as dragonborn, half-dragons, or other draconic races, but other races have been known to take up the mantle as well. Io won't turn away any creature willing to take up the responsibility that comes with being a Singer of Concordance.

Concordance Domain Features

Cleric Level	Feature
1st	Domain Spells, Song of Io
2nd	Channel Divinity: Ceasefire
6th	Song of Io (2)
8th	Divine Strike
14th	Divine Strike (2d8)
17th	Sphere of Concordance, Song of Io (3)

Domain Spells

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

Concordance Domain Spells

Cleric Level	Spells
1st	*sanctuary*, *shield of faith*
3rd	*calm emotions*, *warding bond*
5th	*aura of vitality*, *beacon of hope*
7th	*aura of life*, *Otiluke's resilient sphere*
9th	*commune*, *wall of force*

Song of Io

When you choose this domain at 1st level, you attune yourself to the great Song of Io and draw closer to the Spheres of Concordance sustained by that song. In so doing, you draw specific aspects of Io and his spheres closer to you spiritually, allowing you to exert that power on the world around you.

You learn one aspect of your choice, from the "Aspects of Concordance" section below. You learn one additional aspect at 6th and 17th level. These choices cannot be changed.

If an aspect requires a saving throw, the DC equals your cleric spell save DC.

Channel Divinity: Ceasefire

Starting at 2nd level, you can use your Channel Divinity to put a peaceful stop to combat.

As an action, you channel the peaceful presence of Io. Each creature within 60 feet of you must make a Wisdom saving throw. On a failed save, a creature is charmed by you for 1 minute. While charmed in this way, the creature can't take the Attack action or use harmful abilities or magical effects. If an affected creature takes damage from any source, the effect immediately ends for that creature. Undead and constructs automatically succeed the saving throw, and dragons make the saving throw with disadvantage.

Aspects of Concordance

The aspects of concordance are presented in alphabetical order. If an aspect requires a level, you must be that level in this class to learn the aspect.

Aspect of Exclusion (17th Level Required). You learn the *globe of invulnerability* spell. It is a cleric spell for you, you always have it prepared, and it doesn't count against the number of spells you can prepare each day.

Aspect of Healing. Whenever you or a friendly creature within 15 feet of you regains hit points, the creature regains an additional number of hit points equal to your Wisdom modifier (minimum 1 hit point). You must be conscious to grant this bonus.

Aspect of Peace. You exude an aura of peace and calm. You gain proficiency in the Persuasion skill. In addition, when you make a Charisma (Persuasion) check, you can double your proficiency bonus for the check if you and your present companions haven't tried to intimidate or harm the subject of your persuasion within the past 24 hours.

Aspect of Refuge (6th Level Required). As an action, you attempt to ward off all attacks near you. For as long as you maintain concentration (as if concentrating on a spell), for up to 1 minute, any creature within 15 feet of you (including yourself) that targets another creature with an attack or harmful spell must first make a Wisdom saving throw. On a failed save, the attack or spell is wasted. This effect doesn't protect from attacks made outside the area, or from area effects, such as a *fireball* spell. Once you activate this aspect, you can't do so again until you finish a long rest.

Aspect of Safety (17th Level Required). As an action, you call upon the Spheres' aspect of safety. For as long as you maintain concentration (as if concentrating on a spell), for up to 1 minute, you exude an aura with a 15-foot radius. When you first activate the aura, you can designate any number of creatures to be immune to its effects. Teleportation and planar travel of any kind fail within the aura. In addition, each creature that attempts to enter the aura must make a Wisdom saving throw. On a failed save, it can't enter the aura, and can't attempt to do so again until its next turn. On a successful save, the creature can enter and leave the aura freely. Once you activate this aspect, you can't do so again until you finish a long rest.

Aspect of Will (6th Level Required). Whenever you or a friendly creature within 10 feet of you must make a saving throw, the creature gains a bonus to the saving throw equal to your Wisdom modifier (with a minimum bonus of +1). You must be conscious to grant this bonus. If the creature also gains a bonus to the saving throw from a similar effect, such as a paladin's Aura of Protection, it can't gain both bonuses on the same saving throw, but can choose which bonus to gain.

Divine Strike

At 8th level, you gain the ability to infuse your weapon strikes with divine energy. Once on each of your turns when you hit a creature with a weapon attack, you can cause the attack to deal an extra 1d8 radiant damage to the target. When you reach 14th level, the extra damage increases to 2d8.

Sphere of Concordance

At 17th level, your unison with a particular Sphere of Concordance is so strong that you can teleport there. To do so, you must spend 1 minute in meditation, performing the ritual. At the end of that minute, you and up to eight willing creatures who link hands in a circle are transported to your designated Sphere of Concordance.

While within the Sphere, you can use an action to return yourself and up to eight willing creatures back to your original locations before entering the Sphere, or to the nearest unoccupied space if the location is occupied.

For more information on these Spheres, see the "Spheres of Concordance" sidebar below.

Spheres of Concordance

A Sphere of Concordance is a demiplane created by Io so that his children could find rest, with the Singers of Concordance as their guides.

When a creature becomes a Singer of Concordance, it becomes linked to a particular Sphere of Concordance. Other Singers of Concordance thereafter choose other spheres, such that each sphere has only one Singer linked to it. It then becomes that creature's duty to protect the sphere, and only lead creatures to it who would benefit from its protection.

A Sphere of Concordance has the following traits:

- The sphere has a roughly hemispherical shape, with a 500 foot diameter.
- Io can choose to prevent the entrance of nondraconic creatures, even if they are accompanied by a Singer of Concordance.
- Io can expel any creature that commits violence within the sphere. That creature immediately returns to its original location before entering the sphere.
- Healing spells, potions, and other effects heal an additional 1d8 hit points when used within the sphere.
- Creatures within the sphere have resistance to necrotic damage and have advantage on death saving throws.

The interior of a Sphere of Concordance varies as widely as dragons and their preferences do. In general, the environment within a sphere is pleasant, with mild temperatures, and it is filled with beautiful works of art, precious treasures, and all manner of other things for the enjoyment and appreciation its draconic sojourners. However, any treasures removed from the sphere vanish, only to reappear within the sphere, regardless of the method used.

A Sphere of Concordance can only be accessed by its linked Singer. All attempts to reach the sphere (without the Sphere of Concordance class feature) result in the traveler arriving on a random Plane of Existence. Io's deific power prevents the unworthy from reaching his sacred sanctuaries.

Fighter: Martial Archetypes

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

Dragon Lord

Dragon Lords are powerful commanders and strategists who dedicate much of their study to the tactics of dragons. Their strategies take inspiration from draconic abilities and methods, hence the title: Dragon Lord.

The presence of a Dragon Lord can inspire troops and boost morale of allies, while impairing that of their enemies. They are cunning strategists and powerful warriors, just as their fearsome name suggests.

Dragon Lord Features

Fighter Level	Feature
3rd	Bonus Proficiency, Draconic Aura (1)
7th	Dragon Leadership, Draconic Aura (2)
10th	Cunning Strategist
15th	Crushing Defeat, Draconic Aura (3)
18th	Extended Aura, Greater Draconic Aura

Bonus Proficiency

When you take this archetype at 3rd level, you gain proficiency in Intimidation. If you already have this proficiency, you can add double your proficiency bonus to any Charisma (Intimidation) ability check you make.

Draconic Aura

Starting at 3rd level, your very presence grants you some advantage, on or off of the battlefield.

Different dragon lords may have different auras. Choose one aura from the list below. You gain all the benefits of that aura. You may choose an additional aura when you reach 7th level, and another when you reach 15th level; however, you may only gain the benefits of one aura at a time. Each time you finish a short or long rest, you can change which of your auras you gain the benefits of.

Each aura grants a bonus. The bonus each aura offers is equal to half of your proficiency bonus (rounded down).

Aura of Awareness. You gain a bonus to Investigation and Perception ability checks, and on initiative rolls.

Aura of Insight. You gain a bonus to Arcana, History, and Insight ability checks.

Aura of Resolve. You gain a bonus on Wisdom saving throws.

Aura of Stamina. You gain a bonus on Constitution saving throws and ability checks.

Aura of Strength. You gain a bonus on Strength saving throws and ability checks.

Aura of Will. You gain a bonus to Deception, Intimidation, and Persuasion ability checks.



Dragon Leadership

At 7th level, your dragon-like presence can inspire your allies to attack with zealousness and power they might not have otherwise. As a bonus action on your turn, you can designate a number of creatures equal to your Charisma modifier (minimum 1) that are within 30 feet of you and that can see or hear you. Each of these creatures gains 5 temporary hit points, and gains a +1 bonus to attack rolls and saving throws. These effects last for 1 minute or until you are incapacitated. The number of temporary hit points increases when you reach certain levels in this class, increasing to 10 at 10th level and 15 at 15th level.

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

Cunning Strategist

At 10th level, you are able to take a dire situation and turn it into a cunning strategy. When two or more hostile creatures are adjacent to you, you gain a bonus to attack and damage rolls equal to the total number of creatures surrounding you, to a maximum of +5.

Crushing Defeat

When you reach 15th level, you can demoralize your enemies as you strike down their allies. Whenever you reduce a creature to 0 hit points on your turn, you can make an Intimidation check as a bonus action. Each creature of your choice within 60 feet of you and that can see you must succeed on a Wisdom saving throw against your Intimidation check or become frightened of you for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

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



Extended Aura

At 18th level, your draconic aura is so strong that it can affect other creatures. As an action, you can extend your draconic aura into a 30-foot radius sphere centered on you. This sphere moves with you. Each creature of your choice gains the benefits of your active Draconic Aura while it is within that area. The sphere lasts for as long as you maintain concentration (as if concentrating on a spell) for up to 1 minute, or until you are incapacitated.

Once you extend your aura in this way, you cannot do so again until you finish a long rest.

Greater Draconic Aura

Also at 18th level, you gain a Greater Draconic Aura. You can have this aura and your Draconic Aura active simultaneously, and when you expand your aura using your Extended Aura class feature, creatures gain the benefits of both active auras. Choose one of the following options. This choice cannot be changed.

Aura of Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Aura of Resilience. Whenever you take bludgeoning, piercing, or slashing damage from nonmagical weapons, reduce the damage you take by 3. This cannot reduce the damage below 1.

Aura of Resistance. You gain resistance to one of the following damage types: acid, cold, fire, lightning, or poison. You can change your resistance to a different damage type when you finish a long rest, choosing from those options.

Dragon Samurai

The Dragon Samurai are a unique group of Samurai who revere dragonkind. Many others misinterpret this and believe that they worship dragons, but this is untrue; Dragon Samurai hold dragons in high esteem, and train using martial techniques derived from dragonkind. However, the reverence with which these warriors approach dragons is not worship or religious in any way, but instead respect of the highest kind.

Dragon Samurai Features

Fighter Level	Feature
3rd	Bonus Proficiencies, Draconic Spirit
7th	Dragon Courtier
10th	Unbreakable Spirit
15th	Tireless Spirit
18th	Strength Before Death

Bonus Proficiencies

At 3rd level, you gain proficiency in one of the following skills of your choice: Arcana, History, Insight, or Persuasion. You also learn to speak, read, and write Draconic.

Draconic Spirit

Starting at 3rd level, your intense focus during battle calls forth the draconic power that you revere. As a bonus action on your turn, you can cause each of your weapon attacks until the end of the current turn to deal an additional 1d8 damage. Each time you use this feature, you can choose the damage type of the extra damage, choosing from acid, cold, fire, or lightning.

When you use this feature, you also gain resistance to the damage type that you chose until the start of your next turn.

You can use this feature three times, and you regain all expended uses of it when you finish a long rest.

Dragon Courtier

Starting at 7th level, your discipline and connection to draconic culture lend you an approachable yet stoic demeanor. You gain proficiency in one of the following skills of your choice: Deception, Intimidation, Persuasion, or Performance.

Your devotion to the tenets of the Dragon Samurai also causes you to gain proficiency in Wisdom saving throws. If you already have this proficiency, you instead gain proficiency in Intelligence or Charisma saving throws (your choice).

Unbreakable Spirit

Starting at 10th level, your discipline further enhances your will and spirit in combat. You can't be frightened, and you gain a bonus to Wisdom saving throws equal to your Charisma modifier.

Tireless Spirit

Starting at 15th level, when you roll initiative and have no uses of Draconic Spirit remaining, you regain one use.

Strength before Death

Starting at 18th level, your draconic spirit can delay the grasp of death. If you take damage that reduces you to 0 hit points and doesn't kill you outright, you can use your reaction to delay falling unconscious, and you can immediately take an extra turn, interrupting the current turn. While you have 0 hit points during that extra turn, taking damage causes death saving throw failures as normal, and three death saving throw failures can still kill you. When the extra turn ends, you fall unconscious if you still have 0 hit points.

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

Monk: Monastic Traditions

At 3rd level, a monk gains the Monastic Tradition feature. The following options are available to a monk: the Way of the Diamond Dragon and the Way of the Eye.

Way of the Diamond Dragon

The well-known metallic and chromatic dragons are known to be innately magical creatures, and are thought to be some of the first creatures that learned to use arcane power. Lesser known are the gem dragons, which are known to possess powerful psionic power, and which many sages believe to be the first creatures to unlock the vast potential of the mind.

Those who follow the way of the diamond dragon emulate the gem dragons for their psionic power, in a way that augments their martial training.

Way of the Diamond Dragon Features

Monk Level	Feature
3rd	Dragon Claws
6th	Breath Weapon
11th	Dragon Wings
17th	Mind Blast

Dragon Claws

When you choose this archetype at 3rd level, you gain the ability to channel your ki to manifest dragon claws formed of psionic energy. You can use a bonus action and spend 1 ki point to manifest these claws, which last for 1 minute or until you are incapacitated. As you level up in this class, you can spend more ki points when you manifest the claws. When you reach 6th level, you can spend 2 ki points to manifest the claws, and when you reach 11th level, you can spend 3 ki points to manifest the claws.

The claws count as magical weapons, and you gain a bonus to attack and damage rolls with your unarmed strikes while you have them. The bonus equals the number of ki points you spent.

Breath Weapon

When you reach 6th level in this class, you have learned how to recreate a dragon's breath through your psychic abilities. As an action, you can spend 3 ki points to exhale destructive energy in a 30-foot cone. Each time you use this ability, you may choose whether it deals cold, lightning, fire, or thunder damage. Each creature in the area of the exhalation must make a Dexterity saving throw (if the damage type is lightning or fire) or Constitution saving throw (if the damage type is cold or thunder). A creature takes 3d8 damage on a failed save, or half as much on a successful one.

You can spend additional ki points to strengthen your breath. For each extra ki point you spend, your breath deals an extra 1d8 damage. The maximum number of ki points you can spend on your breath is equal to half your monk level (rounded down).

Dragon Wings

Starting at 11th level, you gain the ability to manifest wings formed of psionic energy. These wings are incorporeal, so they do not interfere with clothing or armor. You can use an action and spend 4 ki points to manifest the wings, which grant you a flying speed equal to your movement speed on foot, and last for one hour.

Mind Blast

When you reach 17th level, you have gained the ability to attack creatures with sheer strength of mind. When you take the Attack action on your turn, you can choose to replace one of your attacks with a special Mind Blast attack.

A Mind Blast attack must target a creature within 5 feet of you. Instead of making an attack roll, the target must make an Intelligence saving throw. On a successful save, it resists your attack. Otherwise, it takes psychic damage equal to 2d10 + your Wisdom modifier.





Way of the Eye

The eye has long been thought to be a portal to the soul. Indeed, the eyes can be used to communicate without verbage, and can observe, divulge, betray, mislead, aid, or any number of other things. Those who devote themselves to the way of the eye also devote themselves to the gathering of knowledge and to the concept of seeing: to see through lies and deception, and to observe surroundings and situations as they really are.

Chronepsis, the dragon god known as the Watcher, is revered and beseeched for such power in the monasteries that follow the Way of the Eye. The truly devoted are able to unlock his power of observance and dispassionate judgement.

Way of the Eye Features

Monk Level	Feature
3rd	Dragonsight
6th	Dragon's Glare
11th	Wandering Eye
17th	Omniscience

Dragonsight

When you choose this archetype at 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision from your race, its range increases by 30 feet.

You also gain proficiency in the Insight and Perception skills, if you did not have it already, and your proficiency bonus is doubled for any Wisdom (Perception) check that you make.

Dragon's Glare

Starting at 6th level, your gaze can frighten even the most stalwart of foes. As a bonus action, you can spend 2 ki points to target a creature within 30 feet of you that can see you. That creature must succeed on a Wisdom saving throw or be frightened of you for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Wandering Eye

When you reach 11th level in this class, you have gained the ability to mystically explore areas without being there in body. You can spend 5 ki points to cast *arcane eye* without requiring material components.

In addition, you can spend 6 ki points to cast *scrying*, but you must provide all of the spell's components.

Omniscience

When you reach 17th level, your sight is unparalleled. You gain the following benefits:

- You gain blindsight with a range of 30 feet.
- When you use your Wandering Eye class feature to cast *arcane eye*, the eye you summon also has truesight with a range of 30 feet.
- You can spend 7 ki points to cast *true seeing* on yourself, without requiring material components.

Paladin: Sacred Oaths

At 3rd level, a paladin gains the Sacred Oath feature. The following options are available to a paladin: the Oath of the Platinum Knight, the Oath of the Talon, and the Oath of the Warder.

Oath of the Platinum Knight

When the war between Bahamut and Tiamat first began, Bahamut organized his most devout humanoid followers into a holy order, the members of which were known as the Platinum Knights. Since then, the order has shrunk in size, but its members still spread Bahamut's love and grace while purging the land of his enemies.

Those who devote themselves to the Platinum Dragon also devote themselves to tenets of honor, respect, and protection, especially with regard to the metallic dragons. They also swear to fight against the chromatic dragons and all other spawn of Tiamat in their war against evil.

Tenets of the Platinum Knight

The tenets of the Platinum Knight were set forth anciently by Bahamut himself, and have been upheld and passed down by the order ever since its inception.

Destroy. Do everything in your power to eliminate the spawn of Tiamat whenever you encounter them.

Honor. Keep your word, treat others with fairness, and do as much good as possible. In short, live a life that Bahamut himself would be proud of.

Protect. Protect those who can't protect themselves, especially from chromatic dragons.

Rebuild. It is impossible to stop all destruction. When you find victims of destruction, help them to recover from the tragedy in whatever ways that you can.

Oath of the Platinum Knight Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Goodwill (10 ft.)
15th	Bahamut's Grace
18th	Aura of Goodwill (30 ft.)
20th	Aspect of Bahamut

Oath Spells

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

Oath of the Platinum Knight Spells

Paladin Level	Spells
3rd	*bless*, *heroism*
5th	*calm emotions*, *zone of truth*
9th	*beacon of hope*, *crusader's mantle*
13th	*aura of life*, *divination*
17th	*commune*, *dispel evil and good*



Channel Divinity

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

Platinum Scales. You can use your Channel Divinity to entreat Bahamut for protection. As an action, you manifest platinum scales across your body, which last for 1 minute. For that time, you gain a +2 bonus to your Armor Class.

Turn Dragonspawn. As an action, you present your holy symbol and speak a prayer censuring fiends, chromatic dragons, and half-dragons using your Channel Divinity. Each fiend, chromatic dragon, or chromatic half-dragon that can see or hear you within 30 feet of you must make a Wisdom saving throw. On a failed save, the creature is turned for 1 minute or until it takes damage.

A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Aura of Good Will

When you reach 7th level, other creatures can innately sense your good nature and intentions. You and each of your allies within 10 feet of you gains a bonus to Charisma (Persuasion) checks equal to your Charisma modifier. For you, this means you add double your Charisma modifier to any Charisma (Persuasion) check that you make.

At 18th level, this range increases to 30 feet.

Bahamut's Grace

When you reach 15th level, the grace of Bahamut falls upon you in times of dire need. Whenever you fail a saving throw, you can choose to automatically succeed.

After you use this feature, you must finish a long rest before you can use it again.

Aspect of Bahamut

When you reach 20th level, you gain the ability to become a glorious aspect of Bahamut: a conduit through which the Platinum Dragon's power and glory shines. You can use an action to undergo this transformation, which lasts for 10 minutes or until you end it as a bonus action. While transformed, you undergo the following changes:

- Your skin ripples with platinum scales, granting you a +2 bonus to Armor Class. This doesn't stack with your Platinum Scales Channel Divinity.
- Your eyes burn pure white and you gain truesight out to a range of 60 feet.
- Bahamut's presence falls upon you and you find yourself able to draw upon his wisdom. Your Wisdom and Charisma scores each increase by 4, to a maximum of 24.

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

Oath of the Talon

Just as Bahamut organized his servants into the order of Platinum Knights, Tiamat organized her most powerful humanoid servants into an order that became known as the Talons of Tiamat. Each knight, known as a Talon, devotes itself to the protection and nurturing of Tiamat and her spawn, and to the destruction of each of her enemies, especially Bahamut. The order isn't nearly as organized as the Platinum Knights; instead, each Talon gains its power through a personal conviction to the dragon queen.

Tenets of the Talon

The exact words and contracts of the Oath of the Talon vary between each Talon, but each has the following basic tenets in common.

Destroy. Do everything in your power to eliminate the followers of Bahamut, including metallic dragons, whenever you encounter them.

Nurture. Protect the spawn of Tiamat and ensure that they have the capability to grow to their maximum potential.

Spread. Do everything in your power to spread the spawn of Tiamat so that all can feel the wrath and power of the Dragon Queen.

Oath of the Talon Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Fear (30 ft.)
15th	Dragon Queen's Immunity
18th	Aura of Fear (60 ft.)
20th	Aspect of Tiamat

Oath Spells

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

Oath of the Talon Spells

Paladin Level	Spells
3rd	*cause fear*, *charm person*
5th	*darkvision*, *hold person*
9th	*fear*, *protection from energy*
13th	*charm monster*, *dominate beast*
17th	*dominate person*, *geas*



Channel Divinity

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

Breath of Tiamat. You can use your Channel Divinity to unleash a powerful breath weapon of the mighty Dragon Queen. As an action, you exhale destructive energy in a 30-foot cone. Each time you use this Channel Divinity option, you may choose acid, cold, fire, lightning, or poison. Each creature in the area of the exhalation must make a Dexterity (if you choose acid, fire, or lightning) or Constitution (if you choose cold or poison) saving throw. On a failed save, a creature takes damage equal to 2d10 + your paladin level, or half as much damage on a successful one. If you already have a breath weapon, the damage dice of your breath increases to d12 when you use this Channel Divinity option.

Voice of Tiamat. You can use your Channel Divinity to channel the commanding persona of Tiamat herself. When you make a Deception, Intimidation, or Persuasion ability check, you can choose to gain a +10 bonus to the roll.

Aura of Fear

When you reach 7th level, your presence can frighten your enemies into submission. As an action, you make yourself appear terrifying and draconic in nature. This effect lasts as long as you maintain concentration (as if concentrating on a spell), for up to 1 minute. Whenever a creature starts its turn within 30 feet of you or enters that area for the first time on its turn, you can force it to make a Wisdom saving throw. On a failed save, the creature is frightened of you until the effect ends. An affected creature can attempt the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature who succeeds the save is immune to your Aura of Fear for the next 24 hours.

When you reach 18th level, the range increases to 60 feet.

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

Dragon Queen's Immunity

When you reach 15th level, Tiamat blesses you with a measure of her elemental immunity. Choose acid, cold, fire, lightning, or poison. You become resistant to that damage type. Whenever you finish a long rest, you may change your resistance to a different damage type, choosing from those options.

Aspect of Tiamat

When you reach 20th level, you gain the ability to become a terrifying embodiment of Tiamat herself. As an action, you can undergo a transformation; you grow wings and a tail, and other draconic features of your choice such as claws or horns (which have no effect on your game statistics). This transformation lasts for 1 minute or until you end it as a bonus action. While transformed, you undergo the following changes:

- You gain a flying speed of 30 feet.
- Your Aura of Fear does not require concentration, and automatically activates without expending your use of that feature.
- You can use your Breath of Tiamat Channel Divinity option without expending a use of Channel Divinity. Instead, after you use it, roll a d6 at the beginning of each of your turns. On a roll of 5 or 6, you can use your Breath of Tiamat Channel Divinity again.

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

Oath of the Warder

Those who swear the Oath of the Warder take upon themselves the burden of protecting and preserving those that lack the ability to protect themselves, no matter the cost. They don't necessarily hold themselves to the same standards of honor and compassion that others might, instead devoting themselves wholly to the ideal of protection and security.

Occasionally known as Sacred Warders of Bahamut, they are particularly devoted to the protection of the Platinum Dragon's servants, including metallic dragons. These knights are known to ally themselves with Platinum Knights, as their motives align in most instances, but they swear separate oaths and shouldn't be confused with each other.

Tenets of the Warder

Bahamut isn't as specific about the tenets of his Sacred Warders as he is about his Platinum Knights, and therefore the tenets tend to vary from warder to warder. All the tenets, however, revolve around the protection and conservation of innocents at any cost. Their core principles are simple.

Preserve. I must preserve life in all forms, only killing when I have no other option.

Protect. I must protect all those who are oppressed and that cannot protect themselves, regardless of who or what I must protect them from.

Rebuild. When destruction and death inevitably find a people, I must help them to rebuild their homes and lives.

Oath of the Warder Features

Paladin Level	Feature
3rd	Oath Spells, Channel Divinity
7th	Aura of Shielding (10 ft.)
15th	Guardian
18th	Aura of Shielding (30 ft.)
20th	Invincible Bulwark

Oath Spells

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

Oath of the Warder Spells

Paladin Level	Spells
3rd	*shield, shield of faith*
5th	*aid, warding bond*
9th	*dispel magic, protection from energy*
13th	*Otiluke's resilient sphere, stoneskin*
17th	*wall of force, wall of light*

Channel Divinity

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

Sacred Ward. As an action, you present your holy symbol and summon forth a magical protective ward. Each time you use this Channel Divinity option, you choose whether the ward takes the form of a wall or protects one creature. In any case, the ward has a number of hit points equal to twice your paladin level + your Charisma modifier, and is immune to psychic damage.



If you choose a wall, the ward springs up at a point of your choice that you can see within 60 feet of you. It appears in any orientation you choose, as a horizontal or vertical barrier or at an angle. It can be free floating or resting on a solid surface. You can form it into a hemispherical dome or a sphere with a radius of up to 10 feet, or you can shape a flat surface made up of four 10-foot-by-10-foot panels. Each panel must be contiguous with another panel. In any form, the wall is 1/4 inch thick. If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice which side). If the ward is reduced to 0 hit points, it is destroyed and disappears.

If you choose to protect one creature, the ward appears around a creature of your choice that you can see within 60 feet of you. The ward forms a protective barrier like an outline around the creature, and it moves with the creature. If the creature takes any damage other than psychic, the ward takes that damage instead. If the ward is reduced to 0 hit points, the creature takes any excess damage.

The ward lasts for one hour or until reduced to 0 hit points.

Warding Word. You can use your Channel Divinity to keep your allies from being harmed. When a creature within 30 feet of you is hit by an attack, you can use your reaction to present your holy symbol. When you do so, the targeted creature gains a +5 bonus to its Armor Class for that attack. If the attack still hits, the target has resistance to all of the attack's damage.

Aura of Shielding

When you reach 7th level, creatures around you gain protection at the onset of combat. Whenever you roll initiative, you and each creature of your choice within 10 feet of you gains a number of temporary hit points equal to your paladin level. These temporary hit points last for 1 minute.

At 18th level, this range increases to 30 feet.

Guardian

When you reach 15th level, you can protect your companions at the cost of your own health. When a creature within 30 feet of you takes damage, you can use your reaction to take that damage instead. This feature doesn't transfer any other effects that might accompany the damage (such as becoming grappled or being knocked prone), and this damage can't be reduced in any way.

You can use this feature a number of times equal to your Charisma modifier (minimum one use), and you regain all expended uses of it when you finish a long rest.

Invincible Bulwark

When you reach 20th level, you have reached the pinnacle of your protective prowess. As an action, you can magically become an avatar of warding, and you gain the following benefits for 1 minute:

- You have resistance to all damage (excluding the damage you take from using your Guardian feature).
- You can use your Guardian class feature an unlimited number of times.

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

Rogue: Roguish Archetype

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

Hand of the Winged Masters

Dragons, for all their power, often need spies and informants, to keep them up to date on the current happenings of the surrounding world. These servants are completely and totally devoted to the dragon, or more rarely, to a draconic cult or other organization, and are known as Hands of the Winged Masters. In addition to making useful spies, they can also be called upon as effective killers and saboteurs.

Hand of the Winged Masters Features

Rogue Level	Feature
3rd	Draconic Senses
9th	Dragonfire Strike
13th	True Stealth
17th	Improved Dragonfire Strike

Draconic Senses

When you choose this archetype at 3rd level, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet. In addition, you gain proficiency in Perception if you do not have it already, and you gain expertise in Perception (as per the Expertise rogue class feature). If you already have expertise in Perception, you instead gain proficiency in one of the following skills of your choice: Insight, Investigation, or Stealth.

Dragonfire Strike

When you reach 9th level, you have learned to channel the elemental power of dragons within your sneak attacks. Choose acid, cold, fire, lightning, or poison. This choice cannot be changed. Whenever you deal extra damage with your Sneak Attack class feature, you can choose to deal your extra sneak attack damage as the damage type you chose.

If you serve a specific dragon, you don't choose the damage type, and it is instead the same damage type as the type dealt by the dragon's breath weapon.

True Stealth

When you reach 13th level, you are familiar enough with the senses of dragons and other dangerous monsters that you know how to effectively hide from them. Whenever you make a Dexterity (Stealth) check, you can choose to take a -5 penalty to the roll. If you do so, then creatures gain no benefit by having blindsight, darkvision, or tremorsense to detect you.

Improved Dragonfire Strike

At 17th level, you can use your Dragonfire Strike with increased power and skill. Whenever you use your Dragonfire Strike class feature, the attack deals an additional 2d6 damage of the type that you chose for that feature.

Sorcerer: Sorcerous Origin

At 1st level, a sorcerer gains the Sorcerous Origin feature. The following option is available to a sorcerer: Catastrophe.

Catastrophe

Your innate magic is tied to the catastrophic power of the elemental planes, but the connection is much more complex than it might seem at first. Rather than a direct link to elemental power, yours is the result of a particular catastrophic dragon: legendary creatures of immense power unknown to the wider world. Your power could stem from an ancestor who made a pact with such a dragon, or perhaps you lived through a powerful natural disaster containing a catastrophic dragon.

In any case, your power is unstable; it itches at your fingertips, desiring to destroy just as raw elemental energy does. At times, it may seem as though your power is trying to burst out of your body and consume you.

Catastrophe Features

Sorcerer Level	Feature
1st	Catastrophic Lineage, Restrained Storm
6th	Elemental Affinity
14th	Unbound Catastrophe
18th	Catastrophic Apotheosis





Catastrophic Lineage

At 1st level, you choose one type of catastrophic dragon from whom you have gained your innate magic, choosing from the table below. This choice affects the features you gain later.

Catastrophic Lineage

Catastrophic Dragon	Damage Type	Element
Avalanche	bludgeoning	Earth/Air
Blizzard	cold	Water/Air
Earthquake	bludgeoning	Earth
Tornado	lightning	Air
Typhoon	acid	Water
Volcanic	fire	Fire/Earth
Wildfire	fire	Fire

You can speak, read, and write Draconic and Primordial. For more information on catastrophic dragons, refer to the section dedicated to them in Part 3.

Restrained Storm

As your magic flows through you, the elemental storm pushes against the bounds of your body, yearning to be released and even threatening to escape unless you keep it in check. This can be difficult to control at times. Starting at 1st level, whenever you cast a sorcerer spell of 1st level or higher that deals damage, the DM can have you roll a d20. If you roll a 1, you temporarily lose control of your power. Each creature that is within 10 feet of you must make a Dexterity saving throw against your sorcerer spell save DC. On a failed save, a creature takes 1d6 damage for every two sorcerer levels you have (minimum 1d6). On a successful save, a creature takes half as much damage. The damage type of this damage is of the same type associated with your catastrophic lineage.

At the same time, you must make a Constitution saving throw against your own sorcerer spell save DC. On a failed save, you take 1d4 necrotic damage for every two sorcerer levels you have (minimum 1d4), or half as much damage on a successful save. This damage ignores resistance and immunity.

The DM might also have you roll a d20 in this way under exceptional circumstances, such as when your Bond or Flaw is exploited. For example, if your flaw is that you have a terrible temper, then the DM might have you roll a d20 when you get angry, to see if you retain control over the elemental storm within.

Elemental Affinity

Starting at 6th level, when you cast a spell that deals damage of the type associated with your catastrophic lineage, you can add your Charisma modifier to one of the spell's damage rolls. At the same time, you can spend 1 sorcery point to gain resistance to that damage type for 1 hour.

Unbound Catastrophe

At 14th level, your power allows you to remain unfettered, to better unleash destruction. Your speed increases by 10 feet while you aren't wearing armor.

In addition, as an action, you can end one effect on yourself that is causing you to be frightened, grappled, restrained, or stunned, or that has reduced your movement speed.

Catastrophic Apotheosis

Starting at 18th level, you can use an action to succumb to the power within you and allow it to channel through you completely. For one minute, you gain the following benefits:

- You take on a completely elemental form reminiscent of your catastrophic lineage. You are both an elemental and a humanoid, and can be affected by a game effect if it works on either of your creature types.
- You can enter a creature's space and stop there. You can also move through a space as narrow as 1 inch without squeezing if the element associated with your catastrophic lineage could pass through that space.
- If a creature starts its turn within 5 feet of you or moves there for the first time on its turn, it takes 1d6 damage of the type associated with your catastrophic lineage.
- When you cast a spell that deals damage of the type associated with your catastrophic lineage, you can use the Empowered Spell metamagic option without spending a sorcery point, even if you don't have that metamagic option.

Once you use this feature, you can't use it again until you finish a long rest. If you deal damage to another creature using your Restrained Storm feature, you regain the use of this feature.

Wizard: Arcane Traditions

At 2nd level, a wizard gains the Arcane Tradion feature. The following options are available to a wizard: Dracolexi, Draconic Mystery, and Wyrm Magic.

Dracolexi

Dracolexi is perhaps the smallest subject of study among all wizards, regardless of affiliation with colleges, universities, libraries, or other organizations. Few know of the power contained within the draconic language, and fewer still have the patience and intellect to take the time to learn it.

Wizards that study dracolexi don't always have other draconic inclinations. Occasionally, particularly bookish dragons may take to learning the power within their own language, but the practice is relatively rare.

Invoking draconic language can empower spells or even bring on spell-like effects, and wizards that master the technique become extremely powerful spellcasters.

Dracolexi Features

Wizard Level	Feature
2nd	Dragon Scholar, Draconic Speech (3)
6th	Draconic Speech (5)
10th	Voice in Silence, Draconic Speech (6)
14th	Draconic Speech (7)

Dragon Scholar

At 2nd level, you learn all preliminary skills that you need to learn in order to pursue learning Dracolexi. You can speak, read, and write Draconic, and you gain proficiency with calligrapher's supplies.

Draconic Speech

When you begin to study this arcane tradition at 2nd level, you start to uncover the arcane nuances contained in the draconic language that allow specific Draconic words to produce powerful effects. Your understanding of these nuances cannot be imparted to others; even if another creature speaks the words perfectly, they have no effect because they do not have the same understanding that you have gained through your rigorous study of dracolexi.

Draconic Words. You learn three draconic words of your choice; the list of draconic words is detailed in the Draconic Words section below. You learn two additional draconic words of your choice at 6th level, and one additional draconic word of your choice at 10th and 14th levels. When you learn a new draconic word, that choice can never be changed.

Some words can be used to change the effects of spells or other draconic words. Unless otherwise noted, a spell or word can only be affected by one other word in a single casting.

Dracolexi Points. You have a number of dracolexi points equal to your wizard level. Whenever you invoke a draconic word, you must also expend a number of dracolexi points, as given in the word's description. You regain all expended dracolexi points when you finish a long rest.

Unless otherwise noted, you must use an action to invoke a draconic word.

Saving Throws. Some draconic words call for a saving throw. If a word calls for a saving throw, the DC is equal to your spell save DC.

Voice in Silence

At 10th level, your study of draconic words and speech has given you power over silence. Being in the area of a *silence* spell or other similar magic does not keep you from speaking for the purpose of casting spells or invoking Draconic Speech.

Draconic Words

The draconic words are presented in alphabetical order with their Common translations. If a word requires a level, you must be that level in this class to learn that draconic word.

Haurach: "Fate" (6th Level Required). You can expend 3 dracolexi points to invoke this word as a part of the same action used to cast a spell or invoke a different word. The target of the effect (if the effect has multiple targets, choose one) has disadvantage on the first saving throw against the effect.

Karif: "Far" (6th Level Required). You can expend 1 dracolexi point to invoke this word as a part of the same action used to cast a spell or invoke a different word. If the effect has a range of touch, its range becomes 30 feet. If the effect has a range of 5 feet or greater, its range doubles.

Litrix: "Armor" (10th Level Required). You can expend 4 dracolexi points to invoke this word. For 8 hours after invoking this word, while you aren't wearing armor, your Armor Class becomes 13 + your Intelligence modifier.



Loreat: "Die" (14th Level Required). You can expend 6 dracolexi points to invoke this word. When you invoke this word, choose a creature within 30 feet of you that you can see. If that creature has 50 hit points or less, it must succeed on a Wisdom saving throw or die.

Ocuir: "See." You can expend 2 dracolexi points to invoke this word. For one hour after invoking this word, you or a creature you touch gains proficiency in Perception. If the target already has proficiency in this skill, it doubles its proficiency bonus on Wisdom (Perception) ability checks that it makes. A creature whose proficiency bonus is already doubled for Wisdom (Perception) ability checks gains no benefit from this word.

Ossalur: "Travel" (10th Level Required). You can expend 2 dracolexi points to invoke this word. When you invoke this word, choose a creature within 30 feet of you that you can see. That creature's movement speed is doubled for one minute. This effect does not stack with similar spells or effects, such as a *haste* or *longstrider* spell.

Osvith: "Flee" (6th Level Required). As a bonus action on your turn, you can expend 2 dracolexi points to invoke this word. When you invoke this word, choose a creature within 30 feet of you that you can see. That creature must succeed on a Wisdom saving throw or be frightened of you for one minute. While frightened in this way, if it begins its turn within 30 feet of you, it must use all of its movement to get as far from you as possible. The creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Renthisj: "Speak." You can expend 2 dracolexi points to invoke this word. For one hour after invoking this word, any creature that speaks a language understands what you say.

Sauriv: "Eye." You can expend 2 dracolexi points to invoke this word. For 8 hours after invoking this word, you have darkvision out to a range of 60 feet. If you already have darkvision, its range extends by 30 feet.

Ssearth: "Prolong" (6th Level Required). You can expend 1 dracolexi point to invoke this word as a part of the same action used to cast a spell or invoke a different word, but the spell (or word effect) must have a duration of 1 minute or longer. When you invoke this word, the effect's duration is doubled, to a maximum duration of 24 hours.

Ssej: "Silent." You can expend 2 dracolexi points to invoke this word and choose a creature within 30 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, that creature becomes mute for as long as you maintain concentration (as if concentrating on a spell) for up to 1 hour.

Ssifisv: "Rest" (10th Level Required). You can expend 5 dracolexi points to invoke this word, targeting yourself or another creature within your reach. The target's exhaustion level is reduced by one. If the target has no levels of exhaustion, it instead can expend hit dice as if it had finished a short rest, though it gains no other benefit of a short rest.

Strix: "Invigorate" (6th Level Required). You can expend 2 dracolexi points to invoke this word and choose a creature within 30 feet of you that you can see. That creature gains a number of temporary hit points equal to twice your wizard level. These temporary hit points last until the creature finishes a long rest.

Thurgix: "Crippled" (10th Level Required). You can expend 5 dracolexi points to invoke this word and choose a creature within 30 feet of you that you can see. That creature must make a Wisdom saving throw. On a failed save, that creature takes a -2 penalty to AC, all of its speeds are reduced by 10 feet, and it has disadvantage on Strength and Dexterity saving throws. At the end of each of its turns, the creature can attempt the save again, ending the effect on itself on a success.

Troth: "Protect" (14th Level Required). You can expend 6 dracolexi points to invoke this word. For the next 8 hours, you gain advantage on saving throws against spells, and you gain resistance to damage from spells.

Versel: "Powerful" (10th Level Required). You can expend 1 dracolexi point to invoke this word as a part of the same action used to cast a spell that deals damage. If you do so, you can reroll a number of the spell's damage dice up to your Intelligence modifier (minimum of one). You must use the new rolls.

Veschik: "Replenish" (14th Level Required). When you invoke this word, you regain one of your expended wizard spell slots that is no higher than 5th level. The number of dracolexi points you must expend is determined by the level of the spell slot that you regain. The cost to regain a 1st or 2nd-level spell is equal to the spell's level plus one. The cost to regain a 3rd, 4th, or 5th-level is equal to the spell's level plus 2. Therefore, regaining an expended 1st-level spell slot costs 2 dracolexi points, and regaining an expended 3rd-level spell slot costs 5 dracolexi points.

Vor: "Learn." You can expend 1 dracolexi point to invoke this word. When you do so, you gain proficiency in your choice of Arcana, History, Insight, or Religion, or with a set of tools of your choice. This proficiency lasts for one hour.



Draconic Mystery

Wizards who study draconic mystery are most often sages obsessed with the study of dragons and the source of their magical power. Though the myths and legends surrounding their origins are widely known, such stories don't exactly explain why dragons are innately connected to the magical framework that suffuses the multiverse. Therefore, wizards who study the tradition of draconic mystery are dedicated to learning the answer to that question, and learn how to utilize draconic power on their intellectual journey.

Draconic Mystery Features

Wizard Level	Feature
2nd	Dragon Scales, Dragon Senses (darkvision)
6th	Draconic Immunity
10th	Frightful Presence
14th	Dragon Senses (blindsight), Spell Resistance

Dragon Scales

Beginning at 2nd level, your study of draconic mystery has allowed you to replicate a physical effect similar to a dragon's scales. When you aren't wearing armor, your Armor Class equals 13 + your Dexterity modifier.

Dragon Senses

At 2nd level, your study has given you insight into dragons' senses, and how to harness that power. You gain darkvision out to a range of 60 feet. If you already have darkvision, its range becomes 60 feet unless it was already longer. When you reach 14th level, you gain blindsight with a radius of 10 feet.

Draconic Immunity

At 6th level, you learn the magical power that suffuses powerful dragons, making them immune to some effects. You can't be put to sleep magically, and you have advantage on saving throws to resist being paralyzed or petrified.

Frightful Presence

By 10th level, you have learned how to control a battlefield as a dragon does. You can use a bonus action on your turn to exude a frightening presence. Each creature of your choice that is within 60 feet of you and that can see you must succeed on a Wisdom saving throw against your wizard spell save DC or be frightened of you for one minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Once you use this feature, you cannot use it again until you finish a long rest.

Spell Resistance

Starting at 14th level, you have learned enough of dragons' defensive abilities to harness that power for yourself. You have advantage on saving throws against spells.

Furthermore, you have resistance against the damage of spells.

Wyrm Magic

Wyrm magic is never taught in universities, and even the largest of magical libraries almost never have a tome detailing its teachings. Instead, it is taught in secret between a master and an apprentice, as it revolves around acquiring and nurturing an innate magical connection rather than intellect and study. By other wizards, it is seen as cheating to get one's power, even more so than sorcerers or warlocks, because wizards of wyrm magic are supposed to stand for the very ideals that they are undermining.

Specifically, a wizard seeking tutelage in wyrm magic must find a dragon to teach them of their innate magical ability, or another wizard that already knows such secrets, before such power can be unlocked.

Wyrm Magic Features

Wizard Level	Feature
2nd	Bonus Cantrip, Knowledge of the Wyrm
6th	Spell Research, Metamagic
10th	Greater Counterspell
14th	Potent Spellcasting

Bonus Cantrip

At 2nd level, you begin to study the innate magic of dragons, and draw upon that knowledge to supplement your own magical power. You learn one additional cantrip of your choice from the wizard spell list.

Knowledge of the Wyrm

At 2nd level, you begin your studies with a powerful dragon or a wizard tutor. Such tutelage gives you several benefits. You can speak Draconic, and you gain proficiency in your choice of Arcana, History, Insight, or Religion. In addition, if you spend 1 hour doing nothing but performing research, you can add half of your class level (rounded down) to any Arcana or History check you make over the next 8 hours.

Spell Research

At 6th level, you begin to unlock secrets forbidden to other wizards through your study of draconic lore. You can choose a spell from the sorcerer spell list, for which you have spell slots. That spell counts as a wizard spell for you, you always have it prepared, and it doesn't count against the number of spells you can have prepared. You don't have to record the spell in your spellbook, but you can do so if you wish, expending time and resources as appropriate. You can cast the spell using one of your wizard spell slots.

When you reach 10th level in this class, you can choose another spell to learn in this way, following all of the same restrictions.

Metamagic

When you reach 6th level, you make a discovery under the tutelage of your mentor concerning the nature of your magic. As a result, you gain 6 metamagic points. You regain all spent metamagic points when you finish a long rest.

You learn how to finely control the spells that you cast. Choose two Metamagic options from the list below. You can spend your metamagic points to cast a spell with a Metamagic option. You can only use one Metamagic option on a spell when you cast it, unless otherwise noted.

If you already have the Metamagic class feature from another class, you instead choose one additional Metamagic option from the list below (rather than two), and you add 6 points to your pool of points that you can use for Metamagic. You otherwise gain no benefit from this class feature.

Careful Spell. When you cast a spell that forces other creatures to make a saving throw, you can protect some of those creatures from the spell's full force. To do so, you spend 1 metamagic point and choose a number of those creatures up to your Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell. When you cast a spell that has a range of 5 feet or greater, you can spend 1 metamagic point to double the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 metamagic point to make the range of the spell 30 feet.

Extended Spell. When you cast a spell that has a duration of 1 minute or longer, you can spend 1 metamagic point to double its duration, to a maximum duration of 24 hours.

Subtle Spell. When you cast a spell, you can spend 1 metamagic point to cast it without any somatic or verbal components.

Greater Counterspell

Beginning at 10th level, when you cast a spell that requires you to make an ability check as a part of casting that spell (as in *counterspell* and *dispel magic*), you add your proficiency bonus to that ability check.

Potent Spellcasting

At 14th level, you have gained many insights into the magical defenses and resistances of dragons, and therefore have a greater capacity to overcome them. Creatures don't have advantage on saving throws against your spells as a result of having Magic Resistance or a similar trait.

In addition, your spells ignore damage resistance, but only if that resistance was gained through Spell Resistance or a similar trait (e.g. "resistance to damage from spells"). Your spells do not ignore resistance to specific damage types.





Prestige Class: Dracolyte

To those who devote all of their being to the service of a draconic patron, draconic power might be bestowed. This devotion goes far deeper even than that of a cleric, and the nature of the relationship goes beyond the pact of a warlock. A dracolyte shows only absolute conviction for their idol and its will; their fears become the dragon's fears, their desires become the dragon's desires, and their power becomes the dragon's power.

These "dragon priests" gain their power as a result of their unshakeable devotion to their draconic idol. They often stand as a dragon's favorite minion and powerful ally, or at the head of draconic cults. Particularly powerful kobolds, lizardfolk, or other dragon-like races in the service of a powerful dragon might become dracolytes.

A dracolyte imitates its draconic idol in both mind and body, acquiring draconic features and power as it gains the favor of its patron.

The Dracolyte

Level	Features
1st	Dragon Idol, Draconic Majesty
2nd	Draconic Emulation
3rd	Dragon's Strike (1d8)
4th	Draconic Emulation
5th	Draconic Emulation, Dragon's Strike (2d8)

Prerequisites

In order to advance as a dracolyte, you must meet the following prerequisites (in addition to the multiclassing prerequisites for your existing class):

- **Charisma 13.** Dracolytes have intense devotion to their draconic idol and a strong sense of identity.
- **Language Proficiency: Draconic.** You must know the language of dragons to learn the lore associated with becoming a dracolyte.
- **Proficiency in the Religion skill.** Conviction to an idol requires knowledge of the draconic deities and an understanding of dragons' origins.
- **Character level 5th.** Only those who possess great power can become a dracolyte, and you must be a 5th-level character before you can gain levels in the dracolyte prestige class.
- **Complete a Special Task.** You must choose a dragon to become your draconic idol, and prove your devotion to that dragon. It must be a legendary dragon, and it must be friendly to you. The dragon chooses a task or challenge for you to complete, based on its type and its motives, as determined by the DM. Finding a dragon and proving yourself to it, let alone completing the task it sets forth, might constitute an entire adventure or campaign. Once you complete these requirements, you can begin taking levels in the dracolyte prestige class.

Prestige Classes

Rules for Prestige Classes were set forth in the 2015 *Unearthed Arcana* entitled "Prestige Classes and Rune Magic." For details concerning their use, refer to that document. For convenience, here are the highlights:

Using Prestige Classes. You must be at least 3rd level to begin advancing in a Prestige Class, or higher if the class specifies. Typically a Prestige Class represents power gained through hidden lore or exotic fighting styles, and requires a character to complete a certain task before taking levels in the Prestige Class.

Joining a Prestige Class. Always check with the Dungeon Master to make sure Prestige Classes are allowed before taking levels in one. Talk to your DM about completing the requirements for joining the class. Joining a Prestige Class uses the multi-classing rules (see chapter 6, "Customization Options," in the 5th Edition *Player's Handbook*), but each Prestige Class specifies the details for combining spellcasting if it provides that feature.

Class Features

As a dracolyte, you gain the following class features.

Hit Points

Hit Dice: 1d10 per dracolyte level
Hit Points per Level: 1d10 (or 6) + your Constitution modifier per dracolyte level

Proficiencies

Tools: None

Saving Throws: None
Skills: None

Equipment

The dracolyte prestige class does not grant any special equipment.

Dragon Idol

When you first begin taking levels in this class, you have a dragon idol: a true dragon whom you worship and revere above all else, and from whom your power stems. If you ever lose your dragon idol's favor, or if the dragon dies, you can't continue gaining levels in the dracolyte class, but you retain the use of class features you have already gained. You can again begin gaining levels by regaining your idol's favor or by finding a new idol, as set forth in the Prerequisites section.

Draconic Majesty

As your idol's power flows through you, you gain the physical resilience of a dragon's hide. When you aren't wearing armor, your Armor Class equals 10 + your Dexterity modifier + your Charisma modifier.

Draconic Emulation

Your body begins to change as your idol's power continues to flow through you, and parts of your form become reminiscent of your draconic idol. At 2nd, 4th, and 5th levels, choose a draconic trait from the list of Draconic Traits at the end of the prestige class description. You gain that draconic trait, which becomes a permanent part of your body.

Dragon's Strike

At 3rd level, you gain the ability to make special elemental attacks. As an action, you can attempt to attack a creature within 60 feet of you that you can see. Make a ranged spell attack, using your Charisma modifier for the attack and damage rolls. On a hit, the attack deals 1d8 damage of the same damage type dealt by your dragon idol's breath weapon.

If you're able to make multiple attacks with the Attack action, this counts as one of those attacks.

When you reach 5th level in this class, the damage increases to 2d8.

Draconic Traits

The draconic traits are presented in alphabetical order. If a trait requires a level, you must be that level in this class to acquire that trait.

Claws. Your hands and feet become dragonlike in nature, with sharp claws. You are proficient with your claws, and can use them to make unarmed strikes. On a hit, your claws deal 1d4 slashing damage, rather than the normal damage for an unarmed strike.

Eyes and Horns. You grow horns, spines, spikes, or a crest that resembles that of your idol's, and your eyes burn with draconic intensity. You gain proficiency in the Intimidation and Perception skills, and you can add double your proficiency bonus to any Wisdom (Perception) ability check that you make.

Keen Senses (5th Level Required). Your eyes resemble glowing molten pools of the same color as your idol, and your ears change to emulate your idol's. You gain darkvision with a range of 60 feet, if you didn't already have it. You also gain blindsight with a radius of 20 feet.

Scales. Your scales harden and become more resilient. While you are not wearing any armor, your Armor Class equals 12 + your Dexterity modifier + your Charisma modifier.

Tail. You grow a long, strong tail. Clothing and armor must be made to accomodate the tail. Whenever you take the Attack action on your turn, you can make an unarmed strike with your tail as a bonus action. On a hit, your tail deals 1d8 bludgeoning damage, rather than the normal damage for an unarmed strike. Alternatively, when you hit a creature with your tail, you can choose to grapple it if the creature is your size or smaller. While you have a creature grappled in this way, you cannot make attacks with your tail, but your arms remain free.

Wings (5th Level Required). You grow large dragon wings, which grant you a flying speed of 30 feet while you aren't wearing medium or heavy armor. Clothing and armor must be made to accommodate the wings.

Part 2: DM Options

Dungeon Masters weave the story experienced and manipulated by the players. And what is a game of *DUNGEONS AND DRAGONS* without the dragons? This part of the book presents new draconic options to dungeon masters, and offers guidance concerning many different aspects of introducing dragons to the campaign.

The first section of this chapter introduces new magic items, some of which are intended for use specifically by dragons. Powerful dragons likely have magic items of all kinds, and though some are content to let them lie in the hoard and gather dust, most would be more likely to utilize items that in some way increase its power.

The next section details hatching dragon eggs, raising a wyrmling, and rearing the dragon, followed by a brief description of how to include dragons in an adventuring party.

The third section introduces options for allowing dragon player characters, including a dragon player race and class.

Unique dragon personalities, as well as dragon gods and religion, graveyards, guardian sites, and environmental diffusion are touched upon in the following sections.

Many different lair wards, traps, and hazards are detailed thereafter, as are ideas for unique hoards and hoard features. This chapter concludes with a collection of plot hooks for nearly any dragon type.

Magic Items and Artifacts

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Catastrophic Dragon Egg

Wondrous item (egg), very rare

The egg is incredibly volatile. Recognizing the egg as a catastrophic dragon egg requires a successful DC 20 Intelligence (Arcana) check. If the check succeeds by 5 or more, the creature also learns the egg's catastrophic dragon type. Removing the egg from where it was imprinted requires a successful DC 20 Intelligence (Nature) check. Preparing the egg for transport requires a successful DC 20 Intelligence (Arcana) check. If the check to remove the egg or prepare it for transport fails, the egg detonates. (For more information on catastrophic dragon eggs and imprinting, refer to the section dedicated to catastrophic dragons in Part 3: Bestiary.)

The egg can be detonated intentionally by targeting it with an attack or by throwing it. The egg can be thrown up to 30 feet.

When the egg detonates, it is destroyed and creates an effect in a 30-foot radius centered on the detonation. That area is difficult terrain. The area's other effects are determined by the egg's catastrophic dragon type, as given below. The effects last for one minute.

If the egg detonates, there is a 25% chance that the detonation attracts a catastrophic dragon of the same type as the egg, which arrives at a time of the DM's choosing within the next 48 hours.

Avalanche. The area is pelted with shards of rock that seem to magically form from the air. A creature that starts its turn in the area or moves there for the first time on its turn must make a DC 15 Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one. If the save fails by 5 or more, the creature is also knocked prone.

Blizzard Dragon. The area becomes a raging blizzard, and is heavily obscured. Creatures with the Ice Walk trait ignore the area's difficult terrain. A creature that starts its turn in the area or moves there for the first time on its turn must make a DC 15 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Earthquake. The ground tremors violently in the area. A creature that starts its turn in the area or moves there for the first time on its turn must make a DC 15 Strength saving throw. On a failed save, a creature takes 5 (1d10) bludgeoning damage and is knocked prone, and can't end the prone condition on itself until the start of its next turn.

Tornado. The area is filled with torrential winds. Ranged attacks made in the area automatically miss. A creature that starts its turn in the area or moves there for the first time on its turn must make a DC 15 Strength saving throw. On a failed save, a creature is pushed up to 15 feet in a random direction. If the save fails by 5 or more, the creature is also knocked prone.

Typhoon. The area becomes a raging downpour. The area is lightly obscured, and Wisdom (Perception) checks that rely on hearing made in the area have disadvantage. A creature that starts its turn in the area or moves there for the first time on its turn must make a DC 15 Strength saving throw. On a failed save, a creature is pulled 10 feet closer to the center of the area. If it would be pulled into the center, it is instead knocked prone.

Volcanic. The area erupts into smoke and ash, and becomes heavily obscured. A creature that starts its turn in the area or moves there for the first time on its turn takes 3 (1d6) fire damage, and must make a DC 15 Constitution saving throw. On a failed save, it takes 3 (1d6 poison damage) and is incapacitated until the start of its next turn as its lungs are overwhelmed with smoke and ash.

Wildfire. The area erupts into tall, hot walls of flame. Creatures with resistance to fire damage ignore the area's difficult terrain. A creature that starts its turn in the area or moves there for the first time on its turn takes 4 (1d8) fire damage, and must make a DC 15 Dexterity saving throw. On a failed save, it takes an additional 4 (1d8) fire damage and can't take reactions until the start of its next turn.



Cloak of the Mirage Dragon

Wondrous item (cloak), very rare

This cloak is made from the hide of a slain mirage dragon and crafted with the help of a ritual that helps it retain the magical ability of the dragon from which it came.

Using the cloak, you can cast the following spells: *minor illusion* (at will), *disguise self* (at will), *invisibility* (1/Long Rest), and *major image* (1/Long Rest), without expending a spell slot or requiring material components.

When you cast *disguise self* in this way, creatures have disadvantage on the Intelligence (Investigation) check to discern your disguise.

Dragon's Eye Amulet

Wondrous item (amulet), rare (requires attunement)

This amulet is crafted from a preserved and polished dragon's eye, and dangles from a heavy gold chain. While you are wearing the amulet and the eye is exposed, you have blindsight with a 30-foot radius.

Gemstone Sword

Weapon (greatsword, longsword, or shortsword), rarity varies (requires attunement)

A gemstone sword is a blade crafted completely from the gigantic magical gemstones that manifest around the lairs of gem dragons. They are much lighter than metal weapons (because of the lower density of gemstones), but must be reinforced magically so that they do not shatter when used.

A gemstone sword is a magic weapon that grants a +1 bonus to attack and damage rolls made with it. In addition, the type of gemstone used to create the sword has an effect on the sword's properties and determines its rarity.

Amethyst. While the sword is on your person, you can use an action to cast *invisibility* from the blade. Once you use the sword to cast the spell in this way, you cannot do so again until the next dawn.

Crystal. The blade has 5 charges, and regains all expended charges daily at dawn. You can use an action and spend 1 charge to cast *color spray* at 1st level, or you can spend additional charges to increase the level of the spell, increasing its level by 1 for each extra charge you spend.

Emerald. While you are wielding the sword, you can see in all directions, you have advantage on Wisdom (Perception) checks that rely on sight, and you cannot be surprised.

Obsidian. The blade has 12 charges, and regains 1d8 + 4 expended charges daily at dawn. You can use your action and spend charges to cast the following spells from the blade: *fabricate* (4 charges), *immolation* (5 charges), or *wall of fire* (4 charges).

Alternatively, you can use a bonus action and spend 1 charge to cause flames to erupt from the blade. While the blade is ablaze, it deals an extra 2d6 fire damage to any creature it hits. The flames last until the start of your next turn, until you drop or sheathe the blade, or until you end the effect as a bonus action.

Sapphire. The sword has 3 charges, and regains all expended charges daily at dawn. While the sword is on your person, you can use a bonus action and expend 1 charge to cast *misty step* from the blade.

Topaz. The blade has 12 charges, and regains 1d8 + 4 charges daily at dawn. You can use an action and spend charges to cast the following spells from the blade: *Abi-Dalzim's horrid wilting* (10 charges), *feather fall* (1 charge, use as a reaction), *control winds* (4 charges), *water breathing* (2 charges), *water walk* (2 charges).

Gemstone Sword Rarity

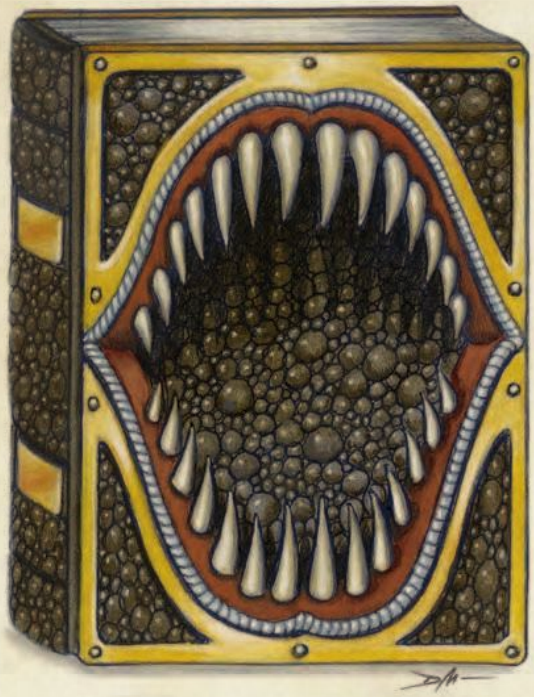
Gemstone	Rarity
amethyst	rare
crystal	rare
emerald	rare
obsidian	very rare
sapphire	rare
topaz	very rare

Gemstone Swords of Lesser (or Greater) Power

Gemstone swords are quite easy to manipulate to accomodate your (and your party's) needs. Consider altering a gemstone sword in the following ways:

Remove the sword's properties that it gains from its magical gemstone. A sword altered in this way is *uncommon* and does not require attunement.

Increase the sword's bonus from +1 to +2 or +3. A sword increased to +2 is rare, and a sword increased to +3 is very rare, regardless of its other power, unless its rarity was already higher. Obsidian and Topaz swords increased to a bonus of +3 are legendary.



Manual of Dragon Golems

Wondrous item (book), very rare

This tome contains information and incantations necessary to make a particular type of dragon golem (dragonbone, drakestone, or ironwyrm). The DM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a *manual of dragon golems* and attempts to read it takes 6d6 psychic damage.

d20	Dragon Golem	Time	Cost
1-9	Dragonbone	90 days	75,000 gp
10-18	Drakestone	120 days	90,000 gp
19-20	Ironwyrm	150 days	125,000 gp

Ring of Equilibrium

Wondrous item (ring), rare (requires attunement)

While you wear this ring, you can walk on any substance, including (but not limited to) water, lava, quicksand, ice, or spider webs, without any chance of falling through or breaking the surface. In addition, whenever you fall, you benefit as if from a *feather fall* spell. These abilities can be resumed or negated at will as a bonus action.

Talisman of Bahamut

Wondrous item, legendary (requires attunement)

If you are a good cleric or paladin, you can use the talisman as a holy symbol. If you are a servant of Bahamut, you gain a +2 bonus to spell attack rolls while you wear or hold it.

Bahamut's Protection. When you or a creature you can see within 120 feet of you fails a saving throw, you can use your reaction to allow that creature to automatically succeed. Once you use this property, you can't use it again until the next dawn.

Dragon Breath. If you have a breath weapon that requires a short or long rest to recharge, it gains a recharge of 5-6.

Dragon Tongue. While you are attuned to the talisman, you can speak, read, and write Draconic.

Talisman of Tiamat

Wondrous item, legendary (requires attunement)

If you are an evil cleric or paladin, you can use the talisman as a holy symbol. If you are a servant of Tiamat, you gain a +2 bonus to spell attack rolls while you wear or hold it.

Countenance of the Dragon Queen. While you wear or hold the amulet, you gain a +2 bonus on Deception, Intimidation, and Persuasion ability checks. You have advantage on Charisma ability checks made to interact with dragons.

Dragon Breath. If you have a breath weapon that requires a short or long rest to recharge, it gains a recharge of 5-6.

Dragon Tongue. While you are attuned to the talisman, you can speak, read, and write Draconic.

Energy Resistance. When you first attune to the talisman and whenever you finish a long rest, you can choose from the following damage types: acid, cold, fire, lightning, or poison. You have resistance to that damage type until you finish a long rest. The talisman must be on your person for at least 1 hour during the rest in order to gain this benefit, and you only have this resistance while you are wearing or holding the talisman.

If you choose a damage type to which you are already resistant, you instead become immune to that damage type.



Dragon-Specific Items

Just as magic items are crafted for the use of humanoids, dragons hire spellcasters and artificers to create magic items specifically for their use. This section outlines specialized magic items meant to be used by dragons.

Unless otherwise stated, all dragon-specific items magically resize themselves to fit any dragon trying to use them.

Rules for dragon barding, as well as options for magical dragon barding, are discussed in *The Book of Dragons for 5th Edition*.

Consuming Magic Items

Dragons can survive on a diet of magic items, though they never do so unless they have no other option; other, far less expensive foods will do the job just as well. However, when a dragon consumes a magic item, it can absorb the item's magic. This practice is rare as well, but a dragon will consume a magic item from its hoard if it foresees a tough fight and believes that the item will give it the edge it needs.

As an action, a true dragon can consume a Small or smaller magic item that isn't consumable (such as a scroll or potion) or an artifact. For the next 24 hours, the dragon gains the benefits of the item. At the end of that time, the item finishes digesting and is destroyed, and the effects wear off.

Different magic items manifest their magic in different ways. For example, a consumed *weapon of +1* might endow all of the dragon's melee attacks with a +1 bonus to attack and damage rolls, while a consumed *hat of disguise* might allow the dragon to cast the *disguise self* spell at will.

Magic Items (Dragon-Specific)

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Amulet of Supremacy

Wondrous item (amulet), legendary (requires attunement)

While a dragon wears the amulet and is attuned to it, its breath weapon always deals maximum damage.

Each time a non-dragon puts on the amulet or attempts to attune to it, the creature is immediately targeted by a *disintegrate* spell (save DC 15).

Claws of Tearing

Weapon (claws), uncommon

These scythe-like blades fit over the dragons claws like a gauntlet. Whenever the dragon hits with a claw attack while wearing the *claws of tearing*, the attack deals an extra 1d6 damage.

Claws of Tunneling

Weapon (claws), rare

These shovel-like blades fit over the dragon's claws like a gauntlet. While wearing the *claws of tunneling*, the dragon gains a burrowing speed of 30 feet. If it already had a burrowing speed, that speed increases to 30 feet unless it was already higher.

In addition, the dragon can burrow through solid rock at half its burrowing speed, leaving behind a tunnel just large enough for it to maneuver comfortably.

Draught of Breath Changing

Potion, rare

This viscous liquid takes on many different hues, changing color to red, blue, green, black, and white, seemingly at random. Whenever a creature with a breath weapon uses its breath weapon within 1 minute of consuming the potion, the creature can choose whether it deals acid, cold, fire, lightning, or poison damage.

If a creature without a breath weapon ingests the draught, it must make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned for 1 minute and takes 14 (4d6) force damage. On a successful save, it takes half as much damage and isn't poisoned.

Draught of Infinite Breath

Potion, legendary

Only a creature with a breath weapon can safely ingest this potion. For 1 minute after consuming the potion, the creature's breath weapon automatically recharges at the start of each of its turns.

If a creature without a breath weapon ingests the potion, it is poisoned for 1 minute. It can attempt a DC 15 Constitution saving throw at the end of each of its subsequent turns, ending the effect on itself on a success.



Gemstone of Fortification

Wondrous item (gemstone), rare

To be used properly, the gemstone must be embedded into the hide of the creature wishing to use it. These gemstones take easily to being embedded between dragon scales.

Any critical hit against the creature with the gem properly embedded becomes a normal hit.

Iron Teeth

Weapon (jaws), uncommon

This hinged metal device full of jagged fake teeth is to be worn in the mouth in front of the teeth. A creature with a natural bite attack deals an extra 1d10 damage on a hit with that bite attack.

Hatching and Raising a Dragon

For games in which you wish to include dragon eggs, or the possibility of hatching and/or raising a dragon, use the rules contained within this section.

Dragon Eggs

As reclusive as most dragon types are, they do allow themselves to socialize and propogate their species. The dynamics of their relationships vary greatly, but dragons of all types eventually have families of their own (some a bit more frequently than others). The first stage of life for a dragon is the egg: fragile and vulnerable (relatively, at least).

Eggs are most often laid in the female's lair in clutches of two to five (1d4 + 1), and kept in a pit or mound, completely buried in a loose material such as dirt, leaves, or sand. At least one parent stays to tend them, though nests are occasionally left untended; in these cases, the parents take turns checking on the eggs periodically, and ensure that the nest is well-hidden. The ovoid shape of the eggs give them great strength against pressure; the parents can walk, fight, and sleep on the nest without breaking them.

After an egg's incubation period, the wyrmling must break out of the egg. If the parent(s) are nearby, they encourage the young dragon by gently tapping on the shell. Breaking out of the egg only takes a minute or two, and all eggs in a clutch hatch at about the same time. Eggs that have been well-tended by their parents have a nearly 100% hatch rate. If the eggs were disturbed or removed from the nest, they have a much lower likelihood of producing a live wyrmling.

An egg is roughly the same size as a wyrmling dragon of the same type, with a hard shell and color that matches that of its parents. It has an Armor Class of 10 and 1 hit point. The egg shares the resistances and immunities of its parents.

Incubating a Dragon Egg

Dragon eggs require suitable incubation conditions in order to hatch. The requirements depend on the dragon's type, as detailed below (degrees are in Fahrenheit).

The wyrmling in an egg can survive in inadequate conditions by halting its development for up to ten days. After that time, every day that the incubation conditions aren't met, the dragon must make a DC 10 Constitution saving throw. The DC increases by 1 every time the dragon succeeds the save, and resets to 10 if the egg is kept in suitable conditions for at least 24 hours. If the dragon fails the save, it dies. An unhatched dragon wyrmling has the same Constitution score as a hatched wyrmling.

Adamantine. The egg must be in a place where the wyrmling can hear constant noise, or treated to concussive shockwaves (such as a parent's breath weapon) twice a day.

Black. The egg must be immersed in acid, sunk in a swamp, bog, or marsh, or kept within an enclosed area with extremely high humidity.

Blue. For half of each day, the egg must be kept at a temperature between 90 and 120 degrees, followed by half a day between 40 and 60 degrees.

Brown. The egg must be buried in warm sand.

Brass. The egg must be kept in an open flame or in a temperature of at least 140 degrees.

Bronze. The egg must be immersed in ocean water, or in a place where tide waters flow over it at least twice a day.

Copper. The egg must be immersed in acid, or packed in cool sand or clay.

Gold. The egg must be kept in an open flame or in a temperature of at least 140 degrees.

Green. The egg must be immersed in acid, buried in leaves moistened with rainwater, or kept within an enclosed area with extremely high humidity.

Grey. The egg must be packed in gravel and kept warm.

Iron. The egg must be buried in loose earth or stone and kept warm, which is usually accomplished by warming a large slab of stone and burying it underneath the nest.

Mithral. The egg must be kept in an area of bright light at an altitude higher than 2000 feet.

Purple. The egg must be surrounded by (or undergo) constant psychic stimulation.

Red. The egg must be kept in an open flame or in a temperature of at east 140 degrees.

Silver. The egg must be buried in snow, encased in ice, or kept below 32 degrees.

White. The egg must be buried in snow, encased in ice, or kept below 32 degrees.

Chromium. The egg must be buried in snow, encased in ice, or kept below 32 degrees.

Cobalt. The egg must be kept in an area of high humidity with magnetic stimulation. The magnetic stimulation could be from magnetic metals or nearby ley lines.

Nickel. The egg must be immersed in acid or always be coated in a thin layer of slime.

Steel. The egg must be packed in gravel and kept warm.

Tungsten. The egg must be packed in hot sand or earth.

Gem. The egg must be surrounded or encased in a layer of gemstones of the same type as the dragon.

Planar. The eggs of planar dragons are even more temperamental than those of the Material Plane. There isn't enough information for researchers to determine exactly what conditions need to be met for these dragons to hatch. If you want to include one of these eggs in your game, determine its conditions as you deem appropriate.

Dragon Egg Incubation Time

Dragon Type	Incubation Time	Dragon Type	Incubation Time
Adamantine	540 days	Mithral	720 days
Black	480 days	Purple	540 days
Blue	600 days	Red	660 days
Brown	480 days	Silver	660 days
Brass	480 days	White	420 days
Bronze	600 days	Chromium	600 days
Copper	540 days	Cobalt	540 days
Gold	720 days	Nickel	620 days
Green	480 days	Steel	480 days
Grey	420 days	Tungsten	480 days
Iron	420 days	Gem	600 days
		Planar	*see sidebar*

Catastrophic Dragon Eggs

Catastrophic dragons don't reproduce like other dragons do. They instead reproduce by "imprinting" their eggs into the surrounding environment during an especially large calamity, or rarely their eggs can appear spontaneously during catastrophes of immense power. The eggs then lie dormant, sometimes for many years or even centuries, until awoken by another catastrophe that calls them forth to wreak destruction.

A catastrophic dragon could potentially be forced to hatch by somehow creating or replicating a catastrophe of the same type as the dragon. However, no matter how experienced the would-be dragon tamer actually is, catastrophic dragons are too wildly destructive and unpredictable to be "tamed" in any degree.

For additional information on catastrophic dragons and their origins, refer to the designated section in Part 3: Bestiary.

Planar Dragon Eggs

Not much is known about the beginning stages of the lives of planar dragons, as most of them are encountered as adults. In addition, the nature of other planes, including the modified passage of time in some cases, makes it extremely difficult to track their development. They take between 1-2 years to incubate, if the pattern holds true, but it is suspected that planar dragons will develop and hatch faster in response to certain phenomena.

Wyrmling Survival DC

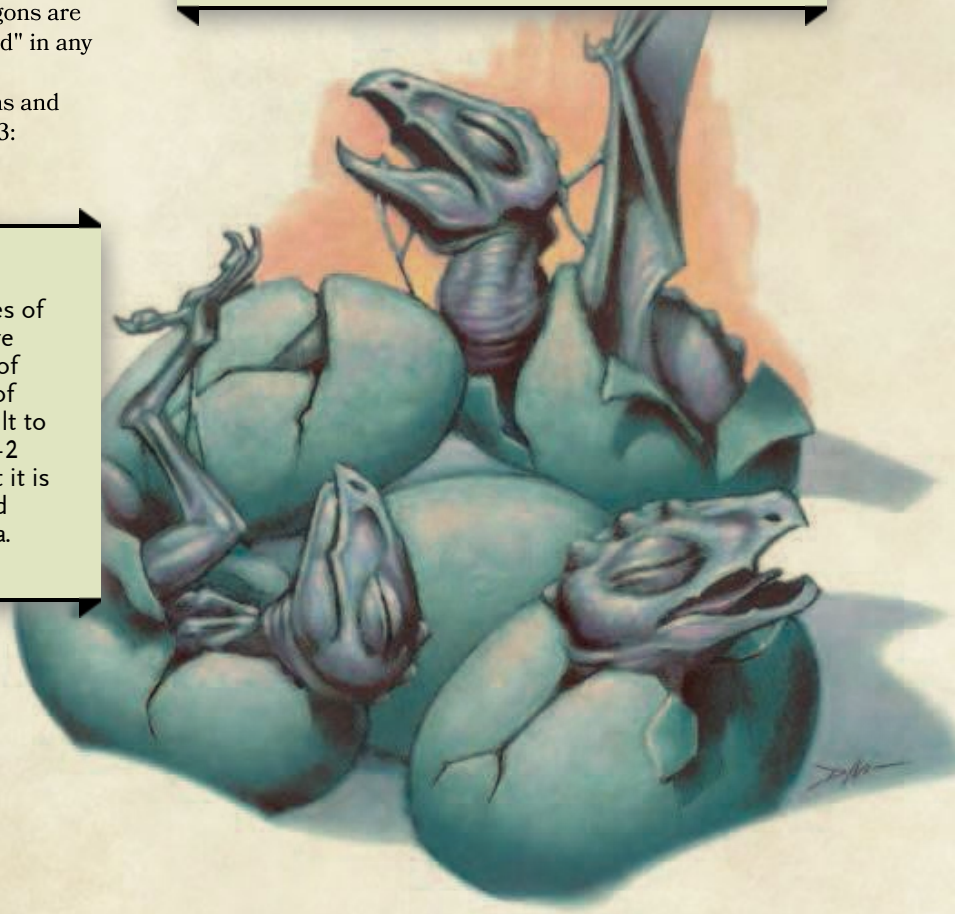
Incubation Circumstances	Constitution Check DC
Nest disturbed, but restored by parent	10
Nest disturbed, but restored by non-parent dragon	15
Nest disturbed, but restored by non-dragon	20
Removed from nest, tended by parent	15
Removed from nest, tended by non-parent dragon	17
Removed from nest, tended by nondragon	22
Removed from nest, untended	25
Egg opened prematurely	+5

Newly Hatched Wyrmlings

Newly hatched wyrmlings have the same statistics as a normal wyrmling, with the following modifications:

- the wyrmling has no flying speed, as its wings are covered in fluid from its egg
- the wyrmling takes a -5 penalty to its Dexterity score
- the wyrmling has disadvantage on attack rolls

After one hour, these modifications disappear.



Hatching a Dragon Egg

To determine the day on which a clutch hatches, roll a d10. On an odd result, the eggs hatch 1d10 days earlier than normal (see the Dragon Egg Incubation Time table). On an even result, the eggs hatch 1d10 days later than normal.

To hatch, a dragon wyrmling needs to break out of its shell. Unassisted, this usually takes 1d4 minutes. The wyrmling then needs to make a Constitution check to survive. If it was tended by at least one of its parents in its original nest, it automatically succeeds the check. Otherwise, the DC for the check is given in the Wyrmling Survival DC table, depending on the circumstances of the dragon's incubation. In any case, a creature tending to a hatching wyrmling can make a Wisdom (Medicine) check against the same DC. The dragon can then choose to take that check or its own Constitution check to survive, whichever is higher.

Opening a dragon egg during the first three quarters of its incubation kills the developing wyrmling. If the egg is opened during the final quarter of its incubation, it can make a Constitution check to survive (as above, using the table). However, on a successful save, the dragon is reduced to 0 hit points and is stable, and can't regain hit points until its incubation period is complete. A wyrmling in this state is unconscious (as per the condition), and must be tended as if it were still in the egg (though it has the sentience to eat).

Rearing a Wyrmling

After hatching, a wyrmling emerges fully developed and ready to take on the world. It takes the wyrmling about one hour to learn how to use its limbs effectively, but after that, it begins learning how to be a dragon. Its first three priorities are: food, a lair, and honing its draconic abilities. Its first meal is its shell, which gives it vital minerals and keeps it from attacking and devouring its siblings. Sometimes its parent brings it something to eat, depending on the variety; a white dragon may bring a beast of some variety, for example. The wyrmling then gets its first hunting lesson, in addition to its first taste of blood.

After securing food, the dragon finds a lair. Within the lair of its parents, it will find a secluded corner to call its own, guarding it jealously against its siblings and parents. Wyrmlings left on their own find a lair that is as hidden and as defensible as possible. After finding a lair for itself, the young dragon hones its abilities by battling its siblings, hunting, finding dangerous creatures to fight, and spending hours in meditation.

Dragons raised by parents (or a parent) receive guidance from them, according to its abilities. Wyrmlings on their own might seek out an older dragon as a mentor. Even evil dragons will take on apprentices in these sort of relationships, as most of them recognize the value of youth. The young dragon will visit its mentor and seek counsel from it periodically; for good dragons, these relationships can last several decades, but in any case the apprentice is always expected to bring the older dragon gifts of food or treasure in return for its advice.

Non-dragons attempting to raise a wyrmling will be hard-pressed to keep it under their control. Dragons are born with an innate knowledge of their identity and other practical applications (such as speech). While older dragons can grow to appreciate and even respect non-dragons, all wyrmlings are born with some disdain for non-dragons; they see their foster parent as a captor, or as a well-meaning fool at best. When the dragon hatches, a creature seeking to be an adoptive parent for the dragon must make a Persuasion or Intimidation check (the creature's choice) contested by the dragon's Wisdom (Insight) check. Because of its innate knowledge and percieved superiority, the dragon gains a +15 bonus to the check. Other conditions can further modify the wyrmling's bonus to the check:

- If the creature tended the dragon's egg while it was incubating, the wyrmling takes a -2 penalty to the check.
- If the creature was present at the dragon's hatching, the wyrmling takes a -5 penalty to the check.
- If the creature has the same alignment as the dragon, the wyrmling takes a -5 penalty to the check.

This check is rolled secretly by the DM so that the player attempting to raise the dragon doesn't know the result. If the dragon wins the contest, it regards the creature as a captor, and attempts to escape any way it can (though it is smart enough to keep from attacking stronger creatures and will wait for an opportunity to present itself). The check cannot be retried.

Even if the character succeeds the opposed check, dragons hatched and raised by non-dragons will still have the same first three priorities: food, a lair, and honing its abilities. Aspiring dragon masters must appeal to these needs if they are to keep the wyrmling under their tutelage by ensuring it is well-fed, has a lair, and has apt opportunity to test its mettle. Failure to provide any of these will result in an unhappy wyrmling, and the dragon will take any opportunity to escape. Some dragon types may show their discontent in other ways. A copper dragon may play intentionally deadly pranks on its "master," or a red wyrmling may just decide to roast and eat the poor fellow. No matter what tactics are taken to appease the dragon, it is important to recognize that it is foolish to call oneself a "master" over a dragon. Even if it pretends to be tame, it may be plotting your doom. Dragons are extremely patient creatures, and perfectly willing to wait for the perfect time to revolt, even if it takes months, years, or decades to come about.

It costs 10 gp per day in food and housing to rear the wyrmling, though the character must only dedicate one day a week to training the dragon. Rearing the dragon takes a total of 5 years. At the end of this period, the character rearing the dragon attempts a Wisdom (Animal Handling) check. The DC for this check is equal to 15 + the number of hit dice the dragon has at the Wyrmling stage. This check is rolled in secret by the DM, and cannot be retried. On a failure, the wyrmling seeks to leave as above. On a success, the wyrmling is willing to stay with its caretaker, and may be trained as a mount.

If a dragon is successfully reared through its wyrmling stage, it will surely eventually grow weary of its circumstances and seek to expand its lair, hoard, and territory. A dragon raised by adventurers is unlikely to stay with them for too long, for reasons detailed in the next section.

Dragons in the Party

For some adventuring parties, adding a dragon to the party may enhance their experience during the game. Adding a dragon comes with advantages and disadvantages, both to players and to the Dungeon Master. This section details ways to bring dragons into the party, and how to deal with them as a player or as a Dungeon Master.

Advantages and Disadvantages

Players are usually capable of dishing out high amounts of damage, so the extra damage dealt by a dragon isn't the issue (though its breath weapon can be quite a boon, especially at lower levels). However, a dragon has several other abilities that it can bring to the table (or that require concessions) other than raw power.

Blindsight. Because of a dragon's ability to sense creatures it cannot see, invisibility or similar abilities become trivial to the party. Be aware that it still may be fooled by illusions, and that it can't use its blindsight to full effect if a *silence* spell blocks it or the creature. Other creatures, such as ethereal creatures, could still pose a problem for a dragon.

Flight. A dragon's ability to fly is extremely helpful, especially for lower-level parties. It can hover out of the way of melee creatures, collect reconnaissance, or even carry party members if it is large enough. However, dragons require a lot of room to manuever; within a dungeon or a thick jungle, the dragon would have a hard time flying or may not be able to fly at all. Ranged and flying creatures can help to counter a dragon's flight.

Some dragons have swimming or burrowing speeds. If a dragon has a burrowing speed, keep in mind that it can only burrow in soft ground.

Size. Even young dragons can be large creatures, and the halls of some structures and dungeons may be too small to accomodate them. Most inns and other buildings will be unable to house them at all. Even if a dragon manages to fit itself into a tight spot, it won't be able to fight effectively, and certainly won't be able to fly.

Keen Senses. Dragons have powerful senses, and hence have a sizable bonus to Wisdom (Perception) checks. Not only that, but they have darkvision and blindsight as well, which makes them extremely likely to detect creatures before any of the party members do. They would thusly be well employed as scouts or guards.

Youth. Though a dragon might be fifty years old, it is still only a child in dragon terms, and therefore is still child-like in its outlook. Most dragons adventuring with a party will be quite young, and they act like it: a young dragon doesn't always follow instructions well, and may even completely disobey the PC who "controls" it.

The DM should be comfortable overriding the decision of the PC who "controls" the dragon to make the dragon act in accordance with its alignment and its age. Even dragon wyrmlings throw tantrums every once in a while. A good dragon might simply sulk or pout or ignore, while an evil dragon might lash out at those who offended it.

Draconic Instinct. A dragon always feels the innate urge to find a lair and build a hoard. Though a dragon may accompany an adventuring party for a while (even for many years), it will eventually be able to resist those urges no longer, and will seek to split up from the party. This doesn't necessarily mean that the relationship with the dragon comes to an end, but rather the dragon is moving on with its life and settling down. The dragon could still be entreated for advice or shelter, but refuses to go on adventures with the party any more. The most common things that drive a dragon to this point are:

- The dragon is too large to fit in most places that the party visits.
- The dragon feels as though it is not being treated as it deserves. Perhaps the dragon isn't getting a fair share of the spoils (or it gets last pick), or the PCs don't show it the respect that its prideful dragon heart believes it deserves.
- The dragon feels as though the PCs are stronger than it. This will inevitably happen, as it takes dragons centuries to gain size and power, but only takes PCs a matter of months or years to gain levels. When the dragon feels like it is no longer a contributing member of the party, or its power is greatly overshadowed by that of the PCs, it may choose to leave.



Even while the dragon is a part of the party, it will want to satiate its appetite for a lair and hoard. Perhaps the dragon wants a sort of home that the party always returns to. It always wants a share of any treasure.

While the dragon is a member of the party, it gets a share of any Experience Points the party gains. The dragon can gain character levels at your disgression.

Negotiating Service

A dragon will never join an adventuring party unless it gets something out of the agreement (usually payment). Adult dragons never join a party unless its goals call for it to, as it could do more good on its own rather than stooping to help such common folk.

Hiring a dragon to join the party usually costs about 500 gp per hit die of the dragon, for every year of service, paid in advance. Dragons with a different alignment than those they would be helping can still be persuaded to help, as long as their goals don't conflict, but the dragon is unlikely to serve for long. Chaotic dragons (especially evil ones) can't be relied upon to uphold their end of the deal, and might back out of a contract as soon as it befits them (which might be as early as receiving payment).

A dragon successfully reared by a trainer willingly follows its trainer, and becomes a part of the adventuring party. Raising it to a size large enough to defend itself or for another creature to ride takes several years, and few adventurers are willing to spare the time and resources.

Beware of taking a dragon for granted. A dragon, even if it appears to be loyal, is still its own creature, with its own goals and desires. Failing to allow the dragon to fulfil these will result in the termination of the agreement, and could possibly be fatal to the party, depending on the dragon.

Dragonbound

Of course, the relationship between the dragon and the party is vastly different if the dragon is bound to a member of the party. It will still want a lair and hoard, but won't leave while its dragonbound remains a part of the party. That said, it will still act as its own intelligent creature, because that's what it is.

The Dragonbound class is detailed within *The Book of Dragons for 5th Edition*.

Dragons as Mounts

Dragons are quite strong, and even young dragons can be used as mounts by smaller creatures (assuming the dragon's cooperation, of course). Rules for carrying capacity and encumbrance are on page 176 of the *Player's Handbook*.

Just because a creature is riding the dragon doesn't mean the dragon will do that creature's bidding. The dragon rolls its own initiative and acts on that initiative count, and acts according to its nature and personality.

Dragons as Player Characters

At the DM's option, it is possible to allow a player to play as a dragon character. If this is desired in the campaign, three options for this are given in the next section.



Dragons as Player Characters

At your digression, a player could play as a dragon by using the following rules.

For details on roleplaying a dragon, refer to each dragon's detailed description in this book, *The Book of Dragons*, or the 5th Edition *Monster Manual*.

Dragon as a Player Race

If only one player is playing as a dragon, it might be easiest for the player to gain character levels as if it were any other PC. If you choose this option, use the following rules:

- The player chooses a true dragon type as its race. It is not a humanoid, it is a dragon, and has all advantages and disadvantages that entails (see the previous section). The racial traits for dragons are given later in this section, and the player starts as a wyrmling.
- The player chooses a class and gains levels as if it were any other PC.
- If you are using the optional Feats rule, then when the character gains a feat, you can allow the player to choose a feat from the Dragon Feats list instead of a normal feat. The character can't choose any dragon feats that have to do with casting spells.
- Instead of the starting hit points given by its class, the character starts with a number of hit points at first level equal to 2d8 (or 9) + twice its Constitution modifier.
- The player gains no starting equipment from its class, and instead starts with 4d4×10 gp and a backpack or saddlebag to keep possessions in.
- The player chooses a background, but its background feature may or may not be applicable under some circumstances or it may not be able to choose some backgrounds, at your disgression.

The Dragon Class

This option can be used regardless of how many players want to be a dragon. It also requires the least amount of work on the part of both the player and the DM, because the progression is identical to any other class.

For this option, use the dragon race, and then the character must choose the true dragon class (detailed later in this section). It can't multiclass or choose any other class.

The true dragon class simulates how a dragon would age naturally: increasing hit points, gaining size, and generally becoming more powerful. It is balanced such that a dragon character in the class is approximately as powerful as any other player character of the same level. Thus, a player could play a dragon character without worrying about being terribly overpowered, and can still gain levels and progress with the rest of the party, while simultaneously feeling as though increases in power are happening smoothly and naturally.

If you choose this option, use the following rules:

- The player chooses a true dragon type as its race. It is not a humanoid, it is a dragon, and has all advantages and disadvantages that entails (see the previous section). The racial traits for dragons are given later in this section, and the player starts as a wyrmling.
- The player must choose the true dragon class, and can't multiclass or choose any other class.
- The player doesn't choose a background.



Dragon Age Categories

This option is only appropriate if all players want to play a dragon, or if the campaign has an epic scope spanning many centuries. Instead of gaining levels, after a set amount of time or the completion of a milestone, the dragon gains an age category. Use the following rules:

- The player chooses a true dragon type as its race. It uses the applicable monster stat block for its dragon type, and it starts as a wyrmling.
- After a milestone of some sort, the player gains an age category instead of gaining a level. The player uses the monster stat block for the next age category for its dragon type. For example, if the player started as a black dragon wyrmling, after it gained an age category, it would then play as a very young black dragon.
- At your disgression, each time the player gains an age category, it can choose a dragon feat.

A Note to the DM

If you decide to use dragons as a player race, be aware that dragons are innately much stronger than other creatures, which is reflected in their racial traits. The dragon will probably be the strongest PC in the party, and no player wants to live in another's shadow. Be sure to give all players a chance to be the strong, important one.

One way to do this is to have a few more non-combat encounters than you would normally. Dragons excel in combat, but perhaps it can't fit into the king's council chambers, or the sight of it near a village makes the whole countryside erupt into chaos and fear.

Including a dragon also requires more work in terms of combat encounter building. The dragon's breath weapon will make quick work of hordes of weaker monsters, especially at lower levels, and its flight and blindsense will nullify obstacles that would otherwise be difficult to overcome. In addition, most sensible creatures will immediately pinpoint the dragon as the most dangerous threat and will try to kill it as quickly as possible

Reinforce the concept in the players' minds that dragons are independent and solitary creatures, and don't usually stay in an adventuring party for long (though it could reasonably be a few decades, which is plenty long enough for a campaign). Roleplay is especially important for dragon characters for this reason.

A dragon character should also have a good, well-developed backstory (like all characters), to explain why it decides to travel with a band of adventurers. After all, traveling in such a way goes against the dragon's instincts in most cases.



Dragon Racial Traits

Dragons are among the strongest creatures in the multiverse. A player wishing to play a dragon character has the following traits:

Ability Score Increase. Your Strength and Constitution scores each increase by 1. Different dragon types also excel in different abilities. Your dragon type determines your additional ability score increase, as given in the Dragon Type table.

Age. Dragons are incredibly long-lived and age very slowly. As a dragon wyrmling, you are less than 10 years old and won't be considered Juvenile until you are about 26. The most ancient of dragons can live to be thousands of years old.

Alignment. Each dragon type is innately of a certain alignment. Your dragon type determines your alignment, as given in the Dragon Type table.

Size. Though some dragons begin life much smaller, you are assumed to have grown since your hatching. You are between 2-4 feet tall at the shoulder, and about 6-10 feet long from your nose to the tip of your tail. You weigh between 150 and 300 pounds. Your size is Medium.

Speed. Your base walking speed is 30 feet. Though older dragons can move much faster, you haven't yet matured into your abilities. Your dragon type may give you an additional speed. Refer to the Dragon Type table to determine your extra speed, if you have one. Swimming and climbing speeds are 30 feet, and burrowing speed is 10 feet.

Blindsight. Because of your draconic senses, you can perceive your surroundings within 10 feet of you without using sight. This helps you to pinpoint creatures you cannot see, but gives no advantage over illusions or ethereal creatures.

Breath Weapon. You can use an action to expel powerful destructive energy from your maw. Your dragon type determines the size, shape, and damage type of your breath.

When you use your breath weapon, each creature in the area of the exhalation must make a saving throw, the type of which is determined by your dragon type. The DC for this saving throw equals 8 + your Constitution modifier + your proficiency bonus. A creature takes damage on a failed save, the amount of which is determined by your dragon type, or half as much damage on a successful one.

After you use this ability, roll a d6 at the start of each of your turns. You can't use this ability again until you roll a 5 or 6 on the d6.

For balancing purposes, only damaging breath weapons are included in this playable race. If you would like to implement other breath weapons, discuss it with your Dungeon Master. The true dragon class gives metallic and ferrous dragons their second breath weapon option.

Damage Immunity. You have immunity to a particular damage type, granted by your draconic nature. The damage type to which you are immune is determined by your dragon type, as given in the Dragon Type table.

Darkvision. You have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of grey.

Keen Senses. Your senses are particularly keen. As a result, you gain proficiency in the Perception skill, and can add double your proficiency bonus to any Wisdom (Perception) check that you make.

Monstrous Form. Your claws are too large and clumsy to perform tasks or use tools meant for humanoids. As a result, you can't use tools or weapons made for humanoids, and can't gain proficiency in them, unless you are somehow able to take on a humanoid form (such as by the *change shape* ability).

In addition, regardless of your type, you draw lots of attention to yourself. The attitudes of people you meet will vary, as determined by the DM.

Scales. Your hide is covered with hard scales. While you aren't wearing armor, you have a natural Armor Class of 17.

Natural Weapons. You have sharp teeth and claws, which you can use to make unarmed strikes. You can use your action to make an attack with your bite or your claws. You use your Strength modifier for the attack and damage rolls. On a hit, your bite deals 1d10 piercing damage, and your claws deal 1d6 slashing damage, rather than the damage normal for an unarmed strike.

If you gain the Extra Attack feature as a result of taking class levels, you can make only one of your attacks with your bite.

Wings. You have a flying speed of 60 feet. You can only use this speed while you are not wearing medium or heavy armor, and aren't serving as a mount.

Additional Traits. Your dragon type might grant you an additional trait. Dragon types with special traits are denoted with an asterisk in the Dragon Type table.

Traits

Additional traits are presented in alphabetical order.

Amphibious. You can breathe air and water.

Cloudwalking. You can tread on clouds and fog as though on solid ground. This ability functions continuously but can be resumed or negated at will, no action required.

Ice Walk. You 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 you extra movement.

Sand Walk. You can move across sand without needing to make an ability check. Additionally, difficult terrain composed of sand doesn't cost you extra movement.

Sunlight Hypersensitivity. You take 10 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

Dragon Age Categories

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

Dragon Type

Type	Ability Score Increase	Alignment	Speeds	Damage Type	Breath Weapon Area/Damage
Chromatic					
Black	Dex +1, Cha +1	chaotic evil	swim	Acid	5 by 15 ft. line (Dex save), 5d8
Blue	Str +1, Cha +1	lawful evil	burrow	Lightning	5 by 30 ft. line (Dex save), 4d10
Brown*	Con +1, Cha +1	chaotic evil	burrow	Piercing	15 ft. cone (Con save), 4d10
Gray*	Str +1, Wis +1	chaotic neutral	climb	N/A	N/A
Green*	Int +1, Cha +2	lawful evil	swim	Poison	15 ft. cone (Con save), 6d6
Purple*	Int +2, Cha +1	lawful evil	climb	Psychic	15 ft. cone (Int save), 5d6
Red	Con +2, Str or Cha +2	chaotic evil	climb	Fire	15 ft. cone (Dex save), 7d6
White*	Str +2, Con +1	chaotic evil	burrow, swim	Cold	15 ft. cone (Con save), 5d8
Metallic					
Adamantine	Con +2, Wis +1	chaotic good	—	Thunder	15 ft. cone (Con save), 4d6
Brass	Int +1, Cha +1	chaotic good	burrow	Fire	5 by 20 ft. line (Dex save), 4d6
Bronze	Str +1, Con +2	lawful good	swim	Lightning	5 by 40 ft. line (Dex save), 3d10
Copper	Wis +1, Cha +2	chaotic good	climb	Acid	5 by 20 ft. line (Dex save), 4d8
Gold	Con +2, Str or Cha +2	lawful good	swim	Fire	15 ft. cone (Dex save), 4d10
Iron	Str +1, Con +1	neutral good	climb	Lightning	15 ft. cone (Dex save), 4d8
Mithral	Wis +2, Cha +2	lawful good	—	Radiant	5 by 40 ft. line (Dex save), 4d12
Silver*	Con +1, Int +1, Wis +1	lawful good	—	Cold	15 ft. cone (Con save), 4d8
Ferrous					
Chromium	Str +1, Wis +1	lawful evil	swim	Cold	5 by 15 ft. line (Con save), 5d8
Cobalt	Int +1, Cha +1	lawful evil	—	Lightning	5 by 15 ft. line (Dex save), 4d8
Nickel	Str +1, Con +1	lawful evil	swim	Acid	15 ft. cone (Con save), 4d6
Steel*	Con +1, Cha +1	lawful neutral	—	Poison	15 ft. cone (Con save), 4d8
Tungsten	Dex +1, Int +1	lawful good	burrow	Fire	15 ft. cone (Dex save), 6d6
*Gem**					
Amethyst	Con +1, Int +1	neutral	burrow	Force	5 by 15 ft. line (Con save), 5d8
Crystal*	Int +1, Cha +1	chaotic neutral	swim	Cold	15 ft. cone (Dex save), 5d8
Emerald	Int +2	neutral	swim	Thunder	15 ft. cone (Con save), 6d6
Obsidian	Con +1, Int +1, Cha +1	neutral evil	—	Fire	15 ft. cone (Dex save), 7d6
Sapphire	Dex +1, Int +1	lawful neutral	climb	Thunder	15 ft. cone (Con save), 6d6
Topaz*	Int +1, Wis +1	chaotic neutral	swim	Cold	15 ft. cone (Dex save), 4d10

*Dragons with the Amphibious trait are: black, green, bronze, gold, cobalt, and nickel.
*Brown dragons are resistant to fire damage, but have no damage immunities. Their breath weapon deals piercing damage. In addition, a brown dragon gains the Sand Walk trait.
*Gray dragons don't have a breath weapon. To compensate for this, allow a grey dragon's bite attack to deal an extra 1d8 acid damage on a hit. Alternatively, you can give a gray dragon a breath weapon by using the damage type and breath weapon options of a black dragon.
*Green and Steel dragons are immune to the poisoned condition.
*Purple dragons have the Sunlight Hypersensitivity trait.
*White dragons have the Ice Walk trait.
*Silver dragons gain the Cloudwalking trait. If you are using the optional Dragon Feats rules, this counts as taking the Cloudwalking dragon feat.
*Gem dragons of all kinds have resistance to fire damage.
*Crystal dragons are immune to cold damage and resistant to radiant damage, but their breath weapon deals radiant damage.
*Topaz Dragons are immune to cold damage, but their breath weapon deals necrotic damage.

Aging and the Dragon Class

It takes dragons centuries or millenia to age into their potential power (see the Dragon Age Categories underneath the "Dragon Racial Traits" section). Gaining levels in this class should reflect that. As the Dungeon Master, consider using milestones instead of experience points, and possibly making those milestones lengths of time.

That isn't to say that there couldn't be some mystical reason that a dragon is aging faster, in order to keep up with the power of the other PCs. Perhaps a special magical stone makes dragons age faster, or the favor of Bahamut or another deity has the same effect.

Though this isn't precise, a character following the True Dragon class will be about the equivalent of Very Young by 7th level, Young by 11th level, Juvenile by 15th level, and Young Adult or Adult by 20th level. If you allow the player to continue in the Legendary Dragon class, the character will be about the equivalent of Mature Adult by 21st level, Ancient by 26th level, and Great Wyrm by 30th level.



Class: the True Dragon

This class is designed to level up a dragon character so that it will be comparable in power to any other character of the same level. By level 20, the dragon character is comparable to a Young Adult or Adult version of the dragon.

When you choose a true dragon type, study the material associated with that type in order to accurately depict the general attitude and demeanor of that dragon type. Part of playing a dragon character is somewhat restricting yourself in terms of character and roleplaying. Resources are offered in this book, *The Book of Dragons*, and the 5th Edition *Monster Manual*.

Class Features

As a true dragon, you gain the following class features.

Hit Points

Hit Dice: 1d8 per true dragon level
Hit Points at 1st Level: 16 + your Constitution modifier
Hit Points at Higher Levels: 1d8 (or 5) + your Constitution modifier per true dragon level after 1st through 14th
Hit Points per Level after 14th: 1d10 (or 6) + your Constitution modifier per true dragon level after 14th

Proficiencies

Armor: None
Weapons: None
Tools: None

Saving Throws: Constitution, Charisma
Skills: Perception, Stealth

Equipment

You start with no equipment, but have 5d4 x 10 gp.

The True Dragon

Level	Proficiency Bonus	Features
1st	+2	Dragon Type
2nd	+2	Quick Reflexes
3rd	+2	Draconic Mind, Dragon Type Feature
4th	+2	Ability Score Improvement, Enhanced Breath Weapon (+1)
5th	+3	Draconic Strength
6th	+3	Speed Increase
7th	+3	Enhanced Breath Weapon (+2)
8th	+3	Ability Score Improvement
9th	+4	Lair
10th	+4	Enhanced Breath Weapon (+3)
11th	+4	Extra Attack
12th	+4	Ability Score Improvement
13th	+5	Speed Increase
14th	+5	Enhanced Breath Weapon (+4)
15th	+5	Size Increase
16th	+5	Ability Score Improvement
17th	+6	Tough Scales, Enhanced Breath Weapon (+5)
18th	+6	Frightful Presence, Powerful Senses, Dragon Type Feature
19th	+6	Ability Score Improvement
20th	+6	Enhanced Breath Weapon (+6), Extra Attack (2)

Dragon Type

Throughout this class, you gain additional features based on your Dragon Type, which you chose when you gained your racial traits. Follow the Chromatic, Metallic, Ferrous, or Gem dragon type, according to your type, all detailed at the end of the class description. Your dragon type grants you features at 1st, 3rd and 18th level.

Quick Reflexes

At 2nd level, your awareness of your surroundings makes you more able to avoid effects. You gain proficiency in Dexterity saving throws.

Draconic Mind

At 3rd level, your draconic nature makes you more adept in social situations and more difficult to fool. You gain proficiency in Wisdom saving throws.

Enhanced Breath Weapon

Starting at 4th level, your breath weapon grows more powerful. Your breath weapon deals one extra damage die of damage.

You gain another damage die in this way at 7th, 10th, 14th, 17th, and 20th level.

For example, if you are a black dragon, your breath weapon deals 6d8 acid damage starting at 4th level, 7d8 at 7th level, 8d8 at 10th level, and so on.

In addition, your breath weapon increases in size. At 7th level, and again at 14th and 20th level, your breath weapon's range increases by 5 feet.

Ability Score Improvement

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

If you are using the optional Feats and Dragon Feats rules, your DM can allow you to take a dragon feat instead of a normal feat.

Draconic Strength

Starting at 5th level, your strikes are more powerful. Your unarmed strikes deal an extra die of damage when you hit with them.

Specifically, your bite attack now deals 2d10 damage instead of 1d10, and your claw attack now deals 2d6 damage instead of 1d6.

Speed Increase

At 6th level, your slightly increased size and strength makes you faster. Your movement speed on foot increases by 5 feet, and your flying speed increases by 10 feet.

When you reach 13th level, your movement speed increases by another 5 feet, and your flying speed increases by another 10 feet.

Lair

Starting at 9th level, you have the ability to make a safe lair for yourself. Discuss the lair's location with your Dungeon Master.

You and your companions can safely rest in your lair without the risk of random encounters. In addition, you and your companions can safely store items of any kind within your lair.

Another creature can spend 4 hours within 6 miles of the lair to try and find your lair. At the end of that time, the creature must make a Wisdom (Survival) check. The DC for this check is 8 + your proficiency bonus + your Wisdom modifier. On a success, the creature finds your lair.

Your notoriety might attract dragon slayers, treasure hunters, a rival dragon, or other monsters and NPCs as the DM sees fit.

It takes 8 hours of work each day for 7 consecutive days to find a new lair.

Extra Attack

Beginning at 11th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

The number of attacks increases to three when you reach 20th level in this class.

Size Increase

At 15th level, you officially grow large enough to be a Large creature. You now occupy a 10-foot square in combat, and have all other benefits and drawbacks of being a Large creature.

Your reach for attacks with your bite increases to 10 feet.

You can use your flying speed even while you are serving as a mount.

In addition, your Hit Dice become d10s instead of d8s. To compensate for past levels, your hit point maximum increases by 15, and you use a d10 to determine the hit points you gain from this class at this level and future levels.

Tough Scales

At 17th level, your scales harden. Your Armor Class when you are not wearing armor is 18.

Frightful Presence

Starting at 18th level, whenever you take the Attack action on your turn, you can use your bonus action to attempt to terrify your enemies. Each creature of your choice that is within 120 feet of you and aware of you must succeed on a Wisdom saving throw or become frightened for 1 minute. The DC for this saving throw is 8 + your proficiency bonus + your Charisma modifier. 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 your Frightful Presence for the next 24 hours.

Powerful Senses

At 18th level, your senses grow in power. Your darkvision grows to a 120 foot radius, and your blindsight grows to a 30 foot radius.

Dragon Types

Each dragon type gains specific powers as a result of its innate draconic heritage. The following dragon types detail the powers gained by each unique type.

Chromatic

You are a chromatic dragon, the spawn of Tiamat, the evil dragon queen. You tend to follow evil tendencies, and you share the following traits with other chromatic dragons.

Innate Skill

At 1st level, you gain proficiency in a skill depending on your dragon type.

Black. Animal Handling

Blue. Deception

Brown. Deception and Cook's Utensils. Though you lack the manual dexterity to use these utensils yourself, another creature using cook's utensils under your direction can add your Proficiency bonus to the check.

Gray. Investigation

Green. Deception and Persuasion

Purple. Deception

Red. Insight

White. Athletics

Elemental Bite

Starting at 3rd level, your bite attack deals an additional 1d8 damage. The damage type of this extra damage is the same type dealt by your breath weapon.

When you reach 18th level in this class, this damage increases to 2d8.

Notoriety

Starting at 18th level, you are powerful enough that stories are beginning to be told of you. You gain proficiency in the Intimidation skill, and if you spend at least one minute interacting with another creature outside of combat, you can force it to make a Wisdom saving throw against your Frightful Presence save DC. On a failed save, the creature is frightened of you for 1 hour or until it is attacked or damaged.

Metallic

You are a metallic dragon, whose lord is Bahamut the Platinum Dragon. You are good, and share the following traits with other metallics.

Innate Skill

At 1st level, you gain proficiency in a skill depending on your dragon type.

Adamantine. Insight

Brass. History and Persuasion

Bronze. Insight

Copper. Deception

Gold. Insight and Persuasion

Iron. Intimidation

Mithral. Religion

Silver. Arcana and History

Additional Breath Weapon

At 3rd level, you gain an additional breath weapon option. Your new option is determined by your metallic dragon type.

When you use either of your breath weapon options, you must roll a d6 at the start of each of your turns. You can't use either breath weapon option until you roll a 5 or 6 on the d6.

If the new breath weapon option requires a saving throw, the DC for the saving throw is equal to the save DC of your original breath weapon.

Adamantine. You exhale magical energy in a 15-foot cone. All magical effects and spells of 1st level or lower in that area end immediately. For each spell of higher level, you can attempt a Charisma check (DC 10 + the spell's level), ending the spell on a success.

When you reach 18th level, this breath weapon option automatically dispels all magical effects and spells of 2nd level or lower.

Brass. You exhale sleep gas in a 15-foot cone. Each creature in that area must make a Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Bronze. You exhale repulsion energy in a 30-foot cone. Each creature in that area must make a Strength saving throw. On a failed save, the creature is pushed 30 feet away from you.

Copper. You exhale gas in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Gold. You exhale gas in a 15-foot cone. Each creature in that area must succeed on a Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Iron. You exhale gas in a 15-foot cone. Each creature in that area must succeed on a Wisdom saving throw or be charmed by you for 1 minute. Each time you or your companions do anything harmful to the creature, it can repeat the saving throw, ending the effect on itself on a success.

Mithral. You exhale magical energy in a 15-foot cone. Each creature in that area must make a Wisdom saving throw. On a failed save, a creature becomes frozen in time for 1 minute. While frozen in time, the creature is incapacitated, can't move or speak, and is unaware of its surroundings. Attack rolls against the creature have advantage. The creature also automatically fails Strength and Dexterity saving throws. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success. The effect ends early if the creature takes damage or is otherwise interacted with in any way.

Silver. You exhale paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success

Change Shape

Starting at 18th level, you can magically change your form. As an action, you magically polymorph into a humanoid or beast that has a challenge rating no higher than half of your level, or back into your true form. You revert to your true form if you die. Any equipment you are wearing or carrying is absorbed or borne by the new form (your choice).

In a new form, you retain your alignment, hit points, Hit Dice, ability to speak, proficiencies, and Intelligence, Wisdom, and Charisma scores, as well as this action. Your statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Ferrous

You are a fallen dragon with metallic origins, but lost your place at Bahamut's side as a result of your ancestors' rebellion. You are lawful, and share other traits with your ferrous brethren.

Innate Skill

At 1st level, you gain proficiency in a skill depending on your dragon type.

Chromium. Deception
Cobalt. Intimidation
Nickel. Deception
Steel. Persuasion
Tungsten. Arcana and Insight

Additional Breath Weapon

At 3rd level, you gain an additional breath weapon option. Your new option is determined by your ferrous dragon type.

When you use either of your breath weapon options, you must roll a d6 at the start of each of your turns. You can't use either breath weapon option until you roll a 5 or 6 on the d6.

If the new breath weapon option requires a saving throw, the DC for the saving throw is equal to the save DC of your original breath weapon.

Chromium. You exhale freezing air in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cobalt. You exhale a pulse of magnetic energy in a 15-foot line that is 5 feet wide. Each creature in that line must succeed on a Strength saving throw or take 1d8 force damage and be pushed 30 feet away from you.

Nickel. Instead of gaining a new breath weapon option, nonmagical metal objects caught in the area of your breath weapon are corroded. Objects affected by the corrosion take a permanent and cumulative -1 penalty to Armor Class. If an object's AC is reduced to 10, it is destroyed. The corrosion of metal buckles, hinges, nails, or other things might destroy an object or render it useless.

Steel. You exhale gas in a 15-foot cone. Each creature in that area must succeed on a Constitution saving throw or have disadvantage on Constitution saving throws for 1 minute. A creature can attempt the saving throw at the end of each of its turns, ending the effect on itself on a success.

Tungsten. Instead of gaining a new breath weapon option, your breath weapon is empowered with bits of white-hot sand. A creature that fails its saving throw against your breath weapon is also blinded until the end of its next turn.

Metal Sense

Starting at 18th level, you can innately sense the presence of non-precious metals. For the sake of this ability, precious metals include: adamantine, copper, gold, mithral, platinum, and silver. You automatically know the approximate direction and distance to all non-precious metals within 120 feet of you, and you know the approximate amount of each instance of the metals you detect.



Gem

You are a gem dragon with no ties to good or evil, and love spending time on the Elemental Plane of Earth or deep underground. Most gem dragons manifest powerful psionic abilities.

Innate Skill

At 1st level, you gain proficiency in a skill depending on your dragon type.

Amethyst. Persuasion
Crystal. Insight and Investigation
Emerald. History, Insight, and Investigation
Obsidian. Insight
Sapphire. Acrobatics
Topaz. Athletics

Psionics

At 3rd level, you manifest the beginnings of psionic ability. The nature of this ability is determined by your dragon type.

Amethyst. You can cast the *feather fall* and *water walk* spells at will, but only targeting yourself. When you cast them in this way, they don't require material components.

Crystal. You can communicate telepathically with any creature you choose within 120 feet of you, as long as that creature understands at least one language.

Emerald. You can focus on an object to read the psionic imprint left upon it. If you hold an object and concentrate on it for 1 minute, you learn several things about it. You gain a mental image from the object's point of view, showing the last creature to hold the object, regardless of how long ago it was last handled.

You also learn of any events that have occured within 20 feet of the object within the past 24 hours. The events you percieve unfold from the object's perspective, and you see and hear such events as if you were there, but you cannot use other senses.

Additionally, you can choose to embed a psychic sensor within the object. For the next 24 hours, you can use an action to learn the object's location relative to you (its distance and direction) and to look at the object's surroundings from its point of view as if you were there. You can have only one such sensor at a time.

Lastly, you learn everything about the item as if you had cast the *identify* spell.

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

Obsidian. You learn the *light* cantrip. You can also cast the *creation* spell at its lowest level without expending a spell slot or requiring material components. When you cast the spell in this way, you can only create objects of vegetable matter, and you can't cast the spell in this way again until you finish a long rest.

Sapphire. You can cast the *feather fall* spell at will, but only targeting yourself. When you cast the spell in this way, it doesn't require material components.

In addition, you can sense any magical spell or effect that enhances movement, and can sense teleportation of any kind that is within 300 feet of you. You are instantly aware of the distance and direction to the sensed power.

Topaz. You can use your psionic abilities to enhance your senses: to use tactile sensation to see and hear, to use auditory sensation to see, and to use visual sensation to hear. As a result, your blindsight range increases by 15 feet, and you gain tremorsense with a range equal to the range of your blindsight.

Plane Shift

Starting at 18th level, you have enough power to innately transport yourself between planes. You can cast the *plane shift* spell without expending a spell slot or requiring material components. When you cast the spell in this way, you can only target yourself, and you can only transport yourself to the Elemental Plane of Earth or back to the plane you originated from.

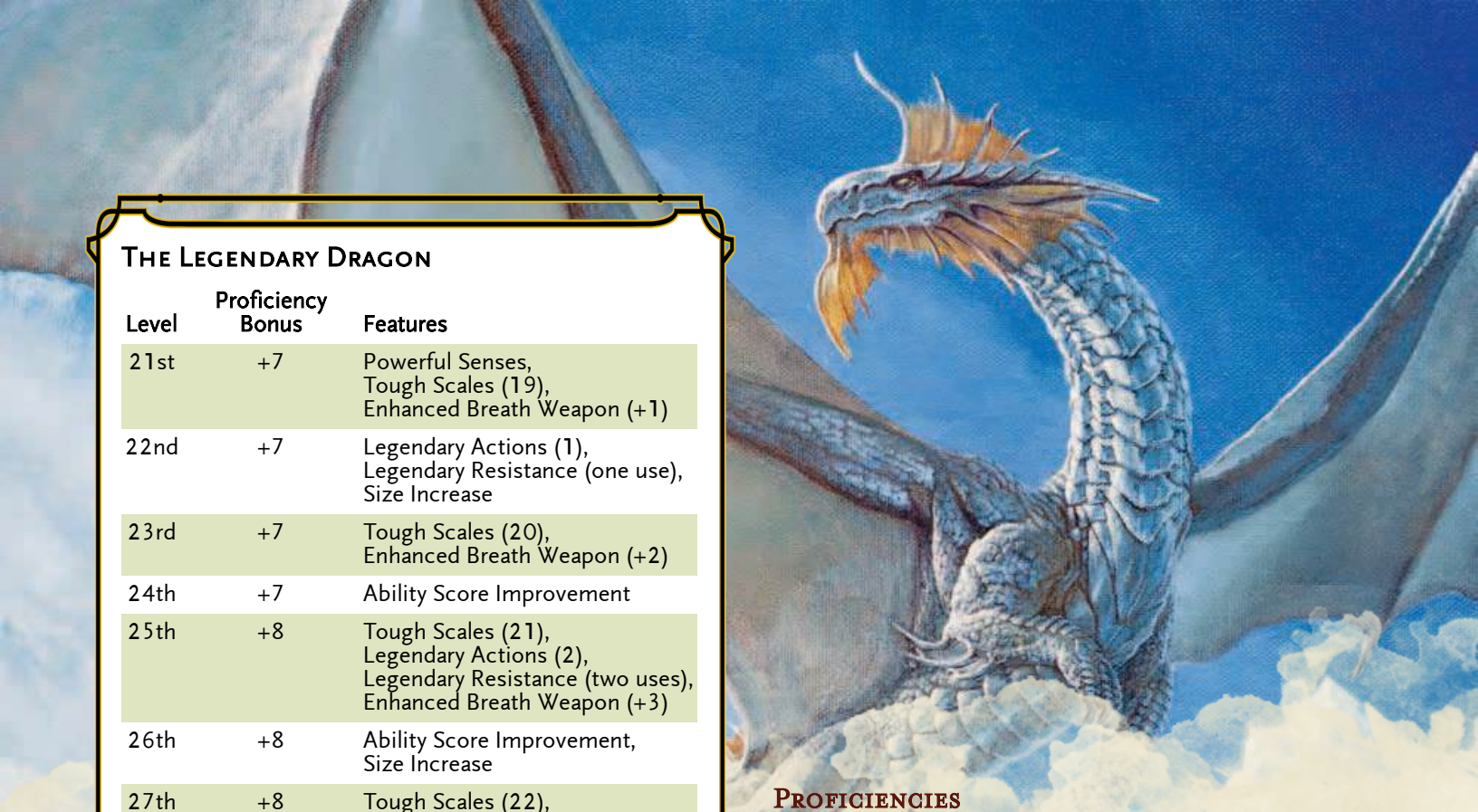
Once you cast the spell in this way, you can't do so again until you finish a long rest.

Aren't some Dragons Stronger?

The way this class is built might make some players ask, "aren't some dragons stronger?" The short answer is yes, but creating a playable race and class makes that question a little more complicated.

For the sake of balance, dragon types are treated as virtually the same strength within the confines of creating a player character. This not only simplifies the creation process, but also gives a player more freedom. In other words, a player doesn't feel like any particular dragon type is the strongest, which allows them to pick any type without feeling shortchanged.

There are things in this class (as well as the Legendary Dragon epic class) that don't match up with monster stat blocks. That is by design. There are so many dragon types that each would need its own class in order to be accurate, and again that brings up the question of balance. This way is much simpler and balances the different types of dragons to be more similar in power. In addition, monsters are just designed differently than player characters are. To attempt to mesh the two disturbs the balance of the game (more so than playing as a dragon already does).



The Legendary Dragon

Level	Proficiency Bonus	Features
21st	+7	Powerful Senses, Tough Scales (19), Enhanced Breath Weapon (+1)
22nd	+7	Legendary Actions (1), Legendary Resistance (one use), Size Increase
23rd	+7	Tough Scales (20), Enhanced Breath Weapon (+2)
24th	+7	Ability Score Improvement
25th	+8	Tough Scales (21), Legendary Actions (2), Legendary Resistance (two uses), Enhanced Breath Weapon (+3)
26th	+8	Ability Score Improvement, Size Increase
27th	+8	Tough Scales (22), Enhanced Breath Weapon (+4)
28th	+8	Ability Score Improvement
29th	+9	Legendary Actions (1), Legendary Resistance (three uses)
30th	+9	Tough Scales (23), Enhanced Breath Weapon (+5)

Epic Class: The Legendary Dragon

This is an epic class designed to allow a dragon character to ascend to the Ancient and even Great Wyrm stages of power. Only true dragons that have reached level 20 in the True Dragon class can begin to take levels in the Legendary Dragon epic class.

By this point the character is at least a Mature Adult dragon, and has the power of one. By 26th level, the character is about Ancient, and by 30th level, the character is about equal with a Great Wyrm.

Class Features

As a true dragon, you gain the following class features.

Hit Points

Hit Dice: 1d12 per legendary dragon level
Hit Points per Level: 1d12 (or 7) + your Constitution modifier per legendary dragon level through 25th
Hit Points per Level after 25th: 1d20 (or 11) + your Constitution modifier per legendary dragon level after 25th

Proficiencies

Armor: None
Weapons: None
Tools: None

Saving Throws: None
Skills: None

Equipment

You gain no equipment from the Legendary Dragon epic class.

Powerful Senses

At 21st level, the radius of your blindsight increases to 60 feet.

Tough Scales

At 21st level, your scales harden. Your AC when you are not wearing armor is 19.

Your hide continues to grow harder as you gain strength. Your AC when you are not wearing armor rises to 20 at 23rd level, 21 at 25th level, 22 at 27th level, and 23 at 30th level.

Enhanced Breath Weapon

At 21st level, your breath weapon continues to grow more powerful. Your breath weapon gains another extra damage die of damage.

You gain another damage die in this way at 23rd, 25th, 27th, and 30th level.

For example, if you are a black dragon, your breath weapon deals 12d8 acid damage starting at 21st level, 13d8 at 23rd level, 14d8 at 25th level, and so on.

In addition, your breath weapon increases in size. At 21st level, your breath weapon's range becomes 60 feet. At 23rd level, and again at 25th, 27th, and 30th level, your breath weapon's range increases by 10 feet.

Legendary Actions

By 22nd level, you have matured into your legendary ability to act and attack when others least expect. You can take 1 legendary action, 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. You regain spent legendary actions at the start of your turn.

Detect. You make a Wisdom (Perception) check.

Tail Attack. You make an attack with your tail, using Strength for the attack and damage rolls. It has a reach of 15 feet, and deals 2d8 bludgeoning damage on a hit.

When you reach 25th level, you have 2 legendary actions, and you gain the Wing Attack legendary action option. When you reach 29th level, you have 3 legendary actions.

Wing Attack (Costs 2 Actions). You beat your wings. Each creature within 10 feet of you must succeed on a Dexterity saving throw or take 4d6 bludgeoning damage and be knocked prone. The DC for this saving throw is 8 + your proficiency bonus + your Strength modifier. You can then fly up to half your flying speed.

Legendary Resistance

By 22nd level, you have matured into your legendary ability to shrug off even the most powerful effects. If you fail a saving throw, you can choose to succeed. Once you use this feature, you can't use it again until you finish a long rest.

You can use this feature twice between long rests starting at 25th level and three times between long rests starting at 29th level.

Size Increase

At 22nd level, you officially grow large enough to be a Huge creature. You occupy a 15-foot square in combat, and have all other benefits and drawbacks of being a Huge creature.

When you reach 26th level, you grow large enough to be a Gargantuan creature. You occupy a 20-foot square in combat, and have all other benefits and drawbacks of being a Gargantuan creature. Your reach for attacks with your bite increases to 15 feet, and your reach for attacks with your claws increases to 10 feet.

Also at 26th level, your Hit Dice that you gain from the Legendary Dragon class (but not the True Dragon class) become d20s instead of d12s. To compensate for past levels, your hit point maximum increases by 20, and you use a d20 to determine the hit points you gain from this class at this level and future levels.

Ability Score Improvement

When you reach 24th level, and again at 26th and 28th level, you can increase one ability score of your choice by 3, or you can increase three ability scores of your choice by 1. You can increase an ability score above 20 using this feature, but not above 30.

If you are using the optional Feats and Dragon Feats rules, you can take a dragon feat instead of a normal feat.



Dragon Personalities

Before you can run a dragon encounter, you need to know the monster's personality and how it thinks. The resources in each dragon's description, whether in this book, *The Book of Dragons*, or the 5th Edition *Monster Manual*, provide plenty of information for creating a dragon with a personality. Each dragon type has a different demeanor, but that doesn't mean dragons within that type can't vary a little. This section provides options and inspiration for creating a dragon with a unique personality.

Chapter 4, "Creating Nonplayer Characters" in the 5th Edition *Dungeon Master's Guide* is a valuable resource for creating nonplayer characters, including monstrous ones such as dragons. Refer to the information presented there for additional help.

Chapter 4, "Personality and Background" in the 5th Edition *Player's Handbook* can also be used to help determine or inspire unique personality traits, ideals, bonds, and flaws.

Customizing Ability Scores

To make a dragon even more individual, consider modifying its ability scores, either with the Ability Score Increase dragon feat (see the "Universal Dragon Feats" section in Part 3: Bestiary) or with the following rule.

To customize a dragon's scores without affecting its Challenge Rating, then something needs to be subtracted whenever something is added. Subtract up to 5 points (as a combined total) from any of the dragon's ability scores. Then add the same number you subtracted to any of the dragon's ability scores. The maximum number of points you can add or subtract to/from an ability score is 2.

For example, if you would like to make an Adult Amethyst Dragon stronger, first subtract up to 5 points from its existing ability scores. Perhaps the dragon is slightly less dexterous, wise, and charismatic than normal, but is also stronger than normal. First you'd subtract 1 from each of its Dexterity, Wisdom, and Charisma scores. You then have 3 points to add back on to the dragon's ability scores. Because the maximum number of points you can add to an ability score is 2, you can only add 2 points to its Strength score. The other point you can add to either its Constitution score or Intelligence score.

If a dragon's ability score modifier is changed in this way, remember to adjust its saving throws, skills, attacks, and other abilities accordingly. Changes to Strength modify the dragon's physical attacks, changes to Constitution modify the dragon's hit points and Breath Weapon save DC, and changes to Charisma modify the dragon's Frightful Presence save DC.

Appearance

To help give a dragon a unique personality, consider giving the dragon a distinctive physical appearance. Roll on the Dragon Appearance table or choose a feature that suits the dragon.

A dragon only has a major injury if it doesn't have access to a *regenerate* spell or similar magic, or isn't willing to fork out the money to hire someone that does. Healing magic of 6th level or higher, such as the *regenerate* spell, heals any major injury.

Dragon Appearance

d20	Feature
1-3	Major Injury (roll on the Dragon Major Injuries table below)
4	Distinctive scar
5	Excessive scars
6	Broken horn
7	Missing teeth
8	Distinctive posture
9	Tattoos
10	Carvings in scales
11	Wears jewelry
12	Wears armor
13	Covered in natural materials, such as dirt, moss, lichen, or glistening slime
14	Excellent hygiene
15	Scrawny
16	Obese
17	Exceptionally short
18	Exceptionally tall
19	Extremely muscular
20	Unique eye color

Dragon Major Injuries

d8	Injury
1	**Scarred Eye.** One of the dragon's eyes is blind and milky white. The dragon has disadvantage on Wisdom (Perception) checks that rely on sight.
2	**Missing Tail.** The dragon is missing a large section of its tail. It can't make attacks with its tail, and if it ends its turn in the air, it must make a DC 15 Dexterity saving throw or fall.
3	**Missing a Foot or Leg.** The dragon's movement speed on foot is reduced by 10 feet.
4	**Missing an Arm or Hand.** The dragon makes one less claw attack as a part of its Multiattack, and its movement speed on foot is reduced by 10 feet.
5	**Missing Scales.** A previous battle has left a small part of the dragon's body without scales to protect it. The dragon takes a permanent and cumulative -1 penalty to Armor Class.
6	**Damaged Wing.** The dragon's flying speed is reduced by 10 feet.
7	**Damaged Voice.** An injury to the dragon's neck has damaged its voice. The dragon can barely talk (let alone shout or roar), and if it casts a spell with verbal components, there is a 30% chance that the spell fails.
8	**Limp.** The dragon's movement speed on foot is reduced by 5 feet.

Motives

A dragon's goals are rarely short-term, as their long lives allow them to conceive and implement plans that can take decades or centuries to come to fruition. Their motives reflect their goals, but may or may not represent their ultimate goal. Roll on the Dragon Motives table or choose a motive that suits the dragon.

A motive can (and usually does) serve as a dragon's bond.

Dragon Motives

d20	Motive
1	Eliminate a rival
2	Exact vengeance for a misdeed
3	Protect a beloved friend or ally
4	Expose a plot, rival, or other secret
5	Accumulate power
6	Accumulate wealth
7	Acquire forgotten/forbidden lore
8	Find a mate and raise children
9	Become a powerful spellcaster or wielder of Dracolexi
10	Strike fear into the hearts of heroes or a people, city, or kingdom (Evil)
11	Annihilate a land or people (Evil)
12	Protect a land or people (Good)
13	Guard an artifact or holy site
14	Subjugate a race or people
15	Establish dominance or superiority
16	Acquire a particular magic item or artifact
17	Reclaim something that was lost or stolen from it, such as its lair or a magic item
18	Create a legendary legacy
19	Gain favor in the eyes of a god
20	Gain immortality

Flaws

Though dragons are physically some of the most powerful known creatures, they aren't without their faults. They are egotistical to a fault, but this can represent itself in a myriad of different ways.

Some dragon types are prone to certain flaws. For example, black dragons are prone to Cowardice, and white dragons are prone to Grudge. Some dragons might have multiple flaws.

Dragon Flaws

d12	Flaw
1	**Avarice.** "I cannot part with a single coin."
2	**Arrogance.** "It is not possible to kill me."
3	**Pride.** "No decision I ever make is wrong."
4	**Vanity.** "No other creature can match me in any aspect."
5	**Cowardice.** "I run from a fight if there is any chance of defeat."
6	**Insatiable.** "No matter how much power I have, I always want more."
7	**Rage.** If I don't get what I want, I fly into a rage and kill everything in sight."
8	**Grudge.** "When I am wronged, I always do whatever it takes to achieve vengeance."
9	**Gluttony.** "I overindulge in material pleasures."
10	**Recklessness.** "I charge into fights without thinking about the repercussions."
11	**Ego.** "I meet even the smallest insult with tooth and claw."
12	**Greed.** "Anything of any value is rightfully mine."

Dragons and Religion

Dragons approach religion differently than creatures or monsters of other races might. Their pride keeps them from humbling themselves completely before any god; instead, they view gods more as distant guardians or even parent-like figures. Dragons recognize the power wielded by them and respect it accordingly, but only the most devoted of them truly venerate the gods as any cleric would.

Worship. The vast majority of dragons don't worship in the traditional sense. Very few of them have the patience or humility for behavioral restrictions or rituals of any kind. Instead, their worship usually takes the form of sigils or altars somewhere in the lair, where the dragon occasionally spares a passing glance or a short prayer, if it is feeling particularly religious.

Dragons that are more involved with deity usually forge bargains instead of plea for divine power, only agreeing to worship in return for divine knowledge and power. Some of the most powerful dragons instead see deities as creatures to be emulated, or even as a potential goal as they gain power.

The Afterlife. After death, dragons believe that their spirits are sent to the feet of Chronepsis, who judges where the dragon will live thereafter. Most often it is simply the domain of the god the dragon worshiped, but if the dragon worshiped no god, they are left to the judgement of Chronepsis.

Some dragons are able to circumvent death. Dracoliches and vampiric dragons do so through undeath, while others seek more permanent means of immortality through magic or ascension to godhood. Metallic dragons have the option of becoming a Guardian, and yet others might be chosen by Chronepsis to guard dragon graveyards in death.

Religious Institutions. Dragons don't worship together in churches, temples, shrines, or any other religious institution. Particularly devoted dragons might help found such organizations, but their worship is distinctly separate from them.

Gods. The dragon pantheon has remained the same for eons without change, and is easily one of the oldest existing pantheons. The following section describes each of the most prevalent deities, and boons that a worshiper of that god might obtain. Blessings and Charms use the rules of "Supernatural Gifts" on pages 227-228 of the 5th Edition *Dungeon Master's Guide*.

Dragon Deities

Deity	Alignment	Suggested Domains	Symbol
Aasterinian, goddess of invention and travel	CN	Knowledge, Trickery	Grinning brass dragon's head
Astilabor, goddess of wealth	N	Knowledge	A twelve-faceted gem
Bahamut, dragon god of good	LG	Life, War	Dragon's head in profile
Chronepsis, god of fate and death	N	Death, Knowledge	A draconic eye
Falazure, god of decay	NE	Death	Black dragon skull
Garyx, god of destruction	CE	Tempest, War	A reptilian eye in front of orange flame
Hlal, goddess of humor	CG	Trickery	An open book
Io, king of dragon gods	N	Knowledge, Light	A multicolored metallic disk
Lendys, god of justice	LN	Knowledge, War	Sword balanced on a needle's point
Sardior, god of psionics and secrets	N	Knowledge	A glowing ruby
Tamara, goddess of life	NG	Life, Light	Seven-pointed star
Tiamat, dragon goddess of evil	LE	Trickery	Five-headed dragon

The boons within each god's description can be applied to dragons that are devout worshipers of that god, to represent their religious devotion and that god's favor.

Dragons aren't the only creatures that worship these gods. Other creatures, usually those that have draconic ancestry, also worship these gods, including kobolds and lizardfolk.

Aasterinian

Messenger of Io

Aasterinian is a bold and shameless deity who loves to learn primarily through play, invention, and pleasure. Her passions are often short-lived by dragon standards, though they may last for decades or centuries, as she is fickle and flighty. True to her personality, she prefers to take the form of a brass or copper dragon when she appears.

Temples and shrines to Aasterinian are rare in the extreme, but small shrines are scattered about the Material Plane in quiet, hidden places where worshipers can peacefully rest from their travels and travails. Most of Aasterinians followers are wanderers and travellers, usually utilizing an element of disguise and secrecy. Aasterinian encourages her followers to make decisions for themselves, and to trust in their own judgement rather than relying on that of others. To her, the greatest sin is to refuse to trust in yourself.

Dragon worshipers of Aasterinian include many types: those that invent (such as Cobalts) or are mischievous (such as Coppers) often have a small shrine or set of sigils dedicated to her within their lair. Others might include those that spend a lot of time travelling outside of their lair, so that they can return safely and swiftly to their home.

Boons. Creatures that worship or please Aasterinian might gain a boon:

Charm of Fast Travel. This charm grants you the ability to travel faster. You can travel for 2 additional hours during a day of travel without incurring adverse effects of a Forced March. These benefits last for 10 days, after which the charm vanishes from you.

Charm of Safe Travel. This charm grants you the supernatural ability to travel through safe paths. At the end of a long rest, you can choose to invoke the power of this charm. Once you do so, you can choose to safely bypass random encounters until the start of your next long rest, when the charm vanishes from you.

Astilabor

The Acquisitor, *Hoardmistress*

All dragons have the innate desire to hoard wealth, and Astilabor is the deific representation of that need. She represents the aquisition of wealth for the purpose of building the hoard, but she notably dislikes the excessive greed shown by most chromatic dragons. In fact, her dogma censures such greed, instead advocating wealth and power without the detriment of greed. Few dragons are able to emulate this paradigm. Astilabor also condemns thievery, but has been know to turn a blind eye to it if it is done in the name of building the hoard.

Most dragons of all types and alignments revere Astilabor to an extent, but few outright worship her. Many at least carve her symbol somewhere in their treasury as a protective ward and blessing upon it. Few non-dragon creatures venerate her, but those that do place great importance on their own wealth.

Boons. Creatures that worship or please Astilabor might gain a boon:

Charm of Wealth. This charm grants you the ability to sense all valuable objects worth 1 gp or more within 30 feet of you. This ability can penetrate most barriers, but is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. These benefits last for 24 hours, after which the charm vanishes from you. The charm vanishes from you immediately if you steal any object you detect.

Ward of Astibalor. This ward can only be placed on the hoard of a dragon. The dragon recieves a mental ping in its mind when an object is stolen from its hoard, if it is on the same plane of existence. If it is sleeping, this ping wakes it.

Bahamut

The Platinum Dragon, King of the Good Dragons, Lord of the North Wind

Bahamut is perhaps the most revered of the dragon gods by non-dragon creatures, and all metallic dragons pay homage to him in some way. Gold and silver dragons especially revere him, occasionally gaining divine power from him and acting as his clerics within the Material Plane. Even some evil dragons respect him for his wisdom, but they never outwardly worship him.

Bahamut is depicted as a unique dragon with scales of platinum and deep blue eyes. Seven gold great wyrms serve as his bodyguards and advisors. When he chooses to appear, he takes the form of a wizened old hermit, and his gold wyrms take the form of canaries that hover about him. He is merciful and loving toward his followers and those of good alignment, but cold and unforgiving to his enemies and those of evil alignment. There are no excuses for committing evil acts, and he mercilessly executes judgement upon those that do so. However, he is known as one of the most compassionate beings to ever exist, and has empathy for all those that are downtrodden and helpless.

At the Platinum Dragon's exhortations, his followers promote the cause of good. They offer services such as information, healing, or a safe refuge, and intervene on behalf of the destitute in need of their assistance. However, he also preaches that beings should be allowed to fight their own battles. A creature's burdens are its own to bear.

Large temples dedicated to Bahamut might be erected in cities or in mountains (where worshipers would travel in pilgrimage), depending on how many humanoid followers Bahamut has in the region. Metallic dragons often have a small shrine in their lair dedicated to him, usually consisting of nothing more than a secluded corner with a symbol inscribed in the wall.

Bahamut's greatest enemy is Tiamat, and their worshipers come into conflict over this eons-old war.



Boons. Creatures that worship or please Bahamut might gain a boon:

Charm of Protection. This charm allows you to cast the *protection from evil and good* spell as an action, no components required. Once used three times, the charm vanishes from you.

Chronepsis

The Silent, The Watcher, The Guardian of the Lost

Chronepsis is arguably one of the most neutral of all gods and creatures in the multiverse. He watches silently, without a hint of partiality in any conflict. He is the draconic deity of fate, judgement, and and death, which he partly shares with Falazure.

Primarily, Chronepsis is a passionless observer of all things. To him, death is a starting point to a new existence, and all life leads to this existence. When a dragon dies, it comes before Chronepsis, who judges the dragon based on the life that it lived. If it worshiped a particular god, Chronepsis usually sends the dragon to the domain of that god, but if not, the dragon is left to the dispassionate judgement of the Watcher. During judgement, he has no interest in the good and evil of a dragon's life, instead measuring what is and what is not. He never meddles in mortal affairs of any kind, regardless of the cataclysm, unless it is large enough to send shockwaves through his domain or followers.

Chronepsis has neither allies nor enemies, preferring to stay out of all conflict. Similarly, his followers (of which there are few) consider all other faiths to be neither hostile nor friendly, and most others return the favor. Only those of neutral alignment choose to follow him, and temples or shrines to him are unheard of.

Boons. Creatures that worship Chronepsis might gain a boon:

Charm of the Observer. This charm allows you to cast the *arcane eye* spell as an action, no components required. Once you do so, the charm vanishes from you.

Charm of the Watcher. This charm allows you to cast the *truesight* spell as an action, no components requireed. Once you do so, the charm vanishes from you.

Falazure

The Night Dragon, The Reaver

Falazure's dominion extends over decay, death, and undeath. He teaches that a dragon's long life need not be the end, and that undeath is a marvelous extension to a dragon's already long lifespan. Though it isn't known for sure, it is generally accepted that Falazure created the first undead dragons, including dracoliches, vampiric dragons, and ghostly dragons. When Chronepsis decides that a dragon be sent back to the world of the living to serve as a guardian over a graveyard, the dragon is first sent to Falazure to gain such power over death.

Bahamut and Tiamat have the most non-dragon followers of all the dragon gods, but Falazure isn't far behind them. Necromancers and intelligent undead, especially liches, revere him. Dracoliches nearly always worship Falazure, for without him, they never would have found undeath. Even corpse tearer linnorms occasionally venerate him. Temples to the Night Dragon are built beneath the ground in places of shadow and death, where his teachings of death and decay's inevitability are taught to his followers.

Boons. Creatures that worship Falazure might gain a boon:

Charm of Undeath. This charm allows you to put off death. When you are reduced to 0 hit points, you can choose to drop to 1 hit point instead. Once you do so, the charm vanishes from you.

Knowledge. To particularly emphatic dragon followers, Falazure might reveal the secrets of undeath, including the path to dracolichdom.

Garyx

Firelord, All-Destroyer, Cleanser of Worlds

Fire, destruction, and renewal fall under Garyx's dominion, and he symbolizes the sheer destructive power of dragonkind. Though he destroys arbitrarily, renewal always follows the destruction he causes. His dragon followers follow his example, wreaking swaths of destruction and ruin across the land.

Red dragons and other evil dragons revere Garyx for his destructive power, while good dragons occasionally revere him for his power of renewal. Wildfire dragons usually worship Garyx, emulating both his destructive and cleansing power, and knowing that destruction is necessary to allow renewal to occur. The Firelord mostly ignores his non-dragon followers, but their belief in his blessing of destruction seems to grant them enough power to perform acts of devastation. Very few temples or shrines to Garyx exist, but those who perform his will often leave his symbol near their handiwork.

Boons. Creatures that worship Garyx might gain a boon:

Charm of Destruction. One weapon of your choice that you possess gains the attributes of a *flame tongue*, but only while you wield it. If you have natural weapons, you can instead choose one of your natural weapons that isn't a bite attack to gain this benefit. These benefits last for 10 days, after which the charm vanishes from you.

Hlal

The Jester, The Keeper of Tales

The preferred deity of copper dragons and others with a love for mischief, Hlal is the dragon goddess of humor. Her dominion extends to storytelling and inspiration, so religious bards also tend to take a liking to her and her teachings. Of all the dragon gods, possibly barring Bahamut, she is also the friendliest to her non-dragon patrons, accepting any and all creatures willing to pay homage to her.

Hlal appears as as a faerie dragon or a copper dragon, depending on her mood, but always has a joyous grin and a mischievous glint in her eye. Temples to her are rare, as her worshipers usually worship in a more personal manner. However, some of her clerics run small shrines that can be packed up and moved, often disappearing and reappearing elsewhere overnight. Hlal teaches that in order to freely express one's own opinions, one must be free of both real and psychological restraint.

Boons. Creatures that worship Hlal might gain a boon:

Charm of Mischief. This charm helps you to pull off various cons and deceits. When you make an ability check using a disguise kit, forgery kit, or thieves' tools, or make a Charisma (Deception) check, you can choose to gain a +10 bonus to the roll. Once you do so, the charm vanishes from you.

Charm of the Storyteller. This charm helps you to tell entrancing stories. When you make a Charisma (Performance) or Charisma (Persuasion) check, you can choose to gain a +10 bonus to the roll. Once you do so, the charm vanishes from you.

Io

Asgaroth, The Concordant Dragon, The Great Eternal Wheel, Swallower of Shades, The World Shaper, The Ninefold Dragon, Creator of Dragonkind

According to draconic mythology, Io (also known as Asgaroth) created not only the dragons, but also created the known universe. Their legends hold that he (or she, depending on the source) created many worlds, and that he was killed either during this creation or in the ensuing Dawn War against the primordials, but the accounts of his death vary widely. In any case, the Ninefold Dragon's godhood fell upon his greatest children, Bahamut and Tiamat, and the two rose to fill his place at the head of dragonkind.

Even though Io himself is presumably long dead, he is still revered by all dragons to some extent, and even by those who worship Bahamut or Tiamat (because it was from Io that each gained their power). Clerics that call upon his name receive divine power, and it is suspected by some that Io's "death" was nothing more than a release from a physical form, instead allowing him to become even more omnipresent than he already was.

This theory aligns with the fact that Io never appears physically to worshipers, instead manifesting as a powerful presence in the mind. The legends recounting his fall describe him as a dragon so immense that a single one of his scales was larger than even the largest mortal dragon to ever live, but he could apparently manifest as a dragon of any type.

Io's only concern is for the greater good of all dragonkind as a single race. Dragons of any alignment hold him in the highest regard; red dragons as ultimate evil, and gold dragons hold him as the paragon of good. In fact, he is completely neutral, accepting any and all of his children regardless of action and alignment, so long as they retain their draconic nature. The only way Io would ever act against a true dragon was if that dragon somehow threatened the well-being of dragonkind in its entirety. He otherwise never interferes in conflicts between them, unless the conflict threatens to escalate to monumental levels, in which case he may dispatch Aasterinian or another servitor.

The followers of Io strive to emulate his neutrality and passion for caring for all of dragonkind. His outlook is so broad that very few seek to pay homage to him, but those devoted to any other dragon deity are forced to at least show him a mote of respect, if not worship, because he is their creator.

Boons. Io refuses to involve himself in the affairs of mortals, and therefore doesn't offer boons to his followers.

Lendys

Scale of Justice, The Balancer, Weigher of Lives

Lendys is the draconic embodiment of justice. However, as Chronepsis serves as the judge of dragonkind in death, Lendys serves as the judge of dragonkind in life, bringing justice upon dragons that commit crimes against the whole of dragonkind. He serves as judge, jury, and executioner, and his executions of justice are inevitable.

Few dragons revere Lendys, preferring to avoid the responsibility of meting out justice that would come with such reverence. Many humanoids worship him, however, and those that do often serve as the arbiters for a settlement's or church's justice system.

Axial dragons most often worship Lendys, and many of them serve as executioners under his command.

Boons. Creatures that worship Lendys might gain a boon:

Charm of Justice. This charm helps you to mete out justice. On your turn, you can use a bonus action to mark a creature guilty of a crime as your quarry. This effect otherwise functions as a *hunter's mark* spell. Once you do so, the charm vanishes from you.

Sardior

The Ruby Dragon, Lord of the Gem Dragons

The Lord of the Gem Dragons takes the form of a unique ruby dragon. His demeanor is playful and his wit is sharp, and he is said to be an excellent conversationalist. Legends say that he resides within the Ruby Palace that orbits the world, which appears only like a small red moon on the rare night that it is visible. Sardior can move his fortress throughout the planes, however, though he prefers to frequent the Elemental Planes and the Material Plane.

As Bahamut is the king of the good dragons and Tiamat is the queen of the evil dragons, Sardior is the lord of the neutral gem dragons. Gem dragons don't worship him in the traditional sense, instead viewing him as an ideal and striving to emulate him in their psionic power. He requires nothing from them aside from their devotion in this manner, and finds joy as they gain power by following his teachings.

It is unknown how much of a hand Sardior had in the creation of the gem dragons, but it is known that Io gave him lordship over them after their creation. After Io's fall and the rise of Bahamut and Tiamat, Sardior remained (and continues to remain) a neutral party in the metallic-chromatic conflict, as do the gem dragons.

Aside from his lordship over gem dragons, Sardior is also the dragon god of night, psionics, and secrets. Dragons other than gem dragons rarely (if ever) revere him, but some humanoids do. Those who desire (or already possess) psionic power may pay homage to him, as do those who work within or wish for secrecy, regardless of their other works. Worship of Sardior is rare enough that temples to him don't exist, instead occuring in personal shrines or in secret.

Boons. Creatures that worship Sardior might gain a boon:

Blessing of Secrecy. Choose one secret that you know. You have advantage on ability checks that you make to keep that secret. If a creature makes an ability check against you to discern that secret, the check is made with disadvantage.

Psionic Power. You begin to manifest psionic power. You can cast the *mage hand* cantrip as an action, no components required. When you cast the cantrip in this way, the hand you create is invisible.

Tamara

Her Beneficience, Her Mercy

Tamara's followers are primarily healers and bringers of light, but also function as merciful deliverers of death to those whose time it is to die. They are ferocious hunters of those who put off death through artificial means (such as liches and dracoliches), and seek out and destroy all undead that they can. As a result, Tamara's and Falazure's followers often come into conflict. They are otherwise a merciful and peaceful people.

Tamara herself is known to be one of the kindest and most benevolent dragon gods, and her greatest tenet is mercy. Other gods and some creatures mistake this for weakness, but these never make that mistake twice. She loathes undead, and those creatures are the only ones that receive no mercy from her.

Temples to Tamara are fairly common as far as dragon gods go, and many good dragons (including silver and gold dragons) revere her for her goodness and mercy. Most other faiths are friendly toward her, especially good gods of life.

Boons. Creatures that worship Tamara might gain a boon:

Charm of the Undead Hunter. This charm helps you to destroy undead. Once on each of your turns when you hit an undead with a melee weapon attack, you can make the attack deal an extra 1d8 radiant damage. These benefits last for 10 days, after which the charm vanishes from you.

Charm of the Merciful. This charm rewards you for choosing mercy. If you are capable of killing a creature and choose to spare its life, you gain inspiration. (See page 125 of the 5th Edition *Player's Handbook* for the rules of inspiration.) These benefits last for 10 days, after which the charm vanishes from you.

Tiamat

The Chromatic Dragon, The Dragon Queen, Queen of Evil Dragons, Creator of Evil Dragonkind

Tiamat is Bahamut's equal and opposite. While Bahamut represents goodness and compassion among dragonkind, Tiamat represents evil, conquest and greed. She is concerned only with preserving and propogating the evil chromatic dragons, seeking to extend their power and dominion while destroying all that is good (especially metallic dragons). Her plots are always world-shaking if allowed to come to fruition, and her ultimate goal is the complete domination of the world underneath the rule of her chromatic dragons.

The Dragon Queen currently resides on Avernus, the first level of the Nine Hells. It is known that she can't leave without being summoned from that plane, like other devils, but it is unknown why or how she was imprisoned there. She was lord of Avernus at one time, but was supplanted by Bel, who in turn was replaced by Zariel.

All chromatic dragons revere Tiamat to an extent, but few outwardly worship her, fearing her demands of reverence, homage, and tribute. Metallic dragons respect her power, but shun even the thought of her, let alone the worship of her.

Humanoids that worship Tiamat form powerful and dangerous cults, the only purpose of which is to further Tiamat's evil ends.

Tiamat's physical form is that of an enormous thick-bodied dragon with five heads, one of each of the original chromatic dragon colors: black, blue, green, red, and white. She has many servants, consisting of chromatic dragons and devils under her jurisdiction. It is believed that she has bargains with multiple archdevils and other powerful entities.

Boons. Creatures that worship Tiamat might gain a boon:

Dragon Blood. Particularly zealous followers of Tiamat might be blessed with draconic blood, becoming half-dragons or learning the rituals that artifically create half-dragons.

Dragon Graveyards

Dragon graveyards are ancient places where dragons go to die. They may be specific to a certain type or category of dragon (such as gold or metallic), but some are used by all dragon types. The locations of dragon graveyards are closely guarded secrets, only known to ancient dragons or their closest associates. Dangers abound within them, yet adventurers are drawn to them by legends of treasure and wondrous power within them. These legends are true, but at a cost.

Sacred to Dragons. To dragons, dragon graveyards are a sacred place, only to be visited when on the brink of death, and even then only to die there. Seeking out the riches of a graveyard is blasphemous to a dragon, regardless of how much wealth is contained there, and those that steal from the graveyard might bring upon themselves the wrath of its guardians and/or a draconic curse.

Power Unleashed. Raw elemental energy runs rampant throughout a graveyard, because of the energies left behind by the dead dragons. Every 1d4 hours, this energy becomes overwhelmingly powerful and creates a burst of explosive power that fills the entirety of the graveyard. Each creature in the graveyard that isn't a dragon (or an undead dragon) must make a DC 20 Constitution saving throw, taking 44 (8d10) damage, or half as much damage on a successful save. The damage type is determined by rolling on the Elemental Burst table below.

Elemental Burst

d6	Damage Type
1	acid
2	cold
3	fire
4	lightning
5	poison
6	thunder



Immortal and Undead Guardians. Each graveyard has a ghostly guardian (the template for a ghostly dragon is in *The Book of Dragons for 5th Edition*). The guardian is always a great wyrm with a lawful alignment, but could otherwise be any dragon that died in the graveyard. It can't be put to rest by giving it treasure, as its role is as a guardian of the graveyard. If it is defeated, in reforms with all its hit points at the next dawn. The guardian senses when other creatures enter the graveyard, but what it does next depends on its alignment. A good guardian will ask them to leave, only attacking if the invaders refuse, while an evil dragon attacks without provocation.

The raw energy that suffuses the graveyard can result in skeletal and zombie dragons that attack everything in the graveyard, apart from other dragons that have come there to die. These undead dragons are not sentient, and are only bodies animated by the power of the graveyard. It can also result in other ghostly dragons, though these ghostly dragons are different from the guardian in that they do not reform and can be put to rest by restoring their treasure. Use an Ancient or older dragon when creating one of these undead dragons.

For every 30 minutes the adventurers are in a dragon graveyard, roll on the following table for random encounters. If the result is the guardian, but the guardian has been defeated and hasn't yet reformed, roll again.

Because of the nature of templates, these encounters are best prepared beforehand.

Dragon Graveyard Encounters

1d10	Encounter
1-4	None
5	1d2 **zombie dragons**
6	1d2 **skeletal dragons**
7	1d2 **skeletal dragons** and 1d2 **zombie dragons**
8	1d2 **ghostly dragons**
9-10	the graveyard guardian

Forgotten Treasures. The legends surrounding the treasure in dragon graveyards is true. Roll on the Treasure Hoard Challenge 17+ table on page 139 of the *Dungeon Master's Guide* three times and add the results together to determine the total contents of the graveyard. However, unlike a dragon's lair, the hoard is not kept in a single mound. Rather, it is scattered throughout the graveyard, underneath enormous skeletons and corpses, and some of it lies in the grasp of previous treasure hunters who were not up to the challenge.

Graveyard Generation

Use the following tables to help generate a graveyard's location and denizens.

A graveyard's location is always hidden, and is only accessible by flight.

A type-specific location is a place that would be favored by only one or two dragon types. Perhaps a white dragon graveyard lies within a massive northern glacier, or a black dragon graveyard is beneath a large and bog-like lake. In this case, there is no need to roll on the Graveyard Dragon Types table.

In graveyards where only non-lawful dragons go to die, a lawful dragon may go there specifically to become its guardian. Chromatic dragons unrelated to Tiamat (brown, grey, and purple dragons), as well as ferrous dragons, can't become guardians, though the reason for this is unknown.

Planar dragons have their own dragon graveyards, on their own planes.

Dragon Graveyard Location

1d6	Location
1	on a mountaintop
2	in a hidden vale surrounded by jungle, desert, or mountains
3	a secluded island surrounded by windless or stormy seas
4	at the bottom of a crevasse or rift
5	in a hidden cavern complex of the Underdark
6	a type-specific location

Graveyard Dragon Types

1d6	Dragon Types
1	All dragon types
2	All metallic dragon types
3	All chromatic dragon types
4	All gem dragon types
5	All ferrous dragon types
6	One dragon type

Graveyard Guardian Type

1d6	Guardian Type
1	Blue
2	Green
3	Red
4	Bronze
5	Gold
6	Silver

Guardian Sites

When a dragon reaches the end of its life, it can choose to become a guardian and literally transform into a part of the landscape. This process is most often done by metallic dragons, though powerful chromatic dragons can rarely elect to undergo it as well.

When a dragon becomes a guardian, it consumes the entirety of its hoard and then becomes a geographical feature with an area of about 1 square mile for each 5 points of Constitution the dragon had.

The feature always resembles a dragon. For example, a hill may always look like the form of a sleeping dragon, a rocky ridge may resemble a spine of horns or spikes, or a lake may be in the shape of a dragon's footprint.

Protection in Death. In areas where dragons have become guardians, it is said that dragons' eggs and nests will never be disturbed. The guardian's spirit can in some cases be entreated for knowledge by other dragons.

Dragon eggs laid within the area of a guardian are protected by the dragon's presence, which act as the *nondetection* and *mirage arcane* spells surrounding the eggs, as long as the mother is of the same type as the guardian. These effects are permanent and cannot be dispelled, though they are suppressed while inside an *antimagic field* or similar effect, and last until the eggs hatch.

Any dragon of the same type as the guardian that is Juvenile or younger can visit the site and speak to the guardian as if casting the *commune* spell once every 30 days. Older dragons can still commune with the guardian, but only once every year.

Leftover Treasures. The heart of a guardian site may contain treasure left over from when the guardian consumed its hoard. If it does, it is difficult to access, and it is considerably less valuable than the hoard once was. Roll on the Treasure Hoard: Challenge 5-10 table on page 137 of the *Dungeon Master's Guide* to determine the contents of the hoard. Taking the hoard has no effect on the guardian or its magic, but stokes the ire of other dragons in the area.

Environmental Diffusion

When a legendary dragon dies, its elemental power can occasionally create an effect called environmental diffusion. The effect of this environmental diffusion depends on the dragon type, as given below, and manifests 1d6 days after the dragon's death. Dragon graveyards are littered with areas of environmental diffusion, making them even more dangerous places than they already are.

The area of environmental diffusion covers the area immediately surrounding the dragon's space where it died. Especially powerful dragons might affect the surrounding area up to a mile in each direction.

Environmental diffusion might persist for many decades or even centuries. It can't be dispelled, and even effects such as *antimagic field* have no effect on it.

Chromatic

The death of a powerful chromatic dragon usually ties some element of hindrance or destruction to the surrounding area.

Black. The area is concentrated with high humidity and foul soil. Few plants grow there, and those that do are poisonous. If water pools in the area, it becomes acidic. A creature that touches the acid takes 1d4 acid damage immediately and at the start of each of its turns until it is no longer in contact with the water. If the water is taken from the area, it loses this property in 1d4 minutes.

Blue. A storm always rages in the area, regardless of the weather happening around or outside of it, though it may rise or fall. The area is tossed with strong wind, occasionally ripped by heavy rain, and even by lightning as if with the *call lightning* spell at its lowest level.

Brown. Thick quicksand (as on page 110 of the 5th Edition *Dungeon Master's Guide*) covers the entire area.

Gray. The area around a gray dragon's death site becomes uncomfortably arid. Water sources in the area dry up, and creatures that spend more than 1 minute in the area become parched. In rare cases, gray dragons can petrify when they die, creating terrifying statues.

Green. The area becomes densely overgrown with thick poisonous plants of all kinds. It is difficult terrain, and a creature that starts its turn there or touches one of the plants for the first time on its turn must make a DC 10 Constitution saving throw, taking 2 (1d4) poison damage on a failed save, or half as much damage on a successful one. On a failed save, a creature is also poisoned until the start of its next turn.

Purple. Small mushrooms cover the surrounding area, and the area is cursed with remnants of malevolent psychic energy. Any creature that takes a long rest in the area is afflicted by nightmares and horrid thoughts, and must make a Wisdom saving throw at the end of that rest. On a failed save, the creature gains no benefit from that rest. The DC for this saving throw is equal to the dead dragon's Challenge Rating.

Red. The effects of a red dragon's environmental diffusion can take one of two forms, depending on the surrounding environment. In a mountainous or rocky area, the area splits open to reveal volcanic activity or sulfuric geysers that emit foul-smelling and acrid smoke, even when not active. In less stony and more flammable areas, a permanent wildfire erupts in the area and never goes out regardless of weather or fuel, always staying within the boundaries of the area.

White. The temperature is tangibly colder in the area, and might even reach temperatures of extreme cold. The area is sometimes tossed with strong wind, and rarely might be ravaged with a terrible blizzard, but always has slippery ice across the ground (see page 110 of the 5th Edition *Dungeon Master's Guide*).

Metallic

It is much rarer for a metallic dragon to undergo environmental diffusion, but it is possible. The effects are helpful at best and benign at worst.

Adamantine. Tremors accompanied by thunderous sounds rock the area. They are usually benign, but especially strong ones might require a successful DC 15 Strength saving throw to avoid being knocked prone.

Brass. Images of the dragon haunt the desert sands near the area of the dragon's death. These illusions move and appear real, although they can't speak or do harm, and any attempt to interact with them causes them to disappear. They may attempt to lead creatures to or away from the location of the dragon's demise.

Bronze. If the dragon dies underwater, its diffusion creates a coral reef over the next 2d6 days. The reef takes on brilliant colors and becomes a place full of underwater life, regardless of its surroundings.

If the dragon dies above water, its diffusion instead creates a natural spring of pure fresh water.

Copper. Magic carvings of the dragon's smiling visage can be seen worked into stone terrain and objects nearby the area of the dragon's death. In addition, intelligent creatures in the area are prone to fits of giggling. Even serious matters suddenly seem amusing.

Gold. Gems and pearls in the area sparkle and gleam, shedding dim light in a 5-foot radius.

In addition, creatures that finish a long rest in the area and have a Wisdom score of 15 or higher might have glimpses of the future. A creature that glimpses the future can give itself advantage on one ability check, attack roll, or saving throw before the end of its next long rest.

Iron. Metals in the area become particularly potent conductors of lightning. Creatures wearing metal armor or wielding metal weapons have disadvantage on Dexterity saving throws to avoid lightning.

Lightning arcs occasionally, but this becomes more and more likely the more creatures there are in the area. Each creature in the area of the bolt must make a DC 15 Dexterity saving throw, taking 11 (2d10) lightning damage on a failed save, or half as much damage on a successful one.

Mithral. Time flows differently in the area. A creature that enters the area must succeed on a DC 15 Wisdom saving throw or be affected as if by a *slow* spell until it leaves the area.

Silver. A permanent cloud of fog, as if created with the *fog cloud* spell, appears over the area. Winds of any strength can't disperse this fog.

Ferrous

Ferrous dragon undergo environmental diffusion more often than metallic dragons. Their diffusion creates dangerous obstacles.

Chromium. The area becomes extremely cold. A creature that starts its turn there or enters the area for the first time on its turn must make a DC 15 Constitution saving throw, taking 9 (2d8) cold damage on a failed save, or half as much damage on a successful one.

Cobalt. A powerful magnetic field permeates the area, charging ferrous metals to make them noticeably magnetic. A creature wielding a metal weapon has disadvantage on attack rolls if it or the target of the attack is wearing metal armor.

Nickel. A light greenish mist hovers above the ground, lightly obscuring the area. Each minute that a creature spends in the mist, it takes 1d4 acid damage. Each minute that a nonmagical metal object spends in the mist, it takes a permanent and cumulative -1 penalty to Armor Class. If an object's AC is reduced to 10, it is destroyed.

Nonmagical metal weapons in the area instead take a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical metal armor caught in the area takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Nonmagical metal shields caught in the area take a permanent and cumulative -1 penalty to the AC it offers. If a shield's bonus is reduced to 0, it is destroyed.

Steel. Iron and steel in the area is immune to rusting from natural causes. In addition, creatures in the area have disadvantage on saving throws made to resist becoming charmed.

Tungsten. Natural life thrives in the surrounding area. Evil creatures in the area feel as though they are being watched, and if an evil creature finishes a long rest in the area, it must succeed on a DC 15 Wisdom saving throw or gain no benefit from the rest.

Gem

More often than not, a gem dragon's diffusion affects the surrounding terrain in some way, rather than creating an obstacle of some sort. Gem dragons are much more likely to undergo environmental diffusion if they die on the Elemental Plane of Earth.

Amethyst. If a creature in the area falls, it is effected as if by a *feather fall* spell. Occasionally, the area undergoes a powerful psychic shockwave; each creature in the area must make a DC 15 Intelligence saving throw, taking 11 (2d10) psychic damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage is stable.

Crystal. Creatures in the area that can speak a language also gain telepathy with a range of 120 feet.

Emerald. The area and all creatures within it are protected as if by a *mind blank* spell.

Obsidian. Volcanic activity becomes frequent in the area. Lava pools there, and occasionally geysers of lava spew forth. A creature that enters the lava takes 55 (10d10) fire damage immediately and at the start of each of its turns that it remains there.

Sapphire. The area becomes frictionless. A creature who starts its turn in the area or moves there for the first time on its turn must succeed on a DC 15 Dexterity saving throw or fall prone. If the creature was moving and it falls prone, it slides across the area in the direction it was moving until it is no longer on the frictionless area, and its speed is reduced to 0 until the end of the current turn.

Topaz. All water sources dry up completely, and creatures in the area quickly become parched. If the dragon died in or near the ocean, the area of its demise becomes arid and dry, creating a bubble of air under the water's surface.

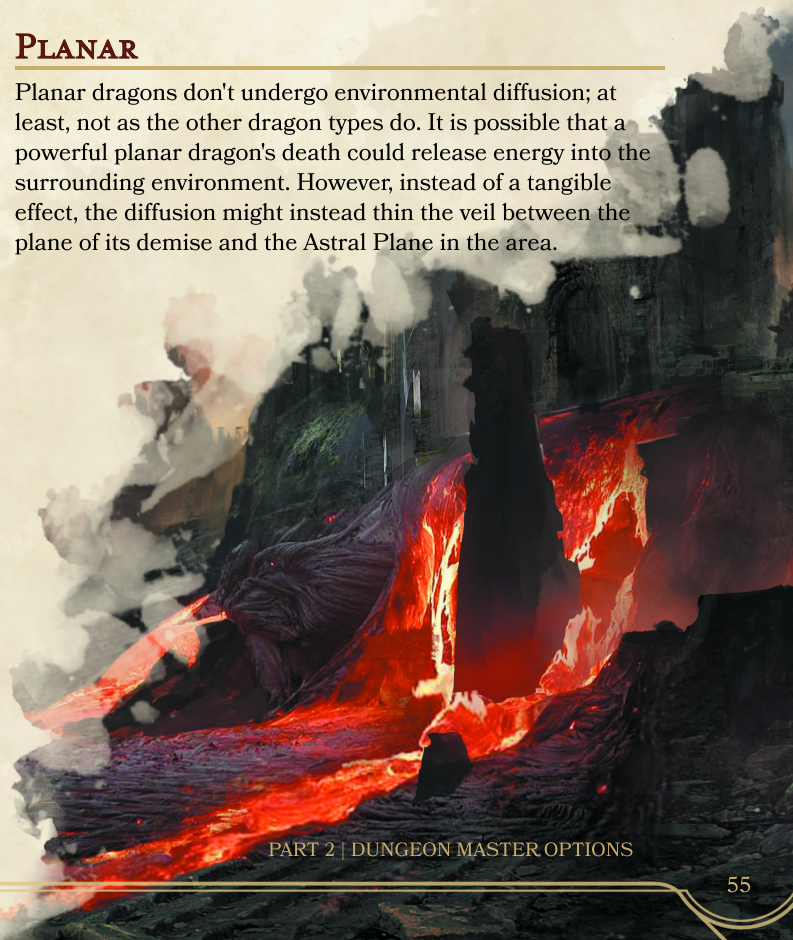
In any case, a creature that finishes a long rest in the area must make a DC 15 Constitution saving throw. On a failed save, the creature gains one level of exhaustion.

Catastrophic

When a catastrophic dragon dies, it doesn't undergo environmental diffusion. Instead, its elemental energy is released, and whatever catastrophe it brought with it weakens.

Planar

Planar dragons don't undergo environmental diffusion; at least, not as the other dragon types do. It is possible that a powerful planar dragon's death could release energy into the surrounding environment. However, instead of a tangible effect, the diffusion might instead thin the veil between the plane of its demise and the Astral Plane in the area.



Lair Wards and Traps

Dragons go to extreme measures to protect their precious hoards and lairs, especially if they're going to be gone for long periods of time. Some dragons create, hire, enslave, or otherwise "coerce" guardians to protect their treasure, and most create deadly traps and wards to further deter foolhardy treasure hunters.

This section outlines many examples of wards and traps that any dragon could utilize within its lair. For more examples of traps and dungeon hazards, refer to Chapter 5 of the 5th Edition *Dungeon Master's Guide* and Chapter 2 of *Xanathar's Guide to Everything*.

Wards

Wards are magical in nature, often guarding large areas of the dragon's lair. Most are meant to protect the dragon's lair and hoard, deterring intruders through damage or other adverse effects. Others reduce the intruders' ability to defend themselves or communicate, allowing the dragon to pick them apart at its leisure. Still others offer the dragon some boon or another, in or out of combat.

Detecting a Ward. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of magic within the area protected by a ward. The ward may or may not have a school of magic associated with it, depending on the ward. For example, an Abishai Ward might have an aura of conjuration, while a Ward of Gibberish might exude an aura of transmutation.

Dispelling a Ward. In general, a ward is powerful enough that it can't be dispelled. Unless otherwise noted, an effect that dispels magic, such as a *dispel magic* spell, suppresses a ward's effects for 1 minute.

The following wards can be used to populate dragon lairs or as models for your own creations.

Abishai Ward

This ward protects a cavern that is no larger than 120 feet in any dimension. When a spell of 4th level or higher is cast in the ward's area, an **abishai** (from *Mordenkainen's Tome of Foes*) appears in a random unoccupied space somewhere in the warded area. The level of the spell determines which type of abishai is summoned, as given in the Abishai Ward table.

Abishai Ward

Triggering Spell Level	Summoned Abishai Type
4th level	White Abishai
5th level	Black Abishai
6th level	Green Abishai
7th level	Blue Abishai
8th level or higher	Red Abishai

A summoned abishai disappears after 1 minute or when it is reduced to 0 hit points. The ward can summon an unlimited number of abishai, so if multiple spells of 4th level or higher are cast, each casting summons an abishai.

Dragons themselves never have this ward, but it is a popular defense for temples and shrines dedicated to Tiamat. Priests of such places don't trigger the ward with their spells. Summoned abishai can't summon other abishai by casting spells in the area.

This ward can't be dispelled. It can only be suppressed by a *dispel magic* or similar effect that dispels spells of 4th level or higher. When suppressed in this way, spells equivalent to or lower than the level dispelled don't summon an abishai. For example, if the ward is targeted by a 5th-level *dispel magic*, then for 1 minute, spells of 5th level or lower cast in the area don't summon an abishai. The ward remains suppressed in this way for 1 minute.

Beacon

This 3-foot-wide steel orb exudes an aura, depending on its type. The beacon has a built-in shutter. As an action, a creature next to the beacon can open or close the shutter. While the shutter is closed, all effects of the beacon are suppressed.

If the beacon targets a creature, the dragon can designate creatures that aren't targeted by the beacon's effects.

Beacon of Detection. If a creature other than the dragon starts its turn within 60 feet of the beacon or moves there for the first time on its turn, the creature begins to glow. It sheds dim light in a 10-foot radius, and can't benefit from being invisible.

Daylight Beacon. The beacon exudes an aura of bright light in a 30-foot radius sphere centered on it. If any of this sphere's area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled. If any of this sphere's area overlaps with an area of darkness created by a spell of 4th level or higher, the light is suppressed until the darkness is dispelled or until its area no longer overlaps the light.

Flame Beacon. The beacon burns brightly with magical flame. It casts bright light in a 30-foot radius and dim light for an additional 30 feet. If a creature starts its turn within 5 feet of the beacon or enters the area for the first time on its turn, it takes 3 (1d6) fire damage. On initiative count 20 of each round, the beacon shoots a ball of flame at the closest non-dragon creature within the area of its bright light (+7 to hit). On a hit, it deals 5 (1d10) fire damage.

Twilight Beacon. The beacon exudes an aura of darkness in a 30-foot radius sphere centered on it. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this sphere'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. If any of this sphere's area overlaps with an area of light created by a spell of 3rd level or higher, the darkness is suppressed until the light is dispelled or until its area no longer overlaps the darkness.

Night Beacon. The beacon exudes an aura of darkness in a 60-foot radius sphere centered on it. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of this sphere's area overlaps with an area of light created by a spell of 4th level or lower, the spell that created the light is dispelled. If any of this sphere's area overlaps with an area of light created by a spell of 5th level or higher, the darkness is suppressed until the light is dispelled or until its area no longer overlaps the darkness.

Crystal of Control Weather

The dragon can use this extremely powerful 4-foot-wide crystal orb to control the weather in a 5-mile radius around the lair. The effect is identical to that of a *control weather* spell, but neither the orb nor the dragon have to be outside, and the duration is unlimited.

Disguised Chamber

The chamber is under the effect of a permanent *mirage arcane* spell.

This ward is only suppressed if targeted by a spell or effect that dispels spells of 7th level or higher.

Earthbound Ward

Within this cavern, the *fly* spell is suppressed. The effect is identical to an *antimagic field*, but it only affects the *fly* spell.

This ward can't be dispelled or suppressed.

Spells

A spellcasting dragon could find creative and practical uses for a variety of spells to protect its lair. Consider the following ideas (but this is by no means an exhaustive list). Spells can be dispelled as normal.

- An *alarm* spell on each of the lair's entrances
- A *magic mouth* spell that triggers when a creature enters a chamber, and loudly threatens the intruders in the dragon's voice
- An *arcane lock* spell protecting the lair's entrances or important chambers (such as the treasury)
- An *antipathy/sympathy* spell designed to force creatures away from the lair (or a specific part of the lair), or to draw them into a trap
- Awakened plants acting as guardians, created with the *awaken* spell
- A *glyph of warding* or a *symbol* hidden with a *Nystul's magic aura*. Virtually any spell in a *glyph of warding* could have interesting effects.
- An area of permanent *forbiddance*
- Illusions such as *hallucinatory terrain* or *mirage arcane*
- A *programmed illusion* of a cave-in, the dragon, or some other thing that would distract the intruders or force them to flee
- *Guards and wards* or *druid grove*

Ward of Confusion

This ward affects an area as small as a 5-foot cube, and can affect an area as large as a 30-foot cube. A creature that enters the area must make a DC 15 Charisma saving throw. On a failed save, a creature forgets who it is and what it is doing there for 1 hour. On a successful save, the creature is immune to this ward's effects for 1 hour.

For each creature affected by the ward, roll a d10 to determine how it is specifically affected by the ward. These effects last for 1 hour.

Confusion Behavior

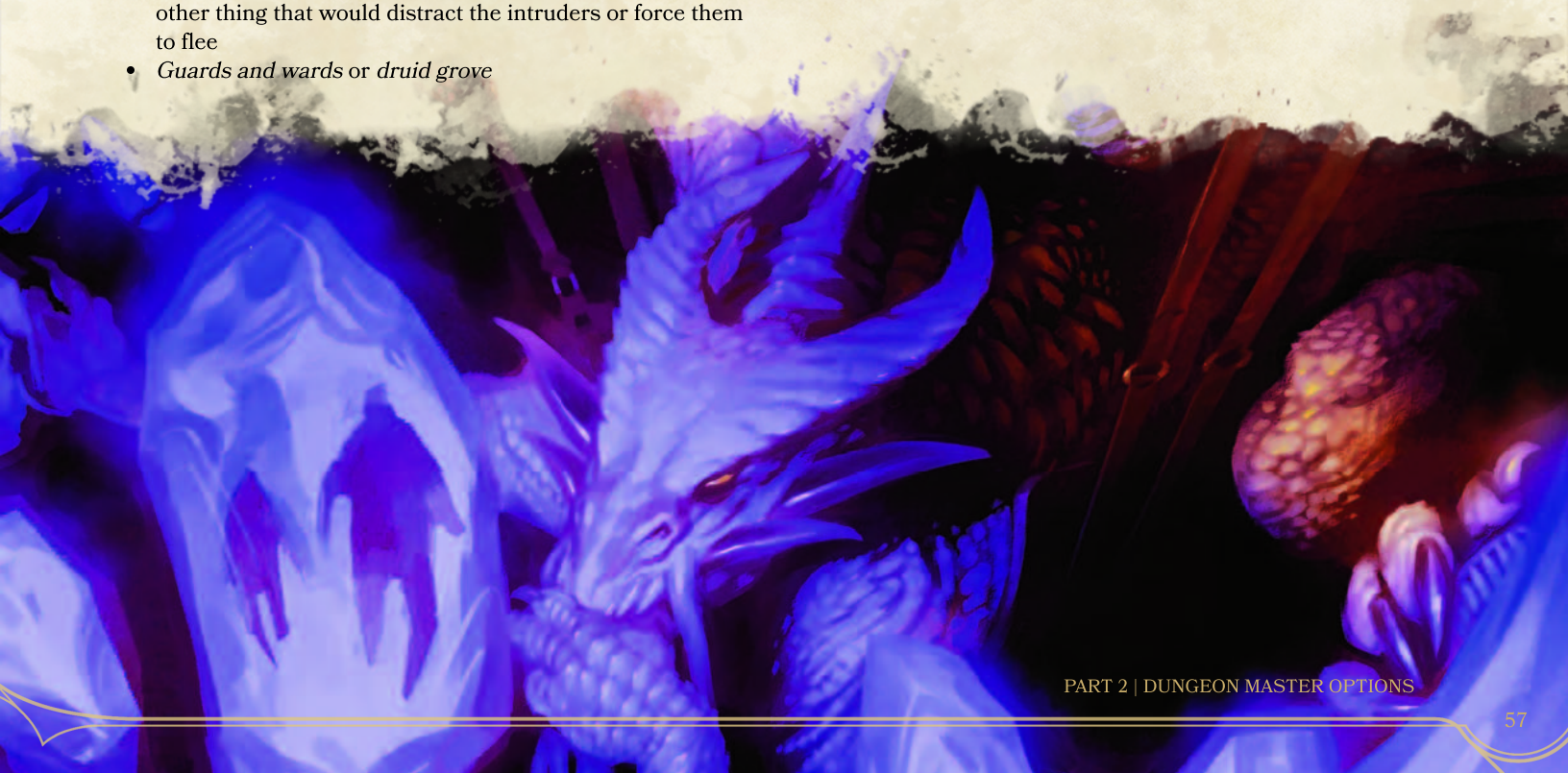
d10	Behavior
1	The creature is charmed by the dragon. While it is charmed in this way, it wants only to add all of its wealth to the dragon's hoard.
2-3	The creature forgets who its friends are and becomes hostile to them.
4-8	The creature is frightened and wants only to leave the lair.
9	The creature becomes convinced that the lair is home to an entirely different creature.
10	The creature becomes convinced that one of its allies is the dragon or one of the dragon's servants in disguise.

This ward is only suppressed if targeted by a spell or effect that dispels spells of 4th level or higher.

Ward of Gibberish

This ward affects an area as small as a 5-foot cube, and can affect an area as large as a 30-foot cube. A creature that enters the area must make a DC 15 Wisdom saving throw. On a failed save, a creature only speaks in unintelligible gibberish for 1 hour. On a successful save, the creature is immune to this ward's effect for 1 hour.

This effect makes it impossible for a creature speaking in gibberish to communicate verbally. Additionally, it prevents a spellcaster from completing the verbal component of spells.



Ward of Knowing

This ward affects one or all of the lair's entrances, and/or the doorway leading to the dragon's hoard. The dragon automatically knows when a creature passes through the warded doorway, unless that creature is protected from divination as with a *nondetection* spell.

If the ward is suppressed, the dragon automatically learns of the suppression.

Ward of Magic Suppression

This ward affects an area as small as a 5-foot cube, and can affect an area as large as a 60-foot cube. The area is otherwise affected as if by a *globe of invulnerability* spell.

This ward is only suppressed if targeted by a spell or effect that dispels spells of 6th level or higher.

Ward of Privacy

Arcane sigils and runes guard the lair or a section of it from divination spells. The area and all creatures inside it are protected as if by a *nondetection* spell. The runes and sigils glow when they block a divination attempt.

The ward can't be dispelled or suppressed.

Ward of Security

Arcane sigils and runes guard the lair or a section of it from divination spells. The area and all creatures inside it are protected as if by a *mindblank* spell. The runes and sigils glow when they block a divination attempt.

The ward can't be dispelled or suppressed.

Ward of Silence

This ward affects an area as small as a 5-foot cube, and can affect an area as large as a 60-foot cube. No sound can be created within or pass through the area. Any creature or object entirely inside the area is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

Ward of Termination

The purpose of this ward is to keep fleeing treasure-hunters from escaping a fight with the dragon and its minions. It is usually placed near obvious exits.

This ward affects an area as small as a 5-foot cube, and can affect an area as large as a 10-foot cube. When a creature other than the dragon that has 10 hit points or less moves into the warded area, that creature is targeted by a *disintegrate* spell. This effect can trigger an unlimited number of times, but only once per round.

This ward is only suppressed if targeted by a spell or effect that dispels spells of 6th level or higher.

Ward of the Hoard

This ward covers all treasure within the dragon's lair that is worth at least 1 gp, regardless of whether or not the treasure is a part of the dragon's main hoard.

The dragon automatically knows when treasure affected by this ward is touched by a creature other than itself or is moved from its place.

An object targeted by *dispel magic* or similar magic has the ward's effect suppressed for 1 minute. The dragon immediately learns that its ward was suppressed.

Ward of Vacancy

Arcane sigils and runes guard the lair or a section of it from divination spells. If the area or a creature in it is targeted by a *scrying* or *arcane eye* spell or similar magic, the caster sees the area, but no creatures, no matter where or how many creatures there are in the room. The runes and sigils glow when they modify a divination attempt, but are invisible to the diviner.

The ward can't be dispelled or suppressed.

Traps

Clever dragons with the manual dexterity (or with minions to command) could create a variety of magical and mechanical traps. Virtually any trap in the 5th Edition *Dungeon Master's Guide* or *Xanathar's Guide to Everything* can be placed within a dragon's lair.

The following traps can be used to populate dragon lairs or as models for your own creations.

Acid Altar

Simple magic trap (level 1-4, dangerous threat)

An altar on top of a raised dais is equipped with a reservoir of acid that shoots through miniscule holes at creatures that touch it. Temples and shrines to Tiamat often have a version of this trap.

Trigger. A creature that touches the altar activates the trap.

Effect. Acid shoots from the holes and douses the area around the altar. Each creature within 5 feet of the altar must make a DC 15 Dexterity saving throw, taking 13 (3d8) acid damage on a failed save, or half as much damage on a successful one.

Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the tiny holes through which the acid is transferred, and a spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation around the altar. A successful dispel magic (DC 15) cast on the altar destroys the trap.

Dragon Breath

Simple magic trap (level 5-10, dangerous threat)

A statue of the dragon breathes out elemental energy when the pressure plate that activates the trap is triggered.

Trigger. A creature that steps on the pressure plate activates the trap.

Effect. The statue exhales a 30-foot cone of elemental energy. Each creature in that area must make a DC 15 saving throw, taking 27 (5d10) damage on a failed save, or half as much damage on a successful one.

The dragon statue is modeled after the dragon who owns the lair, and deals the same damage type as the dragon's breath weapon. The ability for the saving throw is the same one required of the dragon's breath weapon.

Countermeasures. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of evocation around the statue. A successful *dispel magic* (DC 15) cast on the statue destroys the trap. A successful DC 20 Wisdom (Perception) check reveals the pressure plate. A successful DC 20 Dexterity check using thieves' tools disables it, and a check with a total of 10 or lower triggers the trap.

Hexed Gemstone

Simple magic trap (threat varies)

A gemstone carefully placed somewhere in the lair (or even in the hoard) is the bait for a magical trap. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of magic around the gem, the school of which depends on the spell within the gemstone.

Trigger. The trap is triggered when the gemstone is picked up by a creature.

Effect. A spell is bound inside the gemstone. When the trap triggers, the spell releases, targeting the creature that picked up the gem. Once the trap triggers, the gem becomes an ordinary nonmagical gemstone. Popular spells to store include: *blight*, *polymorph*, and *dominate person*.

Countermeasures. Successfuly casting *dispel magic* on the gemstone before it triggers dispels the magic and destroys the trap. *Counterspell* fails to dispel the effect, because the spell was technically already successfully cast and trapped in the gemstone.

Twin Guardians

Simple mechanical trap (level 5-10, dangerous threat)

Twin half-dragon statues stand on either side of a large door (which make or may not be fake). When the trap is triggered, each of the statues attack in a different manner; one with a sword, and the other with fiery breath.

Trigger. A creature that turns the doorknob triggers the trap.

Effect. The left statue makes an attack with its sword against the triggering creature. The attack has a +8 attack bonus and deals 11 (2d10) slashing damage. This attack can't gain advantage or disadvantage. Simultaneously, the right statue exhales a blast of flame in a 15-foot cone aimed at the triggering creature. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.



Countermeasures. A successful DC 15 Wisdom (Perception) check reveals the presence of burn marks in front of the door and around the right statue's mouth. A successful DC 20 Wisdom (Perception) check reveals a sort of hinge in the left statue's arm holding the sword. A successful DC 15 Dexterity check with thieves' tools disables the hinge on the left statue.

It isn't possible to determine that the doorknob is the trigger without opening the door, and therefore triggering the trap.

The doorknob can be disabled with a successful DC 20 Dexterity check using thieves' tools. A failed check triggers the trap.

Flooding Chamber

Complex mechanical trap (level 11-16, dangerous threat)

Only dragons with an affinity for water and that live next to a large body of water can utilize this trap. The dragon uses the natural laws of nature to create an incredibly dangerous chamber; as the tides change or as waves pummel the area near the lair, the chamber quickly fills with water and pressurizes like a naturally formed blowhole. Creatures within are left at the mercy of the water.

As soon as water begins to expel from the blowhole, it continues to expel for one additional round before the pressure stabilizes. The chamber then drains. Once the chamber is drained, if the trap is still active, it begins filling with water again, starting the trap over from the beginning.

Trigger. This trap triggers when a creature pulls a lever in an adjacent room, and remains active until the lever is reset. The lever opens the tunnel that allows water into the chamber, and closes the only escape tunnel with a stone slab. The room is often baited with a fake hoard or other treasure to lure in unsuspecting treasure hunters.

Initiative. The trap acts on initiative count 20 and initiative count 10.

Active Elements. The water level continues to rise as long as water continues coming through the tunnel.

Rising Waters (Initiative 20 and Initiative 10). The water level rises 2.5 feet (5 feet per round).

Dynamic Elements. The higher the water level rises, the more dangerous the room becomes.

Strong Current. When the water level is at 10 feet or higher, a creature that starts its turn in the water must succeed on a DC 15 Strength saving throw or be tossed about by the current, taking 6 (1d12) bludgeoning damage and being pushed 10 feet in the current's direction. A creature without a swimming speed that attempts to swim must succeed on a DC 15 Strength (Athletics) check or be unable to swim until the start of its next turn.

Water Pressure. When the water level reaches the chamber's ceiling, water blasts out of the blowhole. Each creature in the water must succeed on a DC 15 Strength saving throw or be pulled 10 feet closer to the blowhole. Small or larger creatures within 10 feet of the blowhole that fail the save take 6 (1d12) bludgeoning damage. Tiny or smaller creatures within 10 feet of the blowhole that fail the save take 13 (2d12) bludgeoning damage and are expelled out through the blowhole.

Reaching Equilibrium. One round after the water level reaches the chamber's ceiling, water stops blasting out of the blowhole and the current stops. However, the chamber is still full of water. If the lever is reset (thereby closing the water tunnel and opening the exit), it takes 2d6 rounds for the water to drain out of the chamber through the exit. If the lever isn't reset (keeping the exit closed and the water tunnel open), it takes 1d6 rounds for the water to drain out of the chamber through the water tunnel.

Draining. While the chamber is draining, a creature that starts its turn in the water must succeed on a DC 15 Strength saving throw or be pulled 10 feet closer to the water tunnel. A creature within 10 feet of the water tunnel that fails the save takes 6 (1d12) bludgeoning damage as it is battered by the current. If the creature is Small or smaller and fails the save within 10 feet of the water tunnel, it is sucked out of the chamber through the tunnel.

Refilling. After the chamber drains, if the lever is still activated, the chamber begins filling again, starting the trap over from the beginning.

Constant Elements. While the trap is active, stone slabs bar the room's exit and open the water tunnel, through which water pours.

Stone Slabs. A stone slab slams down, blocking the chamber's only exit. It is mostly watertight, and the water that gets through it is negligible. It can be lifted with a successful DC 30 Strength (Athletics) check.

Water Tunnel. Water rushes through a narrow tunnel and into the chamber. The tunnel is too narrow and the water pressure is too great for almost any creature to swim against the current and into the body of water that feeds the tunnel. To swim through the tunnel while water is flowing into the chamber, the creature must be Small or smaller, have a swimming speed, and succeed on a DC 25 Strength (Athletics) check.

Countermeasures. Some of the trap's elements can be overcome by particular countermeasures.

Rising Waters. There is no mechanical way to stop the water from rising, because the trap uses a natural body of water rather than pipes, plumbing, or other mechanical means. However, the water tunnel could be blocked.

Partial Blockage. An object of sufficient size could be used to partially block the tunnel. Such a blockage reduces the speed of the rising waters to 1 foot (2 feet per round). It remains for 1d6 rounds before being pushed out of the tunnel by the water pressure.

Complete Blockage. A spell could be used to block the tunnel, such as *wall of force* or *wall of stone*. A complete blockage prevents all water from coming through the tunnel.

Stone Slabs. The slab that blocks the exit can be detected and possibly prevented from closing. It takes a successful DC 20 Wisdom (Perception) check to find slight scrape marks on the floor beneath the slab, and hairline seams in the wall where the slab slides into place.

Blocked. An object of sufficient resilience can prevent the slab from closing completely. A creature or object in the slab's way when it closes takes 33 (6d10) bludgeoning damage. A creature in the way can attempt a DC 15 Dexterity saving throw, taking half as much damage on a successful save, and ending up on whichever side of the slab it chooses. An object that survives the damage keeps the slab from closing. A creature that survives the damage can attempt a DC 25 Strength (Athletics) check, holding it open on a success. A creature holding the slab open must make the check on the start of each of its turns.

Lever. The lever that activates the trap can be deactivated.

Dexterity check using thieves' tools, DC 15. Creatures can use thieves' tools to disconnect the lever from the main trap. A successful check makes the lever useless, and renders the trap unable to be activated.

Hazards

Similar to a dragon's regional effects or lair actions, the dragon's presence can attract different kinds of hazards that make its lair more dangerous. Additional kinds of hazards and their general rules can be found in Chapter 5 of the 5th Edition *Dungeon Master's Guide*.

Minions. Hazards and minions don't normally mix well. However, it wouldn't be inconceivable for the dragon's minions to develop resistance to a hazard's effects over time. Or the dragon might just choose minions that are already immune to the hazards present in its lair.

Dracolich Slough

As a dracolich moves about its lair and engages in combat, bits of its once-living flesh slough off onto the floor. Occasionally, the remnants of the magic that created the dracolich can animate this slough, which congeals into small piles and then crawls throughout the lair searching for something to consume.

A patch of slough normally occupies a 5-foot square, has a movement speed of 1 foot, and blindsight out to a range of 30 feet. Usually, a patch of slough climbs walls and ceilings, waiting for something it can drop on. It ignores the dragon that it was created from.

The slough drops when it detects movement below it. A creature aware of the slough's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw. Otherwise, the slough can't be avoided as it drops.

A creature that comes into contact with dracolich slough takes 7 (2d6) necrotic damage and must succeed on a DC 15 Constitution saving throw or be paralyzed until the start of its next turn. A creature that starts its turn in contact with the slough suffers the same effects.

A patch of dracolich slough exposed to an effect that deals radiant damage or cures disease is instantly destroyed, but it is otherwise immune to damage.

Fear Moths

Fear moths are insects about the size of a fist, which are attracted to areas of tremendous fear, and somehow are able to feed off of the terror of other creatures.

Whenever an effect that causes fear (such as a dragon's Frightful Presence) is used within 120 feet of the moth swarm, the moths gather in the effect's area. While the moths are present, the initial saving throw made to resist the effect is made with disadvantage.

Gem Dragon Dust

As gem dragons molt, their lairs gradually acquire a thin layer of dust from their shed skin and scales. Only Huge or larger dragons are large and old enough to suffuse their lairs with this dust. The dust coats all surfaces: walls, ceilings, floors, treasure, and even creatures that enter the lair, and makes it harder to think and breathe.

A creature that enters the lair and stays there for at least 10 minutes is coated in fine sparkling dust. A creature coated in dust has disadvantage on Wisdom and Intelligence saving throws.

If a Huge or larger creature with wings uses a flying speed within the lair, it stirs up the dust in the area. The dust creates a whirling sphere with a 20-foot radius halfway along the creature's movement, which lasts until the start of the creature's next turn. The sphere spreads around corners and its area is lightly obscured. A creature that starts its turn in the area or moves there for the first time on its turn is blinded by the fine dust until it leaves the area.

Attempting to clear the dust away with wind only aggravates it. Strong wind stirs the dust into a cloud, as above. If strong wind is used on a cloud, the cloud becomes heavily obscured.

Poison Haze

The presence of a dragon that has an acid or poison breath causes a buildup of an acrid haze over time. Only Huge or larger dragons are strong enough to suffuse their lairs with this hazard. The areas most likely affected are those where the dragon spends most of its time, such as its treasure hoard.

A creature exposed to the haze must make a DC 15 Constitution saving throw. On a failed save, a creature takes 3 (1d6) poison damage, and its hit point maximum is reduced by an amount equal to the damage taken. If the save fails by 5 or more, the creature also gains one level of exhaustion. A creature must make the save every 10 minutes that it remains in the haze.

The levels of exhaustion gained from the haze disappear when the creature finishes a long rest. The hit point reduction also lasts until the creature finishes a long rest.

The haze can be dispersed with strong winds, but reforms after 10 minutes.

Creatures immune to poison are immune to the effects of the haze, as is the dragon that created it.

Psychic Aftershocks

The presence of a dragon with powerful psionic or psychic power (such as a purple dragon or gem dragon) can create powerful psychic aftershocks within the dragon's lair. The dragon is immune to its effects.

A psychic aftershock occurs about once every hour, permeating the entirety of the lair. Each creature in the lair must make a DC 15 Intelligence saving throw. On a failed save, a creature takes 9 (2d8) psychic damage. If the save fails by 5 or more, its Intelligence score is reduced by 1d4. A creature whose Intelligence is reduced to 3 or lower can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. This reduction lasts until the creature finishes a long rest.

Shadow Slime

The presence of a shadow dragon can have many unexpected results, one of which is the transformation of green slime into shadow slime. The constant presence of shadow near the green slime changes it into a much more deadly version of itself.

Shadow slime devours anything that it can on contact, and clings to walls, ceilings, and floors in patches. While in dim light or darkness, it can't be detected.

A patch of shadow slime covers a 5-foot square, has blindsight out to a range of 30 feet, and drops from walls and ceilings when it detects movement below it. Beyond that, it has no ability to move. A creature aware of the slime's presence can avoid being struck by it with a successful DC 10 Dexterity saving throw. Otherwise, the slime can't be avoided as it drops.

A creature that comes into contact with shadow slime takes 5 (1d10) acid damage and 7 (2d6) necrotic damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, shadow slime deals 11 (2d10) acid damage each round, and any nonmagical wood or metal weapon or tool used to scrape off the slime is effectively destroyed.

Sunlight, any effect that cures disease, and any effect that deals fire or radiant damage destroys a patch of shadow slime.

Shrieker Moss

This brass-colored moss gravitates toward large accumulations of valuable items, especially magic ones. Most dragons are happy to find it taking root within their lair because it serves as an excellent alarm system.

A patch of shrieker moss covers a 5-foot square on a treasure hoard. When anyone touches or removes an object from a section coated in shrieker moss, the moss produces a horribly loud shrieking sound for 2 (1d4) rounds or until the object is returned. Each creature within 30 feet of the moss when it shrieks takes 5 (1d10) thunder damage and must succeed on a DC 15 Constitution saving throw or be stunned until the start of its next turn. A creature that starts its turn in the area or moves there for the first time on its turn takes the same damage and must make the save.

Any effect that deals cold or fire damage destroys a patch of shrieker moss.

The moss ignores the owner of the object, who it recognizes inherently by scent.

Smokescreen

The presence of a dragon that has a fire breath causes a buildup of smoky haze over time. Only Huge or larger dragons are strong enough to suffuse their lairs with this hazard. The areas most likely affected are those where the dragon spends most of its time, such as its treasure hoard.

A creature exposed to the haze must make a DC 15 Constitution saving throw. On a failed save, a creature's lungs become irritated and it undergoes bouts of coughing for the next 10 minutes. During that time, the creature can't take reactions and has disadvantage on Dexterity (Stealth) checks. If the save fails by 5 or more, the creature also gains one level of exhaustion. A creature must make the save every 10 minutes that it remains in the haze.

The levels of exhaustion gained from the haze disappear when the creature finishes a long rest.

The haze can be dispersed with strong winds, but it reforms after 10 minutes.

The dragon that created the haze is immune to its effects, as are creatures that are immune to exhaustion.

Thin Ice

A favorite ploy of clever white dragons (and other dragons inclined to frozen habitats), thin ice is nearly impossible to detect and can prove disastrous for even the most experienced adventuring parties.

If 100 pounds of weight or more is placed on a 5-foot square of thin ice, the ice breaks. Each creature in that space must succeed on a DC 15 Dexterity saving throw. On a failed save, a creature falls through the ice.

This hazard can be made particularly dangerous with additional hazards beneath it, such as frigid water. Perhaps the dragon carefully crafts fake floors made of thin ice, designed to break and send intruders falling into the depths of an icy chasm.

Volcanic Haze

The presence of a dragon that has a fire breath or is inclined to volcanic locales (such as a red, obsidian, or volcanic dragon) might result in a constant volcanic haze. Only Huge or larger dragons are strong enough to create this kind of hazard. The areas most likely affected are those where the dragon spends most of its time, such as its treasure hoard, but the haze might permeate the entire lair.

The volcanic haze consists of sulfuric gases, intense heat, and falling ash. A creature exposed to the haze must make a DC 15 Constitution saving throw. On a failed save, the creature is poisoned for the next 10 minutes. If the save fails by 5 or more, the creature also gains one level of exhaustion. A creature must make the save every 10 minutes it remains in the haze.

The levels of exhaustion gained from the haze disappear when the creature finishes a long rest.

The haze can be dispersed with strong winds, but reforms after 10 minutes.

The dragon that created the haze is immune to its effects.





Hoards

For some groups it works just fine to say, "After slaying the dragon, the hoard comes to a grand total of 20,162 gp," and then move on with the game. Some players couldn't care less which 100 gp gems they found, or which 500 gp art objects they found, as long as they can convert them into gp. For those of you with such groups, this section is not for you.

That said, a unique dragon should have a unique hoard. If you've taken a while to craft a unique dragon with personality and flavor, why not take a few minutes more to make its hoard equally unique?

Hoard Generation

The treasure hoard tables on page 137 of the 5th Edition *Dungeon Master's Guide* work well for generating total gp that the party ultimately gets from the hoard. However, all results from the tables are round numbers. The first trick to making the hoard, and anything else, less generic is to get rid of these round numbers. The easiest way to do this is to replace (nearly) every zero with the result of a 1d10 roll (but replacing the last one is most important). If you're worried that this will increase the value of the hoard too much, simply take out one or two of the art objects or gems in the hoard to make up the difference.

Another option is to replace coins with another form of currency. Vast quantities of coins can quickly become overwhelming and are inefficient for large transactions. Consider replacing coins with bars or ingots, or with paper money (in those rare societies where paper currency exists). You could even replace some wealth with an IOU from a wealthy noble or merchant, or even another monster, forcing the adventurers to go on a scavenger hunt to find the person who originally wrote it (though they may not honor the IOU after the dragon's death, or worse, it could be a fake).

Bars or ingots are not uncommon in most fantasy medieval societies, especially among dwarves. A trade bar weighs 1 pound and is worth 50 coins of the same material. For example, a platinum bar would be worth 50 pp (or 500 gp).

Location

One of the first things to consider about a dragon's hoard is where it lies in the lair. Its location has to be defensible, probably has a secret exit, and might be hidden or difficult to find. Dragons go to great lengths to keep their beloved treasure safe. Use the table below to determine or inspire a particular location gimmick. Combining more than one of these could make for interesting results.

Hoard Location

d10	Result
1	The hoard is hidden entirely by a *mirage arcane* spell.
2	The dragon has created a false hoard to slow or distract thieves, or to lead them into a trap. The false hoard may be entirely illusory, composed of false or worthless items, or a massive swarm of **hoard scarabs** (see Part 3: Bestiary).
3	The entrance to the hoard is hidden by an illusion or blocked by a secret door.
4	The entrance to the hoard is hidden or blocked by a boulder, a waterfall, or some other natural formation.
5	The hoard is buried beneath a thin layer of dirt, sand, loose leaves, or other detritus.
6	The hoard is hidden within a body of water or other liquid, such as lava, or frozen within ice. Only the most resilient of items can survive prolonged exposure to such environments.
7	The hoard is in a place that can only be accessed by flying, burrowing, or swimming.
8	The hoard is protected by a moat, or is kept on a small island or iceberg surrounded by water.
9	The hoard is spread across the lair, rather than kept in one place, or is kept in another secure location.
10	The hoard is somehow kept within an extradimensional space. Only the dragon knows how to access this space.

Goods and Other Treasure

There are several other supplements that go into great detail when it comes to trade goods, from busts to armoires to fine ales to rolls of parchment. That is not the focus of this section. If you desire something along those lines, *Treasure* by Courtney Campbell is a good option, or you can check out Appendix 1 of the 3rd Edition *Draconomicon* (which is extremely detailed, as most 3rd Edition supplements are). The trade goods table in the 3rd Edition *Draconomicon* (page 278) includes trade goods by the pint or pound.

Hoard Features

To further make the hoard unique, consider adding one or two unique hoard features. Use the Hoard Features table to determine or inspire unique features of the hoard.

Descriptions of each feature are given hereafter.

Hoard Features

d20	Feature	d20	Feature
1	Antimagic	11	Nest
2	Architecture	12	Obstacle
3	Creature	13	Phylactery
4	Dangerous Hobby	14	Pièce de Résistance
5	Dragoncurse	15	Religious Altar
6	Fake Treasure	16	Tome
7	Gigantic Statue	17	Trap
8	Hoard Scarabs	18	Trap Treasure
9	Integrated Magic Item	19	Vehicle
10	Mural	20	Weird Feature

Antimagic

The hoard is protected by a powerful ward that prevents it from being manipulated by magic. Spells can't damage anything in the hoard, nor can objects be moved, picked up, or otherwise manipulated in any way by magic.

Architecture

The dragon's hoard is built into ancient ruins or other impressive architecture. If the whole lair is within a ruin, the treasury is in the most intact or most impressive section of the ruins.

Alternatively, the hoard includes a section of architecture that the dragon hired someone to build, or that the dragon excavated and then transported into its lair (though the latter would require the ruins to be quite valuable).

Creature

The dragon keeps a creature in its hoard, whether as a prisoner, colleague, guardian, or prize. A white dragon might keep the head of its greatest rival in the center of its hoard as a trophy; a green dragon might keep the son of a wealthy noble, whom he has charmed; a red dragon might keep an important political figure and ask for a ransom; a copper dragon might ask a good bard friend to stay for a while; a gold dragon might have a dragon golem guardian (see the Dragon Golem section in Part 3: Bestiary).

Dangerous Hobby

The dragon has a collection of something or enjoys an activity that would be dangerous to other creatures. For example, a green dragon may have a collection of poisonous plants and/or animals, a red dragon might enjoy sculpting with lava that flows through its lair, a black dragon might have a collection of acidic oozes, or a brass dragon might have a fascination with reflecting and magnifying the rays of the sun (which would deal fire damage to any other creature).

Dragoncurse

The dragon's hoard has a curse over it. Dragons never intentionally create this curse, and it only manifests on the hoard of particularly powerful and evil dragons.

A creature that takes any treasure (even a single coin) from a hoard cursed with dragoncurse becomes afflicted with dragoncurse. The creature gains a new form of madness, determined by rolling on the Dragoncurse Madness table, which is a character flaw that lasts until cured. See the 5th Edition *Dungeon Master's Guide* for more details concerning madness.

Dragoncurse Madness

d10	Flaw (lasts until cured)
1-2	**Rage.** "If I don't get what I want, I fly into a rage and kill everything in sight."
3-4	**Ego.** "I meet even the smallest insult with violence."
5-6	**Arrogance.** "It is not possible to kill me."
7-8	**Greed.** "Anything of any value is rightfully mine."
9-10	**Avarice.** "I cannot part with a single coin."

Fake Treasure

Normally the dragon includes fake treasure as a part of a fake hoard, but it could easily be set in a real hoard in an obvious place, in order to distract from the dragon's true treasures.

Fake treasure could take the form of any treasure, but most often looks like particularly valuable art objects or a chest full of platinum coins. However, 1d4 days after being removed from the dragon's hoard, the treasure loses its luster, turns to ash, or simply disappears. If the characters have already spent the treasure or traded it for gold pieces, they might have to answer to some very angry NPCs.

Gigantic Statue

In the center of the dragon's hoard is a statue. The statue most likely depicts the dragon, is usually at least Large if not Huge, and is made of stone or a semi-precious gemstone (such as jade, though any 10, 50, or 100 gp gemstone will suffice).

The statue could be a bust or a full portrait, and it could depict the dragon at rest, in a heroic poise, or in action. In any case, it is worth many thousands of gold pieces, though moving it anywhere is going to pose a problem for any adventuring party.

Hoard Scarabs

The hoard is infested with at least one swarm of **hoard scarabs** (see Part 3: Bestiary).

Integrated Magic Item

Within its hoard, the dragon has a piece of architecture, a large gem, or some other big item integrated into the structure of the lair. Removing such an item, let alone transporting it, is nigh impossible, and the item has innate magical properties.

The item could allow the dragon to cast a spell without requiring material components, it could amplify the dragon's existing power (such as increasing its Breath Weapon damage or giving it temporary hit points), it could have an *antipathy* effect driving all non-dragons away from the hoard, or do any number of other things.

Alternatively, the item mimics the effect of another magic item. For example, it could act as an enormous *shield of missile attraction*, so that any ranged attack made in the chamber targets the item rather than the intended target.

Mural

A mural is a Large or Huge piece of artwork that is built into the treasure room of the dragon's lair. It could be an enormous painting on the ceiling, a carving on the walls or floor, or a carved relief depicting the dragon's greatest achievements. Such art is worth thousands of gold pieces, but moving it without sacrificing its integrity is nigh impossible.

Nest

The dragon has a nest in or near its treasure hoard. The nest is where it keeps its eggs and where its offspring stays. The dragon's type determines its relationship to its children and its mate, whether or not both of them inhabit the lair simultaneously, and how old the offspring are before they are kicked out of the lair. Use the following table to determine the occupants of the dragon's nest. The section "Hatching and Raising a Wyrmling" earlier in this book may help to determine the exact nature of the nest (and the results of any recovered eggs).

Nest Occupants

d8	Occupants
1	1d4+1 juvenile dragons
2	1d4+1 young dragons
3	1d4+1 very young dragons
4	1d4+1 wyrmling dragons
5-8	1d4+1 dragon eggs

Obstacle

A physical obstacle, natural or magical, helps to protect the hoard. The obstacle could be a freezing river flowing through the lair, a deep pit, a permanent *wall of force*, or any number of other things.

Phylactery

The dragon has a phylactery of some kind in its hoard. It could be the long-lost phylactery of a lich, demi-lich, or dracolich, and the dragon may or may not actually know the item's true nature. If it does, perhaps it kept the creature's phylactery to control it or keep it in check.

The phylactery could also be the dragon's own phylactery from its attempts at immortality, or it succeeded and is secretly a dracolich.

Pièce de Résistance

At the center of the dragon's hoard is its most prized possession: the showpiece; the magnum opus; the dragon's pièce de résistance. The dragon is most proud of this item and cherishes it above all other treasures. Not all dragons have a pièce de résistance, and what is invaluable to one may be garbage to another.

A particularly crafty dragon (such as a copper or green) may elect to have a fake pièce de résistance to obscure its true treasure, keeping the fake in an elaborate showcase while the real one sits hidden in a barrel of wheat.

Any number of things could be a dragon's pièce de résistance. If it is a magical item, there must be some sentimental value that would set it above any other item. For instance, a magical sword may have been wielded by the dragon's favorite child, dragon scale mail may be made from the dragon's own scales, or a *talisman of pure good* could have been gifted by a god the dragon worships. The point of a Pièce de Résistance is not the gp value; there is nearly always a story behind it that makes the item the dragon's favorite. In the same vein, the nature of the object can make it worthless to humanoids (including treasure-hungry murderhobos).

Religious Altar

The dragon has a prominent altar to the deity it reveres somewhere in its hoard. The altar might be protected with a *hallow spell*, or it could bestow a sort of charm (refer to the "Dragons and Religion" section earlier in this book for a list of dragon gods, and see the 5th Edition *Dungeon Master's Guide* for more information on charms). Assume that the dragon has this charm at the start of combat.

Tome

There isn't anything special about just any old tome, but the dragon owns a very large, ancient book that contains arcane lore hidden within its pages. The dragon may or may not understand the meaning of the tome (likely depending on its type).

Consider how the dragon acquired the tome. Was it gifted the tome to watch over and protect? Did it steal the tome after defeating a rival? Was it searching for the lore hidden within the tome, and has used that knowledge to terrible effect?

There is a 20% chance that the tome is written in a language so ancient that it no longer exists. In order to interpret the tome, a creature must study the tome for 8 hours a day for 30 days. If the creature skips even one day, it must start the book over from the beginning. At the end of the 30 days, the creature can attempt a DC 15 Intelligence check. On a success, the creature learns the lore contained within the book.

To determine the lore that the tome contains (or to inspire your own ideas), roll on the Tome Lore table below.

Tome Lore

d6	Lore
1	The true names of one or several devils.
2	The location of the remains of a dead god, which could still hold divine (or fiendish) power.
3	An account of a long-forgotten war, including the location of an important figure's tomb. This information could be outdated, or could be said in riddles.
4	The location of a legendary magic item or artifact, or of the item's guardian (which could be on another plane of existence).
5	The tome details a ritual that, when performed correctly, binds a devil, deity, or other powerful being into the creature's service.
6	The magical process and explanation for a new spell that was either lost or destroyed.

Trap

The hoard is protected by a trap of your choice. The nature of the trap is likely determined by the dragon; for example, a red dragon with kobold minions might have mechanical crossbow traps hidden in the walls, a white dragon might craft icicles that fall on intruders, and a powerful copper dragon might attach a *confusion* spell to a *glyph of warding*.

Trap Treasure

Upon a pedestal or at the foot of a mound of gold, or in some other place where it is easily seen and pilfered, is an item that the dragon *wants* to be stolen. The item has some curse or attachment to the dragon that cannot be dispelled, and haunts the thief until its death or the item's return (or even after).

In any case, the item appears to be a gemstone, magic item, or art object of great value. Use the Trap Treasure table to determine or inspire the curse attached to the item.

Curses of this sort are meant to do one of three things: to punish the thief, to give the dragon a spy, or to give the dragon a servant. Punishments may do direct damage or give the dragon a way to track the thief. The item itself or the creature carrying it could serve as the spy, allowing the dragon to surreptitiously scope out rivals, the thief, or current events. If the curse somehow turns the creature into a servant, the dragon usually interacts subtly according to its own motives.

Vehicle

A dragon's hoard could contain a vehicle of some sort, whether land or water. The vehicle may be in working condition, or it may not; if it is, perhaps the dragon has found a practical use for it around the lair.

The dragon's type and location could potentially help determine the vehicle. If the dragon is near the coast or a large body of water, the vehicle could be a boat or a large ship. In the Eberron setting, the vehicle could be a commandeered airship. A white dragon could keep the shattered remains of a cart it stole from a caravan, or a red dragon could keep a gold-inlaid carriage it acquired when it kidnapped local nobility.

Weird Feature

The hoard has some bizarre feature. This could be anything out of the normal, including (but not limited to): a skeletal caretaker with an Intelligence score of 10; a wild magic zone; a tree or boulder with talking faces; light mist or fog that occasionally assumes the form of long-dead challengers; the effects of Environmental Diffusion from the lair's previous owner; or a portal to another plane of existence.

Trap Treasure

d8	Resulting Curse
1	The dragon always knows the distance and direction to the object, as long as it is on the same plane of existence.
2	A creature attuned to the item can cast *scrying* centered on the item once per day. The dragon is attuned to the item, and until that attunement is broken, this property can't be learned.
3	After becoming attuned to the item, the creature is charmed by the dragon. This charm lasts even if the attunement ends, but can be ended with a casting of *greater restoration* or similar magic.
4	The item is actually an animated object (as if created with the *animate objects* spell), and attacks the thief after leaving the lair (or at a time of your choosing). It is immune to nonmagical bludgeoning, piercing, and slashing damage.
5	The item is sentient and adores the dragon. It can also telepathically communicate with the dragon, as long as the two are on the same plane of existence. It has truesight out to a range of 120 feet. The dragon may spy on the party through it, or the item may attempt to take control of its wielder (as on page 216 of the 5th Edition *Dungeon Master's Guide*) to attack the party or return it to the dragon.
6	A spirit or creature that serves the dragon is bound to the item. After 24 hours (or another trigger of your choice), a **ghost** or **death slaad** (or another creature of your choice) emerges from the item and attacks the thief.
7	The thief suffers a long-term curse of your choice. The curse lasts until the item is returned or until dispelled with *greater restoration* or similar magic.
8	Upon touching the item, the creature must make a Wisdom saving throw (you may determine the DC based on the dragon). The item can only force this saving throw once per day. On a failed save, the dragon controls the creature as if through a *dominate monster* spell, and can use its action to see and hear from the creature's perspective (and be deaf and blind with regard to its own senses), or to return to its own senses. The spell doesn't require concentration and persists while the item is on the creature's person. An affected creature refuses to give up the item. The dragon may use this item to spy, or to destroy the party by taking control of the character at a later time.

Dragon Plots

Depending on the dragon, tying a dragon into the campaign could be as easy as throwing in treasure and secret doors. This section provides several plot hook ideas for tying dragons of any kind into any campaign, which go far beyond a massively destructive meatbag terrorizing the countryside (though such a hook is entirely appropriate at times).

Roll a d100 and consult the Dragon Plot Hooks table to get a random plot hook for incorporating a dragon. Or read through the list and choose one, or use them as inspiration to create your own.

The Dragon Types column shows which dragon types are most prone to the sort of behavior described in the Plot Hook column. This doesn't necessarily mean that they are the only kinds of dragons that could engage in that behavior. For example, a gold dragon could easily claim an ancient ruin as its home, provoking the original builders to try to reclaim it.



Dragon Plot Hooks

d100	Plot Hook	Dragon Types
1	The dragon's presence has corrupted a town's only supply of water.	Black dragons
2	The dragon has claimed an ancient ruin as its home, and the original builders of the ruin want to reclaim it.	Black dragons
3	The dragon's presence has plunged a nearby town into an eternal thunderstorm, drowning its crops with rain and starting fires with lightning.	Legendary blue dragons
4	The dragon runs a large and powerful trade or guild of merchants.	Blue or green dragons
5	The dragon is the secret kingpin of a slave trade or other black network.	Green dragons
6	The dragon has minions that have infiltrated powerful guilds or leadership in a nearby city.	Green dragons
7	The dragon has threatened a nearby village with destruction if they don't give it what it wants (usually food or treasure).	Red dragons
8	Long ago, the dragon was defeated in battle, but it survived. It has returned seeking vengeance against the creature that defeated it (or against the creature's family or settlement).	White dragons
9	The characters need a knowledgable guide through a dangerous section of the Underdark.	Purple dragons
10	A dragon is on the hunt for sentient magic items with whom it can have intelligent conversation.	Brass dragons
11	A friendly dragon is known to help guide those lost in a desert that the characters need to traverse.	Brass dragons
12	A local dragon loots sunken ships before the local authorities can claim the wrecks, resulting in a complicated legal battle for the rights to the wrecks.	Bronze dragons
13	The dragon is the leader of a monastery, school, church or other similar faction.	Gold dragons
14	The dragon owns an enormous library that likely holds long-forgotten lore.	Silver dragons
15	The dragon offers a reward for any addition of historical nature to its hoard.	Silver dragons
16	The dragon has claimed people or creatures as its subjects and requires a tax or other offering from them.	Adamantine dragons
17	The dragon has been hired as a mercenary to protect or exterminate a non-good creature.	Iron dragons
18	Several individuals in a settlement (which may or may not be in positions of power) are charmed by the dragon.	Iron dragons

Dragon Plot Hooks

d100	Plot Hook	Dragon Types
19	A supposed silver dragon (actually a chromium dragon) has been making evil demands and oppressing the people of a particular region.	Chromium dragons
20	The dragon seeks revenge for a misdeed against it, and will stop at nothing to obtain it.	Chromium dragons
21	Numerous traps (set by the dragon) in the region are proving detrimental to the local populations' food supply and even catching humanoids.	Cobalt dragons
22	The dragon's presence has imbued all iron and steel in nearby settlements with powerful magnetic properties, which proves inconvenient at best for the citizens.	Cobalt dragons
23	The dragon's presence causes members of the surrounding communities to break out into horrible welts, rashes, and other irritations.	Nickel dragons
24	A city leader in a position of power heard rumors of a dragon that had infiltrated the city, and would like it purged from the settlement.	Steel dragons
25	The dragon owns or runs a powerful enterprise, guild, or other organization.	Steel dragons
26	The dragon has adopted a life of treachery, working (or hiring others) as an assassin, black market fence, or other criminal.	Steel dragons
27	The dragon has decided that it must destroy the evil leaders of a city near its territory, putting it at odds with the city (or possibly the player characters).	Tungsten dragons
28	The dragon is known for a fair and unbiased opinion, and is sought out to help settle a volatile debate.	Amethyst dragons
29	The dragon wants help hunting white dragon nests so it can raise the wyrmlings.	Crystal dragons
30	The dragon frequently visits nearby settlements (or even travels to far-away places) in order to satiate its curiosity.	Crystal dragons
31	The dragon's skill in object reading would help to identify or track a creature who opposes the party.	Emerald dragons
32	A city of dwarves has accidentally intruded into the territory of a sapphire dragon, sparking contention between the parties and resulting in several skirmishes.	Sapphire dragons
33	The dragon's presence is causing a long drought in the surrounding communities.	Topaz dragons
34	The dragon guards an open portal into the Astral Plane.	Astral dragons
35	The dragon's standard of perfection drives it to "correct" something in the party's jurisdiction (or the party itself).	Axial dragons
36	The dragon has been charged with enforcing a contract by the Hall of Concordance as a test of ability. The nature of the contract brings it into conflict with the party.	Axial dragons
37	Every day on Ysgard, the dragon defeats a great evil, but its strength is waning and it needs a way to permanently destroy the enemy.	Battle dragons
38	If a member of the party is evil, the dragon chooses the evil creature as its quarry.	Beast dragons
39	The dragon found a way into the Material Plane, and delights in the devastation its presence causes. The destruction to the surrounding land is obvious, but the dragon's nature might be difficult to deduce without confronting it.	Blight dragons
40	A demonic cult successfully summoned a deathmask dragon, but couldn't bind it to service before it tore them apart. It wanders the Material Plane, eating and destroying everything in its path.	Deathmask dragons
41	The dragon indulges to an extent that the entire settlement in which it lives is becoming more lethargic by the day.	Elysian dragons
42	Valuable objects constantly go missing from a town or city, and livestock have started disappearing. The unknown culprit is the dragon, who takes the objects for its hoard and the livestock for food.	Ethereal dragons
43	An army of githyanki threatens to attack or sends scouts ahead of a greater force.	Pact dragons
44	The dragon is attacking settlements, reducing all metal to rust and consuming it, and only attacking creatures that get in its way.	Rust dragons
45	The dragon tricks the party into entering Carceri so that it can make a deal to help them escape the plane.	Tarterian dragons
46	The only way to escape Carceri (or to free someone else from Carceri) is to ask for the dragon's help.	Tarterian dragons

Dragon Plot Hooks

d100	Plot Hook	Dragon Types
47	The dragon was defeated anciently, but was preserved in its phylactery. It subtly manipulates those it comes into contact with, desiring to again manifest in a physical form.	Dracoliches
48	The dragon feels that it was abandoned or betrayed by Tiamat, and turned to Falazure for undeath. It wants to overthrow Tiamat or destroy her followers.	Dracoliches (chromatic)
49	The dragon was tricked into the Shadowfell and trapped there, changing its nature. Its dark isolation has made it bitter and evil.	Shadow dragons
50	The Shadowfell has begun to leak into the Material Plane, causing an influx of undead and other horrid creatures. The dragon might be the cause of this planar leakage or an effect of it.	Shadow dragons
51	The dragon was slain and now haunts the locals, no matter how many times it is destroyed. In order to put it to rest, its hoard must be returned.	Ghost dragons
52	An evil entity (the dragon) has taken control of a settlement's leaders (or complete control of the settlement itself).	Hex dragons
53	An evil entity (the dragon) is known to haunt the swamps near a settlement, occasionally abducting people or raising undead to plague the settlement's inhabitants. Locals suspect the work of a hag coven.	Hex dragons
54	The dragon glimpses the future, serving as an oracle for those willing to brave the dangerous trek to its lair.	Gold, mithral, or tome dragons
55	The dragon has set up a lair in an ancient forest, where it can frequently visit elves (or the Feywild) in the area.	Arboreal or mirage dragons
56	A dragon takes a particular interest in the actions of the party, because of their influence. It may condone or rebuke the party.	Axial or concordant dragons
57	An ancient hero was consumed by the dragon, and in order to return it to life, the dragon must be vanquished.	Deathmask or gloom dragons
58	The dragon has been pressed into service by demons, devils, or a cult, for use in that faction's inscrutable plans.	Deathmask or frostforged dragons
59	The dragon guards a section of the River Styx, which must be passed through.	Deathmask, gloom, styx, or tarterian dragons
60	The dragon foresees a terrible future, and sets out to find a way to keep that future from coming to pass.	Gold, mithral, emerald, or tome dragons
61	The dragon is actively hunting an evil villain or assisting in a good/holy crusade.	Bronze, gold, silver, mithral, arboreal, or radiant dragons
62	The dragon has made it its personal mission to exterminate all metallic dragons in a particular area.	Chromium, cobalt, or nickel Dragons
63	The dragon is known for its sage advice, and might have the answer to a question that the player characters, the villain, or other creatures have.	Tungsten or emerald dragons
64	The dragon is able to draw power from the elemental planes, making it much more powerful than average.	Any chromatic or metallic dragon
65	A dragon has been sighted on the outskirts of a settlement's borders. The settlement's leaders want to learn the dragon's intentions.	Any neutral dragon
66	The dragon has proclaimed itself a ruler over a kingdom or city, because the only way for true law and happiness to prevail is under its reign.	Any lawful good dragon
67	The dragon has taken to fighting evil for personal reasons, aligning with them (if the party is good), or fighting against them (if the party is evil).	Any good dragon
68	The dragon hires adventurers to find powerful magic items to add to its hoard.	Any good dragon
69	The dragon is searching for a worthy heir to carry on its legacy.	Any good great wyrm
70	A dragon is rampaging across the continent, trying to find a foe strong enough to kill it before it reaches its Twilight stage.	Any evil great wyrm
71	The dragon has been bullied into service by other creatures, such as goblins, orcs, or giants.	Any evil dragon
72	A cult dedicated to the dragon is causing mayhem or frightening surrounding settlements. The dragon may or may not condone the cult's behavior.	Any evil dragon

Dragon Plot Hooks

d100	Plot Hook	Dragon Types
73	A dragon has recently taken to terrorizing a city or village.	Any evil dragon
74	A dragon attacks caravans and travellers along a particular stretch of road.	Any evil dragon
75	The dragon is holding a powerful political figure as a prisoner for ransom	Any evil dragon
76	The dragon's minions have been attacking nearby settlements or otherwise causing mayhem.	Any evil dragon
77	A group of dwarves is heading near a known dragon lair to mine for magical gemstones.	Any gem dragon
78	A natural disaster has been predicted or is imminent.	Any catastrophic dragon
79	The dragon's presence causes effects in the region that are detrimental to nearby settlements.	Any catastrophic dragon
80	The dragon is bound by *dimensional shackles* and kept imprisoned by an insane wizard that collects exotic creatures.	Any planar dragon
81	The dragon was driven from its home plane by creatures trying to destroy it, and now it seeks for a way to return and exact vengeance.	Any planar dragon
82	The dragon has a well-developed humanoid guise that it uses to further its own inscrutable ends. It might be a historian, the leader of a guild, an important political figure, or any number of other guises.	Any dragon with the Change Shape action
83	The dragon has a humanoid guise and poses as an adventurer to further its own goals or just for fun.	Any dragon with the Change Shape action
84	The dragon is extremely prolific, and the number of half-dragons in the area is excessive almost to the point of hilarity.	Any dragon type (but especially elysian dragons)
85	A linnorm (see Part 3: Bestiary) or another powerful monster or faction is hunting dragon nests to exterminate them. A faction may ask for help tracking and killing the dragons, or a dragon might come asking for help and protection.	Any dragon type
87	An imprisoned dragon is forced to regularly do a service for its captors. For example, a red dragon might be charged with keeping the forges of a dwarven city alight, a bronze dragon might be forced to keep tidewaters from flooding a city, or a silver dragon might be forced to keep a floating castle in the sky.	Any dragon type
88	The dragon is seeking a cure for a magical disease or curse that afflicts it.	Any dragon type
89	The dragon has an unorthodox alignment, as a result of extreme events or powerful magic. For example, a green dragon might be lawful good or a copper dragon might be chaotic evil.	Any dragon type
90	A villain steals dragon eggs with intent to destroy them or raise them as its pawns.	Any dragon type
91	The party comes across an abandoned dragon egg, either as a random encounter or in another creature's treasure hoard.	Any dragon type
92	The presence of a large predator is severely impacting a town's food supply (eating flocks or crops and depleting the populations of local beasts).	Any dragon type
93	The dragon is compelled to follow the orders of another powerful creature (such as through a *geas* or *dominate monster* spell).	Any dragon type
94	The dragon is in possession of an item that the villain or the PC's need.	Any dragon type
95	The dragon is at the head of a powerful and influential faction with whom the party will interact.	Any dragon type
96	A part of the dragon's body (such as its blood or scales) is required to complete a task or ritual.	Any dragon type
97	A kingdom or city has struck a deal with a nearby dragon, giving it some sort of compensation in return for protection (or so that it doesn't destroy them).	Any dragon type
98	A powerful dragon has taken up residence near a populated area, and its presence makes the locals nervous (at best) or downright hostile (at worst).	Any dragon type
99	The dragon has unwittingly hoarded the long-lost phylactery of a lich or dracolich.	Any dragon type
100	A powerful artifact can only be destroyed by the breath of an ancient dragon of a particular type.	Any dragon type

Part 3: Bestiary

The term "dragon" covers a massive scope of creatures, from wyverns and true dragons to amphitheres and drakes to many other creatures. This section presents a menagerie of new draconic monsters, including those listed above and more. The first section details the rules for dragon feats (exactly as they are presented in *The Book of Dragons*), along with many new dragon feats for advanced dragons to take.

The statistics for brown, grey, purple, adamantine, iron, and mithral dragons are presented in *The Book of Dragons*.

Dragon Feats

Some dragons, whether through pacts, training, or bloodline, are stronger than others. These extra strengths and abilities are represented by Dragon Feats. Dragons can have a multitude of additional traits, actions, or legendary actions; the feat list given below is intended to expand the number of options available for each dragon type. Additional feats are presented in *The Book of Dragons for 5th Edition*.

A dragon can choose a number of Dragon Feats up to the numeric equiavalent of its age category, to a maximum of 12. So a Wyrmling can choose only 1 Dragon Feat, while a Great Wyrm can choose up to 12 Dragon Feats. Actions, Reactions, and Legendary Actions included with traits do not count against this number.

These abilities add personality and flavor to each dragon to make each encounter unique. Feel free to mix and match, but remember to adjust the Challenge Rating accordingly. If creating a lower level dragon, modify damage dice accordingly.

These feats are also meant to add difficulty to a dragon encounter, especially by countering the abilities and feats of Player Characters; remember that it isn't very fun as a player to have all of your abilities compromised by an ability that the monster has.

In order to take one of these feats, a creature must be a true dragon.

If a feat has prerequisites, the dragon must fulfill all of those prerequisites before it can take that feat. Some feats reference other feats as prerequisites, some of which are in *The Book of Dragons*. If you don't have that supplement, ignore those prerequisites. Each feat can be taken only once, unless the feat's description states otherwise.

Statistics for new dragon types are presented later in this bestiary. Feats specific to each dragon type are presented alongside the statistics for each new dragon type.

Ability Score Increase

Two of the dragon's ability scores increase by 1, or one of the dragon's ability scores increases by 2. It can't increase an ability score above 30 in this way.

The dragon can take this feat multiple times, to a maximum of 3.

Awesome Presence

Prerequisite: must have Frightful Presence.

The dragon gains the following action option, which replaces its Frightful Presence. It can use its Awesome Presence in place of its Frightful Presence when it uses its Multiattack.

Awesome Presence. When the dragon uses this ability, it must choose awe or fear. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a Wisdom saving throw or become charmed by the dragon (if it chose awe), or frightened of the dragon (if it chose fear) for 1 minute. A charmed creature can repeat the saving throw every time the dragon or one of its allies does something harmful to it, and a frightened 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 Awesome Presence for the next 24 hours.

The saving throw DC for this ability equals the saving throw DC of the dragon's Frightful Presence.



Blinding Speed

Prerequisites: Bloodscaled Fury, and Mobile or Swift.

The dragon's Dexterity score increases by 2. In addition, it gains the following trait:

Blinding Speed (1/Short Rest). At the start of its turn, the dragon can choose to move with supernatural speed. Until the start of its next turn, it benefits as if from a *haste* spell.

Blizzard

Prerequisite: must be a white dragon that is Mature Adult or older.

The dragon gains the following action option:

Blizzard (1/Day). The dragon summons a storm of billowing snow and ice directly around it. The storm persists within a 30-foot radius sphere centered on the dragon for as long as the dragon maintains concentration (as if concentrating on a spell), for up to 1 minute. That area is heavily obscured, but the dragon's vision is unaffected by it. Ranged attacks made in or aimed into the area are made with disadvantage. Any creature other than the dragon that starts its turn in the area or moves there for the first time on its turn takes 7 (2d6) cold damage.

Blizzard Dragon

Prerequisite: must be a white dragon.

The dragon can fly normally even in storm-strength winds. In addition, its vision is not obscured by falling snow, and it ignores cover granted by snow.

Bloodscaled Fury

Prerequisite: Con 20.

When the dragon has half of its maximum hit points or less, it becomes enraged. In such a state, its blood lines its scales, and it gains a +2 bonus on attack and damage rolls.

Corrupting Presence

Prerequisite: must have a breath weapon that deals acid or poison damage, and must be Mature Adult or older.

The dragon gains the following action option, which replaces its Frightful Presence. It can use its Corrupting Presence in place of its Frightful Presence when it uses its Multiattack.

Corrupting Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a Wisdom saving throw or be frightened and poisoned for 1 minute. While poisoned in this way, a creature cannot regain hit points. An affected creature can repeat the saving throw at the end of each of its turns, ending both conditions 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 Corrupting Presence for the next 24 hours.

The saving throw DC for this ability equals the saving throw DC of the dragon's Frightful Presence.

Detect Psionics

Prerequisite: must be a gem dragon.

The dragon automatically detects the use of psionics or other psychic powers (such as telepathy or effects that deal psychic damage) within one mile of it. When it detects such power, the dragon can use its reaction to learn the exact location of the detected power.

Disciple of Ashardalon

Prerequisites: Infernal Blood, and must undergo a ritual to bind a devil to its heart as a part of taking this feat.

The dragon undergoes a ritual in which it emulates Ashardalon by binding a devil to its heart. This grants the dragon a number of benefits:

- If the dragon can cast spells, it gains a +1 bonus to its spell attack bonus and to its spell save DC.
- The dragon's Strength, Dexterity, and Constitution scores each increase by 1, and its Charisma score increases by 2, to a maximum of 30.
- If it didn't have it already, the dragon gains immunity to poison damage and to the poisoned condition.



Dominating Gaze

Prerequisite: must be a green dragon that is Juvenile or older.

The dragon gains a new action option:

Dominating Gaze. The dragon magically forces a creature to stare into its eyes. That creature must succeed on a Wisdom saving throw or be dominated by the dragon as if by the *dominate monster* spell. On a successful save, that creature cannot be affected by the dragon's Dominating Gaze again for the next 24 hours. The dragon can only have one creature dominated in this way at a time.

The saving throw DC for this ability equals 8 + the dragon's proficiency bonus + the dragon's Charisma modifier.

If the dragon has legendary actions, it also gains a new legendary action:

Dominating Gaze (Costs 3 Actions). The dragon uses its Dominating Gaze.

Dracolexi Initiate

Prerequisite: Intelligence 12.

The dragon has begun to study dracolexi. Choose a number of draconic words from the list presented in the Dracolexi Arcane Tradition in the Player Options section of this book. The number of draconic words the dragon learns is equal to its Intelligence modifier.

For the purpose of learning words that require higher levels, the dragon's effective level is equal to twice the numeric equivalent of its age category.

The dragon can invoke each word only once per day.

In addition, the dragon gains a new action option:

Dracolexi. The dragon invokes a draconic word that can be used as an action.

The dragon also gains a new legendary action:

Dracolexi (Costs 2 Actions). The dragon uses its Dracolexi.

Dracolexi Savant

Prerequisite: Dracolexi Initiate.

The dragon chooses three draconic words that it knows and that require 6th level or lower. The dragon can invoke these words at will.

This feat can be taken more than once, but no more than twice.

Dracolexi Scholar

Prerequisite: Dracolexi Initiate.

The dragon learns up to three additional draconic words.

This feat can be taken more than once, but no more than twice.

Dragon Mystic

Prerequisite: must be a spellcaster.

A dragon mystic has powerful spellcasting ability beyond that of other dragons. It gains the following benefits:

- The dragon's spellcasting ability score increases by 2.
- Whenever the dragon casts a spell that deals damage, it can reroll a number of the damage dice up to its spellcasting ability modifier. It must use the new rolls.
- The dragon can learn one additional spell that it can cast 3 times per day or at will, of the DM's choice (following the rules given in the Innate Spellcasting feat).

False Appearance

Prerequisite: must be a gem dragon.

While the dragon remains motionless, it is indistinguishable from a normal statue constructed of gemstones.

Glacial Armor

Prerequisite: must be a white dragon that is Juvenile or older.

The dragon's magical energies condense and freeze water into magical ice over its scales, granting it additional protection. At the start of each of the dragon's turns, it gains 10 temporary hit points. If the dragon takes fire damage, this trait doesn't function at the start of the dragon's next turn.

Immortal Ascendant

Prerequisites: Sacred Warder of Bahamut (if Metallic) or Unholy Ravager of Tiamat (if Chromatic) or comparable devotion to a deity of similar caliber, and must be a Great Wyrm or older.

The dragon is a quasi-deity. It can no longer die from natural causes such as old age. It is immune to disease and does not need to eat, sleep, or breathe. However, it can still be slain in combat.



Interplanar Stasis

Prerequisite: must be a mithral dragon that is Mature Adult or older.

The dragon gains the following action option:

Interplanar Stasis (1/Day). The dragon enters the Border Ethereal plane, and its form becomes translucent and wispy. While there, it is incapacitated and restrained, and cannot be interacted with in any way from the Material Plane. At the beginning of the dragon's next turn, it regains a number of hitpoints equal to 2 times its number of hit dice, and the effect ends.

Iron Spike Defense

Prerequisite: must be an iron dragon that is Adult or older.

The dragon grows spikes along its body to help protect it against attackers. Any creature within 5 feet of the dragon that hits it with a melee weapon attack takes 3 (1d6) piercing damage from the dragon's spikes.

Lava Absorption

Prerequisite: must be a red or obsidian dragon that is Juvenile or older.

The dragon gains power by being submerged in lava. If the dragon ends its turn submerged in lava, it gains the following benefits, which last for 3 (1d6) rounds. Once it gains these benefits, it must finish a short or long rest before it can gain them again.

- The dragon can instantly recharge its breath weapon, no action required (but only once during the duration).
- The damage of the dragon's breath weapon increases by 7 (2d6).
- The dragon regains 10 hit points at the beginning of each of its turns.
- Any creature that starts its turn within 10 feet of the dragon takes 7 (2d6) fire damage. If the dragon already has the Fire Aura feat/trait, the damage of that trait instead increases by 3 (1d6).

Legendary

Prerequisites: must be Mature Adult or older, and have finished an impressive achievement of historical significance.

Stories are told of the dragon's might and prowess, and the mere mention of its name sends the common folk running for their lives. Many dragons are famous, but few are Legendary: powerful beasts whose feats and accomplishments have already been sung, and will go down in the annals of history as epic legends. Many Great Wyrms are Legendary. This grants the dragon several benefits:

- The dragon gains a +2 bonus to the save DC of its Frightful Presence (or comparable ability such as Awesome Presence).
- The dragon gains a +2 bonus to Intimidation and Persuasion ability checks because of its reputation.
- The dragon has learned from its epic experience. Its Wisdom score increases by 2.
- The dragon has 4 uses of Legendary Resistance per day, rather than 3.

Mastermind

Prerequisite: must be a green dragon that is Adult or older.

The dragon's thoughts can't be read by any means, unless the dragon allows it. It can present false thoughts by succeeding on a Charisma (Deception) check contested by the mind reader's Wisdom (Insight) check.

In addition, no matter what the dragon says, magic that would determine if it is telling the truth indicates the dragon is being truthful if it so chooses, and it can't be compelled to tell the truth by any means.

Mental Barrier

Prerequisite: must be a gem dragon.

The dragon has learned to use its psionic abilities to shield its mind from attack. As a result, the dragon is immune to all effects that would sense its emotion or read its thoughts, as well as all divination spells.

In addition, the dragon has resistance to psychic damage and advantage on saving throws to avoid taking psychic damage.

Metal Sense

Prerequisite: must be a ferrous dragon.

The dragon can innately sense the presence of non-precious metals. For the sake of this ability, precious metals include: adamantine, copper, gold, mithral, platinum, and silver. It knows the approximate direction and distance to all non-precious metals within 120 feet of it, and it knows the approximate amount of each instance of the metals it detects.

In this way, the dragon can detect creatures with weapons and armor made of non-precious metals.

Mithral Mists

Prerequisite: must be a mithral dragon that is Old or older.

The dragon gains the following action option:

Mithral Mists (Recharge 6). The dragon chooses a point within 60 feet of it, and a cloud of silvery mist with a radius of 20 feet spreads centered on that point. Each creature within the mist other than the dragon must succeed on a Wisdom saving throw or be teleported. For each creature that failed, the dragon chooses an unnoccupied space within 60 feet of the creature's original space, and the target is teleported there. This space must be on solid ground, or otherwise a place where the creature has solid footing.

The saving throw DC for this ability equals the saving throw DC of the dragon's Frightful Presence.

Planar Travel

Prerequisite: must be a gem dragon.

The dragon can teleport itself between different planes. Thrice per day, it can innately cast the *plane shift* spell without expending a spell slot and without requiring material components. When it casts the spell in this way, it can only target itself.

Often, gem dragons will use this ability to teleport between the Material Plane and the Inner Planes where they usually live. A dragon whose defeat is nigh may also use this ability as a last resort to escape.

Powerful Jaws

Prerequisite: must be Large or larger.

When the dragon hits with a bite attack, if the target of the attack is at least one size smaller than the dragon, the target of the attack is also grappled and restrained, and the dragon can't bite another target. The escape DC is equal to 8 + the dragon's proficiency bonus + the dragon's Strength modifier.

Powerful Strike

Prerequisite: must be size Large or larger.

The dragon's strikes are exceptionally powerful. If the dragon hits a creature with a claw or tail attack, it can force the target of the attack to make a Strength saving throw. On a failed save, the dragon can choose to knock the target prone or push it up to a maximum distance, determined by the dragon's size as given in the table below. If the attack roll is a critical hit or exceeds the target's AC by 10 or more, the dragon can both push the target and knock it prone.

The dragon can use this feat only once per turn.

The saving throw DC for this ability equals 8 + the dragon's proficiency bonus + the dragon's Strength modifier.

Powerful Strike Push Distance

Dragon's Size	Maximum Push Distance
Large	5 feet
Huge	10 feet
Gargantuan	15 feet
Colossal	20 feet



Practiced Hunter

The dragon has advantage on Wisdom (Survival) checks to track creatures within 3 miles of its lair. If it is aware of a creature's presence, it also has advantage on Wisdom (Perception) checks to locate that creature.

Punishing Thunder

Prerequisite: must be an adamantine dragon that is Mature Adult or older.

The dragon magically binds its thunderous power into its scales. After the dragon uses its breath weapon, until the beginning of the dragon's next turn, any creature that hits the dragon with a melee weapon attack takes 6 (1d12) thunder damage.

Ravager

Prerequisites: must be a chromatic dragon that is Mature Adult or older, and that has extensive experience worshipping Tiamat.

The dragon is a devout worshipper of Tiamat, and the Dragon Queen has blessed the dragon with a measure of unholy power. As a result, the dragon gains the following action option:

Profane Blast (3/Day). The dragon makes a ranged spell attack against a creature it can see within 500 feet of it, using Charisma for the attack roll. On a hit, the target takes damage equal to the damage dealt by the dragon's breath weapon. This damage is also of the same type as the dragon's breath weapon. This attack ignores resistance to damage, regardless of how that resistance was obtained. This attack also counts as a use of the dragon's breath weapon, so the dragon must wait for it to recharge as normal.

The dragon can target a creature behind a *prismatic wall* or *wall of force* or similar magic with this attack. If it does so, the dragon can attempt to dispel the barrier as if casting *dispel magic*. If the dragon succeeds, the barrier is destroyed (including all layers of a *prismatic wall*) and the attack proceeds as normal. If the dragon fails, the attack misses and harmlessly hits the barrier.

The holy shield created by a Sacred Warder of Bahamut is immune to damage from this attack, and cannot be dispelled by it.

Shadow Dracolich

Prerequisite: must be a dracolich that has lived in the Shadowfell for extended periods of time.

The dracolich can take on the Shadow Dragon template (5th Edition *Monster Manual*, page 85). The dragon effectively becomes both a dracolich and a shadow dragon. A shadow dragon cannot take this feat to also become a dracolich.

Skilled

The dragon gains proficiency in two skills of its choice.

This feat can be taken up to three times.

Strike from Below

Prerequisite: must be a brown dragon that is Juvenile or older.

The dragon gains the following action option:

Strike from Below. The dragon moves up to its burrowing speed just below the surface of the ground without provoking opportunity attacks. When it moves beneath another creature's space, it can make a claw attack against that creature. The dragon cannot use this action if the ground is any harder than loose sand.

Unholy Ravager of Tiamat

Prerequisite: Ravager.

The dragon has pleased Tiamat in its efforts to spread her spawn and destroy her enemies. Therefore, the Dragon Queen has endowed the dragon with further power. It gains the Breath Substitution trait and the Mass Profane Blast action option:

Breath Substitution (3/Day). When the dragon uses its Breath Weapon, it can choose whether it deals acid, cold, fire, lightning, or poison damage. When it uses this trait, its breath recharges on a 6 rather than on a 5-6.

Mass Profane Blast (3/Day). The dragon uses its Profane Blast, but rather than having a single target and a 500-foot range, the blast has the same shape and size as the dragon's normal breath weapon, and the attack targets all creatures in that area. The dragon makes a separate attack roll for each target.

If a *prismatic wall*, *wall of force*, or similar magic is in the area of the blast, the dragon can attempt to dispel each effect as described in the Profane Blast attack in the Ravager feat.

Using Mass Profane Blast counts as using a Profane Blast attack, and vice versa, for the purpose of having only 3 uses per day.

Water Nimbus

Prerequisite: must be a bronze dragon that is Old or older.

The dragon gains the following action option:

Water Nimbus (1/Day). The dragon magically raises water into the air around it. If there is no water in the area, the dragon creates it. The nimbus forms a sphere of water with a 40-foot radius centered on the dragon, though it does not move with the dragon. If the dragon is flying, the sphere is suspended in the air, and creatures within the nimbus do not fall unless they move out of the sphere. Creatures within the nimbus use their swimming speed, and creatures that aren't immune to lightning damage gain vulnerability to lightning damage for as long as they stay in the water. The nimbus lasts for as long as the dragon maintains concentration (as if concentrating on a spell), for up to 1 minute.

Wrathful Rebuke

Prerequisite: must be a purple dragon that is Adult or older.

The dragon gains the following reaction:

Wrathful Rebuke. When the dragon is hit by a melee weapon attack, it can mentally barrage the attacker as a reaction. The attacker must make a Wisdom saving throw. On a failed save, the attacker takes 7 (2d6) psychic damage, is pushed 10 feet away from the dragon, and is knocked prone.



Amphithere

Some travelers occasionally see enormous winged serpents in the wilds and unsettled lands of the world, bringing the tales of these creatures back to those who spin them into terrifying monsters. As cousins to true dragons, amphitheres can invoke the same fear as their kin in the settlements along the outskirts of civilization.

An amphithere is a huge serpent with a thick body and powerful jaws resembling a large beak. Its body is covered in feathers that are green or blue, its wings are feathered and bird-like, and its tail is covered in sharp spines. It kills its prey by constricting and strangling them, the sharp spines holding them in place, before tearing off large pieces of flesh with its beak, but it can't fly and constrict a creature simultaneously. Therefore, it only preys on creatures that are travelling alone or that it can easily overpower. If it finds itself outmatched, it covers its retreat with its hypnotic gaze and leaves to find easier prey.

Amphithere

Large dragon, unaligned

Armor Class 14 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	16 (+3)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Dex +5
Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 5 (1,800 XP)

Actions

Multiattack. The amphithere makes two attacks: one with its bite and one with its tail. It can use its Hypnotic Gaze instead of its bite.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage plus 9 (2d8) piercing damage, and if the amphithere is not flying, the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the amphithere can't use its tail on another target. If the creature fails the check to escape the grapple, it takes 9 (2d8) piercing damage. The grapple automatically ends if the amphithere uses its flying speed.

Hypnotic Gaze. The amphithere turns toward one creature that it can see within 60 feet of it, and magically forces that creature to meet its gaze. That creature must succeed on a DC 14 Wisdom saving throw or be charmed by the amphithere until the start of the amphithere's next turn.

Masters of Ground and Sky. Despite its large wings, an amphithere most often hunts from the ground, folding its wings tightly against its sides and lying in ambush for prey to wander along. It uses its wings primarily as an escape, to get away from creatures that prove too strong for its constriction or that find and attack it before it can launch its attack. Its offensive capabilities are much stronger on the ground, but it is still capable of defending itself on the wing, and can keep pace with even the oldest dragons. Occasionally an amphithere will hunt in the sky, scaring birds into the air and deftly snatching them with its jaws.

Skittish and Cunning. An amphithere's ability to ambush is limited to instinct, as opposed to planning a tactical attack like more intelligent creatures might. Though they are more cunning than other beasts, their intellect doesn't come close to matching that of their dragon cousins.

Amphitheres don't like any creatures they don't recognize, quickly fleeing if confronted by something they aren't familiar with. Some have been known to flee after witnessing powerful magic or encountering an unconventional weapon. Until discovered, the amphithere waits and watches, curiously analyzing the new thing to learn how dangerous and/or edible it is.

Tamed Amphitheres. If introduced to a humanoid society slowly or raised as a hatchling, an amphithere can be tamed. They can be utilized as flying mounts or as beasts of burden, pulling flying carriages or airships, but doing so can be difficult. No matter how tame an amphithere may be, it never loses its skittish nature, so if something out of the ordinary occurs, the amphithere might flee and attempt to hide regardless of its "master's" commands.

Cave Amphithere

A second species of amphithere lives underground or in caves high up on mountain cliffs. Known as cave amphitheres, they are stronger and more intimidating than their feathered brothers.

A cave amphithere has a scaled body, rather than a feathered one, and its wings are leathery and bat-like. The phalanges on its wings have bony protrusions and a carapace-like covering, turning them into dangerous bludgeoning weapons. Its bite is venomous, and hunters track them to obtain this powerful venom for use in alchemical compounds or as an effective poison.

Cave Amphithere Venom

The harvested venom of a cave amphithere can be represented with these statistics. It normally sells for 200 gp per dose.

Cave Amphithere Venom (Injury). This poison must be harvested from a dead or incapacitated cave amphithere. A creature subjected to this poison must make a DC 16 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one.

Cave Amphithere

Large dragon, unaligned

Armor Class 15 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	5 (-3)	12 (+1)	7 (-2)

Saving Throws Dex +5
Skills Perception +4
Senses passive Perception 14
Languages —
Challenge 7 (2,900 XP)

Actions

Multiattack. The amphithere makes three attacks: one with its bite, one with its wings, and one with its tail. It can use its Frightening Gaze instead of its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage plus 9 (2d8) poison damage.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) bludgeoning damage, and if the amphithere is not flying, the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the amphithere can't use its tail on another target. The grapple automatically ends if the amphithere uses its flying speed.

Wings. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) bludgeoning damage.

Frightening Gaze. The amphithere turns toward one creature that it can see within 60 feet of it, and magically forces that creature to meet its gaze. That creature must succeed on a DC 15 Wisdom saving throw or be frightened until the start of the amphithere's next turn.



Dragon Eel

A dragon eel is a terror of the deep that strikes with terrible beak-like jaws and a powerful tail. They lurk unseen beneath sailing vessels until it is time to strike, bashing holes in the hull and devouring its crew as the ship sinks, leaving the cargo to drift into the depths. If it comes across a foe too large to swallow, it drags the creature far underwater and drowns it before tearing it to pieces.

Some dragon eels can be bartered with, but they have enough intelligence to know how to manipulate captains and sailors into doing what they want, which is usually convincing other captains to sail through its territory. They are talented liars, and most crews who barter with a dragon eel for safe passage are never seen again.



Dragon Eel

Huge dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 172 (15d12 + 75)
Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	7 (-2)	14 (+2)	13 (+1)

Saving Throws Con +9, Wis +6
Skills Deception +5, Perception +6, Stealth +4
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16
Languages Aquan, Draconic
Challenge 10 (5,900 XP)

Amphibious. The dragon eel can breathe air and water.

Blood Scent. The dragon eel can detect the scent of blood in water up to a mile away.

Charge. If the dragon eel swims at least 30 feet straight toward a creature or object and then hits it with a ram attack on the same turn, the target takes an additional 13 (3d8) bludgeoning damage.

Actions

Multiattack. The dragon eel makes two attacks: one with its bite and one with its ram or its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 25 (3d12 + 6) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the dragon eel can't bite another target.

Ram. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) bludgeoning damage.

Swallow. The dragon eel makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon eel, and it takes 21 (6d6) acid damage at the start of each of the dragon eel's turns.

If the dragon eel takes 25 damage or more on a single turn from a creature inside it, the dragon eel must succeed on a DC 19 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 eel. If the dragon eel dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

Dragon Golems

Golems are powerful constructs made from modest materials, but animated with great magical power. Dragon golems are more powerful forms that a golem can take.

To create a dragon golem, one requires a *manual of dragon golems* (see the "Magic Items" section in Part 2). The comprehensive illustrations and instructions in a manual detail the process for creating a golem of a particular type.

Imprisoned Dragons. Rather than being animated with a spirit from the Elemental Plane of Earth like other golems, a dragon golem is imbued with the captured life force of a dragon. The process of creation binds the unwilling spirit to the body, but the dragon lacks the ability to think for itself and requires commands from its creator in order to act. Obtaining such a spirit might require additional magical rituals, or even the completion of a quest or campaign.

These golems are usually constructed in a form that mimics the form of a dragon, but it is possible for them to take other shapes.

Dragon golems otherwise follow all other constraints concerning the construction and nature of golems, as given in the 5th Edition *Monster Manual*.

Constructed Nature. A dragon golem doesn't require air, food, drink, or sleep.

Dragonbone Golem

Constructed from the skeleton of one or more dragons and bound together using adamantine wire, dragonbone golems are a terrifying presence. If crafted with multiple skeletons, its proportions are wrong and it walks with an awkward gait.

These golems are often mistaken for skeletal dragons or dracoliches, and are often constructed by necromancers. They lurch into combat without hesitation, and most weaker creatures run in fright before its indomitable onslaught.

Drakestone Golem

These golems are intricately chiseled from massive blocks of stone, usually granite, and modeled after a particular dragon type. The process is finished by polishing the stone to a brilliant shine using rare and expensive oils. The golem appears to be a statue until it animates, its stone body rippling like flesh and its eyes glowing with hostile light.

Like other golems, drakestone golems are nearly impervious to magic and ordinary weapons. Each possesses the power of petrification, and creatures fighting against it for too long may find that they too become trapped in stone, like the dragon spirit used to give the golem life.

Ironwyrm Golem

A massive juggernaut of impenetrable iron, ironwyrm golems are built to be invulnerable and merciless. Within its chest, this golem houses a furnace that constantly burns with magical energy. As a result, smoke rises from its nostrils and it exudes palpable heat. It can unleash its magic to manifest a powerful fiery breath weapon reminiscent of the creature used to animate it. Those that survive its flame are beaten into the ground with powerful tail and claws.

An array of expensive elixirs are used in the creation of this golem, which grant the otherwise ordinary iron its incredible strength and magical properties. Heat and fire restores any damage the golem incurred, so the golem may target itself with its breath weapon in order to repair its form.

Dragonbone Golem

Large construct, unaligned

Armor Class 16 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	9 (-1)	18 (+4)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 10 (5,900 XP)

Fear Aura. The golem radiates a terrifying aura in a 60-foot radius. A creature that starts its turn in the area or moves there for the first time on its turn must succeed on a DC 16 Wisdom saving throw or be 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 golem's Fear Aura for the next 24 hours.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes four melee attacks. It can make only one bite and one tail attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Wing. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage.



Drakestone Golem

Large construct, unaligned

Armor Class 18 (natural armor)
Hit Points 210 (20d10 + 100)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	9 (-1)	20 (+5)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 13 (10,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes three melee attacks. It can make only one bite and one tail attack.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 16 (3d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Wing. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 16 (3d6 + 6) bludgeoning damage.

Petrifying Breath (Recharge 5-6). The golem exhales a cloud of petrifying gas in a 30-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Ironwyrm Golem

Large construct, unaligned

Armor Class 21 (natural armor)
Hit Points 276 (24d10 + 144)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	9 (-1)	22 (+6)	3 (-4)	11 (+0)	1 (-5)

Damage Immunities fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks not made with adamantine weapons
Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned
Senses darkvision 120 ft., passive Perception 10
Languages understands the languages of its creator but can't speak
Challenge 17 (18,000 XP)

Fire Absorption. Whenever the golem is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Immutable Form. The golem is immune to any spell or effect that would alter its form.

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

Magic Weapons. The golem's weapon attacks are magical.

Actions

Multiattack. The golem makes three melee attacks. It can make only one bite and one tail attack.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 24 (3d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage.

Wing. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) bludgeoning damage.

Fire Breath (Recharge 5-6). The golem exhales a fiery blast in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

Drakes

The term "drake" covers a broad variety of draconic creatures; they are, in short, creatures that are distantly related to dragons, but are not true dragons. They are different from wyverns for two major reasons; the first is their intellect, as drakes are much smarter than wyverns (though not nearly as intelligent as true dragons). The second is that all drakes possess some sort of magical power or ability, perhaps reminiscent of their draconic heritage, rather than a venomous stinger.

There are several different sub-types of drakes. Elemental drakes draw power from the elements, and their origins center around the power of the Elemental Planes, if they weren't born on the planes themselves. Felldrakes have direct ties to Bahamut, and are distinctly wingless. The other drakes, such as liondrakes, vulture drakes, and storm drakes, are unique from the others, and don't fit into a larger category.



Abyssal Drake

Abyssal drakes are the result of centuries of demonic experiments and breeding programs. They were originally intended to serve as mounts for the demons to ride into battle, but the drakes proved too unpredictable and volatile, even for the demons.

Demonic Wyverns. The creature from which these abominations evolved was the wyvern, with influences of red dragons and the nastiest adaptations of the demons. Now they fly through the depths of the Abyss, preying on the very creatures that created them. They are extremely aggressive, and they have a multitude of weapons at their disposal. They keep to the air during combat, as they are most maneuverable (and most dangerous) while in flight.

Among drakes, the abyssal drakes are a bit of an anomaly because of their breath weapon, and because they lack the powerful claws on their wings. They cannot walk on or attack with their wings as other drakes can, but their hind legs can be quite dangerous while flying.

Abyssal drakes are more intelligent than wyverns, and are capable of devising simple plans such as ambushes, and can be bargained with. However, they are still not the brightest of creatures and are fairly easy to fool, and most complex strategies go far over their heads.

Intimidating Steeds. Occasionally, powerful demons or warlocks are able to attain these drakes as mounts, even if only for short amounts of time. It isn't a matter of taming the creature that poses the problem, however; it is a matter of scaring, forcing, or bribing the drake into servitude, as they don't take kindly to being ridden.

Demonic Nature. As a result of its demonic nature, an abyssal drake slain in the Material Plane reforms back in the Abyss some time later. In order to truly slay an abyssal drake, it must be killed within the Abyss.

Drakes and Earlier Renditions

You may notice that the elemental drakes are different from the 3rd Edition version in that they only have four limbs (two legs and two wings) rather than six (four legs and two wings). This is because drakes in their earlier form played exactly like dragons, only they didn't have a breath weapon and there were slight changes in their flavor. This change gives drakes a unique character from that of dragons.

If you're a purist and want exactly the drakes that were served to you in 3rd Edition, give them an extra pair of legs, replace their multiattack with the one given below, and replace their Clawed Wings and Claw attacks with the new Claw attack:

Multiattack. The drake makes three attacks: one with its bite, one with its claws, and one with its tail.

Claw. *Melee Weapon Attack:* +(proficiency bonus + Str modifier) to hit, reach 5 ft., one target. *Hit:* (2d8 + Str modifier) slashing damage.

Abyssal Drake

Huge dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 138 (12d12 + 60)
Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	7 (-2)	15 (+2)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +6
Skills Deception +5, Stealth +4, Perception +6
Damage Resistances cold, lightning
Damage Immunities fire, poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 16
Languages Abyssal, Common, Draconic
Challenge 9 (5,000 XP)

Dive Attack. If the drake is flying and dives at least 30 feet straight toward a target and then hits it with a claw attack, the attack deals an extra 9 (2d8) damage to the target.

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Multiattack. The drake can use its Frightful Presence. It then makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 16 (3d6 + 6) piercing damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage.

Stinger. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 16 (3d6 + 6) piercing damage, and the target must make a DC 17 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

Frightful Presence. Each creature of the drake's choice that is within 120 feet of the drake and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the drake's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The drake exhales fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 45 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Elemental Drakes

The elemental drakes, though still draconic in nature, draw their power from the elements, and have a distinctly different anatomy from other drakes, or even dragons. Rather than six limbs (four legs and two wings), they have only four (two legs and two wings), like a wyvern, but they have powerful claws on the ends of their forearms on their wings. This allows them to walk quadrupedally on their wings, and the claws can be used effectively in combat.

Air Drake

Air drakes have sandy brown scales, with a soft blue underbelly, allowing them to blend into the sky or into the desert as they please. They tend to prefer temperate, arid climates, preferring deserts, but often settle for dry hills or warm mountains.

Temperamental and cowardly. Similar to most true chromatic dragons, air drakes like ruling over those less powerful than themselves, commanding small groups of minions. However, when faced with a threat greater than or equal to itself, a drake flees.

Chaotic at Heart. Air drakes are always irresolute in their decision making. Be wary when speaking to or making a deal with one, as they can change their minds as quickly as the winds change. They can (and often do) follow a course of action fanatically, only to suddenly change directions completely before completing whatever they set out to do. They are fleeting and flighty, and as such make terrible allies.

Earth Drake

Earth drakes are craggy in appearance, with brownish-grey scales and short claws built for burrowing. Unlike other drakes, an earth drake prefers to fight on the ground instead of in the air, especially if it has access to a cave or other enclosed area where it can target multiple foes with its tremor ability. It mainly uses flight as a means of escape.

Stupid but Ponderous. Earth drakes are the least intelligent of the drakes. They speak and act slowly and deliberately, but many adventurers misconstrue this, believing that they act the same way in combat. These adventurers usually die. An earth drake roused to combat is fearsome to behold, and both a fortuitous and an agile defender.

These drakes are most fond of temperate mountains, though they can be found in hills and places with lots of exposed rock, like canyons and highlands.

Fire Drake

Ranging in color from blood red to dazzling vermilion, fire drakes are one of the most dangerous kinds of drake. Their bodies are superheated, and the air around them shimmers as it releases heat into the surrounding air. Their eyes are intelligent and fiery yellow.

Red Dragon Dopplegangers. Fire drakes are cunning predators who recognize that unlearned or novice travelers mistake them for young red dragons, and they love to capitalize on this mistaken identity. As most people know better than to incur the wrath of a red dragon, a crafty fire drake can make off with a great deal of treasure and food before its ruse is discovered.

Fire drakes reside wherever the weather is warm or hot year-round, but they prefer hills to other places.

Air Drake

Large dragon, chaotic neutral

Armor Class 14 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 30 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +6
Skills Perception +8, Stealth +8
Condition Immunities paralyzed
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18
Languages Auran, Draconic
Challenge 6 (2,300 XP)

Air Mastery. The drake has advantage on saving throws made to resist anti-flying effects, such as an *earthbind* spell. If the drake is incapacitated in the air or forced to fall in any way, it descends at a rate of 60 feet per round and lands safely, taking no damage from the fall.

Blinding Windstorm. If the drake hovers within 10 feet of the ground in an area with lots of loose debris (such as a sandy desert), the draft from its wings creates a spherical cloud centered on it with a radius of 30 feet. Nonmagical flames in the area are extinguished, and the cloud is lightly obscured. A creature that starts its turn within the cloud or enters it for the first time on its turn must succeed on a DC 14 Constitution saving throw or be blinded until the start of its next turn. If a creature is concentrating on a spell or other effect and it fails the saving throw, it loses concentration on the spell or effect.

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Gaseous Form (1/Day). The drake innately casts the *gaseous form* spell, targeting only itself.

Actions

Multiattack. The drake makes three attacks: one with its bite, one with its clawed wings, and one with its tail. If it is flying, it makes an attack with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Clawed Wing. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The drake can't use this attack if it is flying.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Earth Drake

Large dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	6 (-2)	13 (+1)	10 (+0)

Saving Throws Str +9, Con +7
Skills Athletics +9, Perception +7, Stealth +3
Senses blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 17
Languages Draconic, Terran
Challenge 8 (3,900 XP)

Earth Mastery. The drake gains a +1 bonus on attack and damage rolls with melee weapon attacks if both it and the creature it is attacking are on the ground (not included in attacks).

Rock Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in a rocky environment.

Actions

Multiattack. The drake makes three attacks: one with its bite, one with its clawed wings, and one with its tail. If it is flying, it makes an attack with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage.

Clawed Wing. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage. The drake can't use this attack if it is flying.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Tremor (Recharge 5-6). The drake causes an earth tremor centered on a point within 60 feet of it that it can see. Each creature other than the drake that is touching the ground within 20 feet of that point must make a DC 16 Strength saving throw. On a failed save, a creature is knocked prone and takes 7 (2d6) bludgeoning damage. In addition, if the ground in the area is loose stone or earth, it becomes difficult terrain, as if created with the *spike growth* spell.

Fire Drake

Large dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 153 (18d10 + 54)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	16 (+3)	8 (-1)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +6, Wis +4
Skills Athletics +9, Deception +4, Perception +7, Stealth +5
Damage Immunities fire
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17
Languages Draconic, Ignan
Challenge 8 (3,900 XP)

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Heated Body. Whenever the drake hits with a melee weapon attack, the attack deals an additional 3 (1d6) fire damage (included in attacks). In addition, a creature that touches the drake or hits it with a melee attack while within 5 feet of it takes 3 (1d6) fire damage.

Reactive. The first opportunity attack that the drake makes in a round doesn't use the drake's reaction.

Actions

Multiattack. The drake makes three attacks: one with its bite, one with its clawed wings, and one with its tail. If it is flying, it makes an attack with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 3 (1d6) fire damage.

Clawed Wing. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) fire damage. The drake can't use this attack if it is flying.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 3 (1d6) fire damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 3 (1d6) fire damage.

Claws and Clawed Wings

Elemental drakes have two claw options: a Claw attack and a Clawed Wing attack. The former is a representation of the drake's hind claws, which can be used to grapple creatures and carry objects (or grappled creatures) in flight, and can only be used in flight. The latter is a representation of the claws at the end of the dragon's forearm on its wings, upon which it can walk. These claws are dexterous and can be used to manipulate objects, and can only be used to attack while the drake is on the ground.



Ice Drake

The scales of an ice drake are the color of ivory, sometimes with a tinge of icy blue, and its eyes are diamond-like in appearance.

Cowardly Scavengers. Ice drakes always give large predators a wide berth, waiting until after they leave before moving in to scavenge the remains. They aren't afraid of smaller predators like wolves, and will chase them off to claim a kill. In the rare cases that a drake attempts to take down prey on its own, it only attacks creatures smaller than itself, and only from hiding. Even then, it only stays long enough to subdue a single opponent and carry it away, so that it can feast in relative peace.

Ice drakes prefer cold regions with plenty of snow and ice for them to hide in.

Ice Drake

Large dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	10 (+0)	16 (+3)	13 (+1)

Saving Throws Dex +5, Con +7
Skills Athletics +8, Deception +4, Perception +9, Stealth +5
Damage Immunities cold
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 19
Languages Aquan, Auran, Draconic
Challenge 7 (2,900 XP)

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Freezing Touch. Whenever the drake hits with a melee weapon attack, the attack deals an additional 3 (1d6) cold damage (included in attacks).

Snow Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide in a snowy or icy environment.

Actions

Multiattack. The drake makes three attacks: one with its bite, one with its clawed wings, and one with its tail. If it is flying, it makes an attack with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage plus 3 (1d6) cold damage, and the target must make a DC 15 Constitution saving throw. On a failed save, the creature partially freezes, and until the start of the drake's next turn, the creature can't take reactions, and its movement speed is halved.

Clawed Wing. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 3 (1d6) cold damage. The drake can't use this attack if it is flying.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 3 (1d6) cold damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 3 (1d6) cold damage.

Magma Drake

The hide of a magma drake resembles cooling lava, with shining black scales and veins of glowing orange and red running between them. Its claws are black like obsidian, and its eyes gleam like molten lava.

Cunning and Cruel. Magma drakes are not only the most powerful of the elemental drakes, but the most evil. They put on a show of being sluggish and clumsy to put their opponents at ease, before leaping into a furious battle frenzy. Despite its strength in battle, a magma drake's favorite tactic is to pin foes underneath it and watch them burn to death; if there is room to fly, it will try to grapple a single creature and fly away with it to a secluded location, where it can dispatch it at its leisure.

Their favorite places to live are volcanoes or other places deep underground with volcanic activity, or occasionally dormant volcanic craters.

Ooze Drake

Caustic acid constantly drips from the dull gray-green scales of an ooze drake, and its eyes are a pale, watery yellow. They have an uncanny ability to blend in to swampy terrain, and they only attack from hiding; they loathe anything remotely resembling a fair fight, unless the odds are in their favor. An ooze drake often will try to grapple a single target and pull them underwater, where it is difficult to follow and fight them effectively.

Ooze drakes prefer to lair in dank caves, or in swamps or cold marshes.

Smoke Drake

Smoke drakes have smooth charcoal-grey scales and a shallow dorsal ridge from the base of its skull to the tip of its tail. Its eyes glow like red-hot embers.

Patient Hunters. Smoke drakes are incredibly patient, and will track potential prey for days waiting for the perfect time to strike. When it finally attacks, it opens combat with its Smokescreen ability to disorient its foes, and then focuses down a single opponent. If it must flee, it waits until it has recovered, and then resumes waiting and watching.

These drakes prefer to live underground near areas of volcanic activity, but they aren't picky when it comes to choosing a lair's location.

Water Drake

Water drakes have silvery-blue scales that are smooth and shimmery like that of a fish, rather than a reptile. Though they are talented swimmers, they tend to stay in shallower waters so that they can fly away from larger marine threats.

They fight at their best while submerged in water, and won't engage opponents or prey unless they can do so underwater. A water drake may attack outside of the water, but only if it believes it can drag the creature under quickly to continue the fight where it is most comfortable.

Water drakes can live in nearly any sizable body of water, though they prefer coastlines and island chains; they have no preference when it comes to fresh or salt water.

Magma Drake

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., burrow 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	19 (+4)	8 (-1)	12 (+1)	11 (+0)

Saving Throws Str +10, Con +8, Wis +5
Skills Athletics +10, Deception +4, Perception +9, Stealth +6
Damage Immunities fire
Senses blindsight 30 ft., darkvision 60 ft., tremorsense 60 ft., passive Perception 19
Languages Draconic, Ignan, Terran
Challenge 10 (5,900 XP)

Burn. Whenever a creature starts its turn within 5 feet of the drake or enters that area for the first time on its turn, it must succeed a DC 16 Dexterity saving throw or catch fire. When it first catches fire, and at the start of each of its turns, a burning creature takes 7 (2d6) fire damage. A burning creature can use its action to attempt the save again, putting the flames out and ending the effect on itself on a success. If the creature is grappled by the drake, it automatically fails the save.

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Water Susceptibility. For every 5 feet the drake moves in water, or for every gallon of water splashed on it, it takes 1 cold damage. If this damage reduces the drake to 0 hit points, it dies as it hardens and turns to stone, as if petrified.

Expert Grappler. The drake has advantage on attack rolls against creatures grappled by it. In addition, while the drake is on the ground and grappling a creature, it can substitute one of its melee weapon attacks to attempt another grapple check against the creature. If it succeeds, the creature is pinned against the ground by the drake's claws. While pinned, the creature is also restrained. The drake cannot have more than one creature pinned at a time.

Actions

Multiattack. The drake makes four attacks: one with its bite, two with its clawed wings, and one with its tail. If it is flying, it makes two attacks with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage plus 3 (1d6) fire damage.

Clawed Wing. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 3 (1d6) fire damage. The drake can't use this attack if it is flying.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 3 (1d6) fire damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage plus 3 (1d6) fire damage.

Ooze Drake

Large dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 147 (14d10 + 70)
Speed 30 ft., fly 60 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	20 (+5)	8 (-1)	14 (+2)	11 (+0)

Saving Throws Con +9, Wis +6
Skills Athletics +10, Deception +4, Perception +10, Stealth +4
Damage Immunities acid
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20
Languages Aquan, Draconic, Terran
Challenge 9 (5,000 XP)

Amphibious. The drake can breathe air and water.

Corrosive Acid. The drake excretes corrosive acid all over its body. A creature that touches the drake or hits it with a melee attack while within 5 feet of it takes 4 (1d8) acid damage. Any nonmagical weapon made of metal or wood that hits the drake corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the drake is destroyed after dealing damage.

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Swamp Drake. The drake has advantage on Dexterity (Stealth) checks made to hide if it is submerged in water.

Actions

Multiattack. The drake makes three attacks: one with its bite, one with its clawed wings, and one with its tail. If it is flying or swimming, it makes an attack with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. *Hit:* 13 (2d6 + 6) piercing damage plus 4 (1d8) acid damage.

Clawed Wing. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) acid damage. The drake can't use this attack if it is flying.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 15 (2d8 + 6) slashing damage plus 4 (1d8) acid damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) acid damage.

Smoke Drake

Large dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	18 (+4)	17 (+3)	10 (+0)	14 (+2)	13 (+1)

Saving Throws Dex +7, Con +6
Skills Perception +8, Stealth +7, Survival +5
Damage Immunities fire
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18
Languages Auran, Draconic, Ignan
Challenge 7 (2,900 XP)

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Incendiary Smokescreen (1/Day). When the drake uses its Smokescreen ability, it can expel white-hot embers into the smoke cloud. A creature that starts its turn in the cloud or enters the area for the first time on its turn takes 7 (2d6) fire damage from the embers.

Actions

Multiattack. The drake makes four attacks: one with its bite, two with its clawed wings, and one with its tail. If it is flying, it makes two attacks with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Clawed Wing. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The drake can't use this attack if it is flying.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Smokescreen (Recharge 5-6). The dragon exhales a cloud of smoke centered on itself with a radius of 30 feet. The cloud spreads around corners. The area is heavily obscured, and the cloud lasts for 1 minute or until dispersed with a strong wind. A creature other than the dragon that starts its turn in the cloud or moves there for the first time on its turn must make a DC 14 Constitution saving throw or be blinded and incapacitated until the start of its next turn as smoke overwhelms its lungs.



Water Drake

Large dragon, neutral

Armor Class 16 (natural armor)
Hit Points 102 (12d10 + 36)
Speed 40 ft., fly 80 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	17 (+3)	9 (-1)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +6
Skills Insight +5, Perception +8, Stealth +4
Damage Resistances fire
Senses darkvision 60 ft., passive Perception 18
Languages Aquan, Draconic
Challenge 6 (2,300 XP)

Amphibious. The drake can breathe air and water.

Drench. As an action, the drake can extinguish any nonmagical fire within its reach by touching it, as long as the fire is Large or smaller. The drake can extinguish magical fire in the same way, as if casting *dispel magic*.

Nimble Combatant. The drake doesn't provoke an opportunity attack when it flies or swims out of a creature's reach.

Water Camouflage. The drake has advantage on Dexterity (Stealth) checks made to hide while it is submerged.

Water Mastery. The drake gains a +1 bonus on attack and damage rolls if both it and the target of its attack are submerged in water.

Actions

Multiattack. The drake makes three attacks: one with its bite, one with its clawed wings, and one with its tail. If it is flying or swimming, it makes one attack with its claws instead of with its clawed wings.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage.

Clawed Wing. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage. The drake can't use this attack if it is flying.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage. The drake can only use this attack if it is flying.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Liondrake

Liondrakes, sometimes referred to as dragonnes, are named for their fearsome appearance, which some say combines the features of a brass dragon and a lion; its face is distinctly feline, and a large mane covers its neck. Its features are otherwise mostly draconic.

Honorable Guardians. Liondrakes are loyal and dedicated companions, which makes them highly sought after as steeds and guardians. They are more than capable of defending themselves and their wards. Some deities, temples, or other organizations, hire them to guard sacred sites, hidden graveyards, or other locations. If left to its own devices, a liondrake tends to prefer living in plains and savannahs, feeding on the large beasts that roam such regions.

Powerful Adversaries. A liondrake's wings aren't particularly strong, but it can use them to help make great leaps. Once in battle, it can unleash a powerful roar that can fell weak opponents and stun the rest, before tearing into them with its teeth and claws. It fights a highly mobile battle, deftly staying away from the hardest hitters and keeping from being surrounded, but never letting its guard down.

Some believe that liondrakes are somehow related to sphinxes, and many believe their first liondrake to be a sphinx. However, liondrakes are in no way related to the lion-like riddlers, and are instead distantly related to dragons.

Storm Drake

Storm drakes, also called cloud dragons or wind dragons, are powerful creatures with control over air and the weather. Their scales are silvery and pearlescent, but change color with the drake's mood; when it is happy, its scales have a golden sheen, but when it is upset or angry, its scales darken like an impending storm cloud. It wings are large and silvery, and nearly translucent.

Though a storm drake has six limbs, like a dragon, it is classified as a drake because its body is long and snake-like, which is distinctly different from a true dragon. Not only that, but it lacks a damaging breath weapon and has no tie to any other dragon group.

Territorial Soarers. These drakes prefer life in the clouds, and spend most of their days soaring high above the ground. As a result, they don't have any preference for a particular terrain type, so long as there is a place high enough where they can make their lair.

They tend to ignore anything that isn't food (large beasts); generally a storm drake will avoid interaction with humanoids unless they encroach upon its domain, when it quickly brings the issue to their attention and expects them to comply with its demands. Its demands, of course, are to either leave immediately or bring some offering of food or treasure as payment for the trespass.

Masters of Weather. Refusing to comply with what the drake wants is never a good idea, as doing so stirs up the storm that is its wrath. When it decides that it wants to destroy something or someone, it drives a long-range battle, utilizing its control over the weather to harry its opponents from afar before moving in with its powerful physical attacks. If it finds itself outmatched, it takes on gaseous form before fleeing to recuperate, and then unleashes its rage onto the surrounding region in the form of terrible displays of lighting and heavy precipitation.

Liondrake

Large dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	6 (-2)	17 (+3)	11 (+0)

Saving Throws Dex +5, Wis +6
Skills Athletics +8, Perception +6, Stealth +5
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic
Challenge 6 (2,300 XP)

Battle Leap. The drake can use a bonus action to move up to half of its movement speed without provoking opportunity attacks.

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Pounce. If the liondrake moves 20 feet or more toward a creature, or if it uses its Battle Leap and moves 10 feet or more toward a creature, and then hits it with a claw attack on the same turn, that creature must succeed on a DC 16 Strength saving throw or be knocked prone.

Wing-Assisted Leap. The liondrake's long jump is up to 60 feet and its high jump is up to 30 feet when it has a running start.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. *Hit:* 12 (2d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Roar (Recharge 5-6). The liondrake unleashes a terrifying roar. Each creature within 30 feet of the liondrake must make a DC 15 Constitution saving throw. On a failed save, a creature takes 22 (5d8) thunder damage and is stunned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't stunned.



Storm Drake

Huge dragon, neutral

Armor Class 18 (natural armor)
Hit Points 270 (20d12 + 140)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	24 (+7)	15 (+2)	18 (+4)	19 (+4)

Saving Throws Dex +6, Con +12, Wis +9
Skills Deception +9, Intimidation +9, Perception +9, Stealth +6
Damage Resistances cold, thunder
Damage Immunities lightning
Senses darkvision 60 ft., passive Perception 19
Languages Auran, Common, Draconic, Giant
Challenge 13 (10,000 XP)

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Innate Spellcasting. The drake's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *control winds*, *fog cloud*, *gust*
3/day each: *call lightning*, *sleet storm*, *gust of wind*
1/day each: *control weather*, *ice storm*

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one creature. *Hit:* 16 (2d8 + 7) piercing damage.

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

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

Gaseous Form. The drake transforms into a Huge misty cloud. While in this form, its only method of movement is a flying speed of 60 feet, and the only actions it can take are to cast a spell or to revert to its true form. This effect is otherwise identical to a *gaseous form* spell.

Wind Breath (Recharge 5-6). The drake exhales gale-force winds in a 60-foot cone. Each creature in that area must make a DC 20 Strength saving throw. On a failed save, a creature is knocked prone and pushed up to 30 feet away from the drake, and takes 3 (1d6) bludgeoning damage for every 10 feet it traveled. On a successful save, a creature is pushed 5 feet away from the drake, and is not knocked prone.

Legendary Actions

The drake 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 drake regains spent legendary actions at the start of its turn.

Detect. The drake makes a Wisdom (Perception) check.
Tail Attack. The drake makes a tail attack.
Innate Casting (Costs 2 Actions). The dragon casts a spell using its Innate Spellcasting trait, or activates a continuous effect that it is concentrating on (such as *call lightning*).

Vulture Drake

Vulture drakes, also known as deathwings, are scavengers that love the taste of carrion and have the ability to sense death. They are the only drakes native to the Shadowfell, and have ties to the shadar-kai and the Raven Queen; these drakes are preferred mounts for such creatures.

As befits their heritage and plane of origin, vulture drakes are wiry and gaunt. Their black skin stretches taut over their bones and lean muscles.

Ill Omens. The sighting of a vulture drake can quickly send surrounding settlements into chaos as they beseech gods and diviners what the sighting could mean for them and their community. The appearance of the creature is often foreshadowed and followed with the disappearance of livestock and even of community members, and especially superstitious settlements might leave out offerings for the beast. Regardless of the measures taken to counteract the omen, anything short of hunting down and killing the drake proves ineffective.

Cowardly Scavengers. Despite their reputation as death-bringers and as omens of death, vulture drakes are quite cowardly. They scavenge when they can, rarely hunting live prey unless they are in a group and feel that they obviously overpower their opposition. When they do attack, they take turns diving down upon individuals in a group and then unleashing a furious onslaught of teeth and claws, only to return to the sky before their victims can organize an effective counterattack (assuming they are able to fight back at all).

Vulture Drake

Large dragon, neutral evil

Armor Class 14 (natural armor)
Hit Points 110 (13d10 + 39)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	6 (-2)	16 (+3)	10 (+0)

Saving Throws Dex +6, Con +6
Skills Perception +6, Stealth +6, Survival +6
Damage Resistances necrotic
Senses darkvision 60 ft., passive Perception 16
Languages Common, Draconic
Challenge 4 (1,100 XP)

Death Scent. The drake has advantage on Wisdom (Perception) and Wisdom (Survival) checks made to find or track creatures that have one fourth of their maximum hit points or less, or are making death saving throws.

Flyby. The drake doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Swooping Charge. If the drake is flying and dives at least 20 feet straight toward a target and then hits it with a melee weapon attack, the attack deals an extra 9 (2d8) damage to the target. If the drake hits the target with two or more melee attacks on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 13 (2d8 + 4) piercing damage.

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

Death Shriek (1/Short Rest). The drake looses a terrible shriek that drains both strength and will. Each creature within 30 feet of the drake must make a DC 14 Wisdom saving throw, taking 9 (2d8) thunder damage and 9 (2d8) necrotic damage on a failed save, or half as much damage on a successful one. A creature who fails the save also takes 4 (1d8) necrotic damage at the start of each of its turns for 1 minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

The drake is immune to the Death Shriek of all other vulture drakes.



Spiked Felldrake

Felldrakes

Felldrakes are wingless dragon-like creatures that trace their origins back to Bahamut, who created them to help the elves defeat demonic incursions. All felldrakes are fierce, loyal, and good at heart.

Crested Felldrake

Though the felldrakes are mainly quadrupedal, crested felldrakes can walk on their powerful hind legs, holding their front claws close to their chest. Each of them has a large, bright crest on its head that extends down its neck. Elves sometimes employ them as guards for settlements and as border patrols, though wild packs of them live apart from the elves as well.

Horned Felldrake

Horned felldrakes sport several long curving horns, which they use to impale foes. Their bodies are stocky and muscular, and they are extremely dangerous in large groups.

Spiked Felldrake

The largest and strongest of the felldrakes, spiked felldrakes are sought out as steeds by particularly powerful knights and paladins. They can withstand terrible physical punishment, even while dealing plenty of damage with its teeth and sword-like claws. At range, it can throw spikes from its tail, with the lower spikes growing larger and moving back to replace those that it throws.

Spitting Felldrake

Spitting felldrakes are lithe and snake-like, with long sinuous bodies. They have the ability to spit acid, which makes them particularly deadly hunters.

Crested Felldrake

Small dragon, neutral good

Armor Class 14 (natural armor)
Hit Points 22 (4d6 + 8)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	10 (+0)	15 (+2)	6 (-2)	12 (+1)	9 (-1)

Saving Throws Con +4
Skills Perception +3, Stealth +2
Senses darkvision 60 ft., passive Perception 13
Languages Draconic, Sylvan
Challenge 1/2 (200 XP)

Pack Tactics. The felldrake has advantage on attack rolls against a creature if at least one of the felldrake's allies is within 5 feet of the creature and the ally isn't incapacitated.

Pounce. If the felldrake moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the felldrake can make an additional claw attack against it as a bonus action.

Actions

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

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

Claw. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6 + 1) slashing damage.



Horned Felldrake

Medium dragon, neutral good

Armor Class 14 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	5 (-3)	12 (+1)	8 (-1)

Saving Throws Con +4
Skills Perception +3, Stealth +2
Senses darkvision 60 ft., passive Perception 13
Languages Draconic, Sylvan
Challenge 2 (450 XP)

Charge. If the felldrake moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Pack Tactics. The felldrake has advantage on attack rolls against a creature if at least one of the felldrake's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The felldrake makes two attacks: one with its bite and one with its horns.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Spitting Felldrake

Medium dragon, neutral good

Armor Class 15 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	13 (+1)	8 (-1)	10 (+0)	9 (-1)

Saving Throws Con +3
Skills Perception +2, Stealth +4
Senses darkvision 60 ft., passive Perception 12
Languages Draconic, Sylvan
Challenge 1 (200 XP)

Lithe Form. The felldrake counts as one size smaller when determining a space it could fit through without squeezing.

Pack Tactics. The felldrake has advantage on attack rolls against a creature if at least one of the felldrake's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Multiattack. The felldrake makes two spit acid attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) acid damage.

Spit Acid. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 7 (2d6) acid damage.

Spiked Felldrake

Large dragon, neutral good

Armor Class 16 (natural armor)
Hit Points 68 (8d10 + 24)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	16 (+3)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Con +5, Wis +3
Skills Perception +3, Stealth +4, Survival +3
Senses darkvision 60 ft., passive Perception 13
Languages Draconic, Sylvan
Challenge 2 (450 XP)

Keen Sight and Smell. The felldrake has advantage on Wisdom (Perception) checks that rely on sight or smell.

Tail Spike Regrowth. The felldrake has 8 tail spikes. Used spikes regrow after the felldrake finishes a long rest.

Actions

Multiattack. The felldrake makes two attacks: one with its bite and one with its claws, or two attacks with its spikes.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) slashing damage.

Spikes. *Ranged Weapon Attack:* +4 to hit, range 30/60 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage.

Hoard Scarabs

A hoard scarab is a large eyeless beetle notorious for its ability to camouflage itself as a coin. A single scarab is easily dealt with, but a swarm of them (which, at a glance, looks like a pile of silver and/or gold coins) can quickly overcome and devour foes.

Draconic Symbiosis. Hoard scarabs are often found hidden within large hoards of treasure, but especially within those owned by dragons. The scarabs have a symbiotic relationship with dragons, eating dirt and vermin that gets between the dragon's scales; they get food and the protection of the dragon, and the dragon gets guards for its hoard and a free bath. The hoard scarabs recognize their need for the dragon and don't attack it, but attempt to kill and eat anything else that comes near the hoard.

Burrowers and Swarmers. Individual hoard scarabs, or swarms composed of only a few scarabs, attempt to burrow beneath the skin of their target. They don't leave until the target is dead, and then they only leave by eating their way out. A much larger swarm can pose a much greater threat, as they attack en masse, swarming over a target and chewing it apart. Many a careless adventurer has run toward the dragon's treasure after slaying or chasing off the beast, only to become a grisly feast for the scarabs.

Hoard Scarab

Tiny beast, unaligned

Armor Class 13 (natural armor)
Hit Points 3 (1d4 + 1)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	13 (+1)	2 (-5)	10 (+0)	2 (-4)

Skills Perception +2, Stealth +3
Senses tremorsense 30 ft., passive Perception 12
Languages —
Challenge 1/8 (25 XP)

False Appearance. While the scarab remains motionless, it is indistinguishable from a normal silver or gold coin. A creature who succeeds on a DC 14 Intelligence (Investigation) check can determine the scarab's true nature.

Spider Climb. The scarab can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage, and the scarab attaches itself to the target. A creature can use its action to attempt a DC 11 Dexterity saving throw to detach the scarab.

Burrow. The scarab burrows under the skin of a creature it is attached to. At the start of each of the target's turns, it takes 1d6 piercing damage from the scarab inside it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills the scarab. After this time, this scarab is too far under the skin to be burned. If the target ends its turn with 0 hit points, it dies as the scarab burrows into its heart and kills it. Any effect that cures disease kills all hoard scarabs inside the target.

Hoard Scarab Swarm

Medium swarm of Tiny beasts, unaligned

Armor Class 13 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	13 (+1)	12 (+1)	2 (-5)	12 (+1)	2 (-4)

Damage Resistances bludgeoning, piercing, slashing
Condition Immunities charmed, frightened, grappled, paralyzed, petrified, prone, restrained
Skills Perception +3, Stealth +3
Senses tremorsense 30 ft., passive Perception 13
Languages —
Challenge 1 (200 XP)

False Appearance. While the swarm remains motionless, it is indistinguishable from a normal pile of silver or gold coins. A creature who succeeds on a DC 14 Intelligence (Investigation) check can determine the swarm's true nature.

Spider Climb. The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny scarab. The swarm can't regain hit points or gain temporary hit points.

Actions

Bites. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 3 (1d6) piercing damage, and the target is infested with 1d4 scarabs. At the start of each of the target's turns, it takes 1d6 piercing damage per scarab infesting it. Applying fire to the bite wound before the end of the target's next turn deals 1 fire damage to the target and kills these scarabs. After this time, these scarabs are too far under the skin to be burned. If the target ends its turn with 0 hit points, it dies as the scarabs burrow into its heart and kill it. Any effect that cures disease kills all hoard scarabs inside the target.

Linnorm

Linnorms are primeval creatures that are thought to be offshoots of dragons, but their rarity leads scholars and researchers to believe that they are slowly dying out. When they are encountered, the encounter is never forgotten, assuming that the creature survives. They are universally hateful, spiteful, and cruel, especially toward true dragons of all kinds, and some make it their life's work to seek out and destroy dragon nests and offspring. A linnorm never honors a bargain, only doing what benefits itself, regardless of the needs and wants of other creatures around it.

A linnorm is recognized by its serpentine body and its lack of wings and rear legs. It moves by walking with its front legs and slithering with its immense body. Despite their physical limits, they can fly magically, and have many of the same traits as true dragons, including a breath weapon.

Draconic Needs. The instincts and desires of linnorms leads many to believe that they are the remnants of a primeval race that used to be counted among the true dragons. Indeed, the only discrepancy between linnorms and true dragons is their physique. Linnorms also have the insatiable desire to hoard treasure within a hidden lair, exert control over lesser creatures, and otherwise enforce their sense of superiority.

Corpse Tearer Linnorm

A meeting with a corpse tearer always ends in bloodshed, regardless of the linnorm's (or the other creature's) intentions. Once any creature knows of its presence and location, the corpse tearer attempts to destroy the threat before knowledge of its presence can reach other creatures.

Beneath the many layers of slime, fungus, moss, and lichen, a corpse tearer's scales are colored a dull grey-green. Matted tufts of hair form a mane behind its head like a horse's, and while lying still it looks like an enormous and ancient fallen tree.

Drawn to Death. Though corpse tearers can adapt to virtually any terrain, they always make their lairs underneath (or even within) ancient burial grounds. They raise the denizens of these places as undead servants, as bodyguards, and as guardians of its hidden lair and hoard.

As travelers venture too close to the lair, or as adventurers come to investigate the source of the undead, they too are killed and join the corpse tearer's growing army of undead. Even vampires, liches, or death knights may ally themselves with a corpse tearer for its immense power over undeath. The relationship always turns out to be beneficial for both, as the corpse tearer obtains more servants and the undead gain a powerful protector and patron.

Ancient Sages. In its many years spent conversing with its myriad of undead servants (including aged liches and death knights), a corpse tearer comes to know many ancient mysteries lost to the ages. They are incredibly intelligent and speak with the articulation and vocabulary to rival that of the most learned wizards. When confronted, it never attacks immediately, always waiting until it finds the weaknesses of its foes before unleashing every weapon it has (including its army of undead). If it is aware of a threat before being confronted by it, the corpse tearer sends servants to delay the strangers and learn their weaknesses.



A Corpse Tearer's Lair

A corpse tearer linnorm always makes its lair beneath or within ancient burial grounds, mausoleums, or other places where the dead lie beneath the ground. It loots every last grave, adding anything of value to its hoard, and creates undead of the creatures within.

When possible, it prefers not to fight within its lair, because it doesn't want anything other than itself and its servants to know the lair's location. Instead, after sending undead servants to scout out the threat, it emerges and presents itself before they reach the lair. It only retreats back to its lair if outmatched.

The lair itself stinks of death and moldering corpses. It is always completely dark, patrolled by the linnorm's undead servants, and sometimes littered with the remains of its meals or destroyed undead.

Lair Actions

On initiative count 20 (losing initiative ties), the linnorm takes a lair action to cause one of the following effects; the linnorm can't use the same effect two rounds in a row:

- The linnorm targets one living creature that it can see within 120 feet of it, and draws the life force from it. That creature must make a DC 15 Constitution saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one. The linnorm regains a number of hit points equal to the damage dealt.
- The linnorm targets any number of creatures it can see within 30 feet of it. Each target can't regain hit points until initiative count 20 on the next round.
- Until initiative count 20 on the next round, all undead creatures in the linnorm's lair are immune to effects that turn undead. If an undead creature is already turned when the linnorm uses this lair action, the effects are suppressed until initiative count 20 on the next round.

Corpse Tearer Linnorm

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	24 (+7)	15 (+2)	19 (+4)	17 (+3)

Saving Throws Dex +6, Con +13, Wis +10, Cha +9
Skills Arcana +8, History +8, Perception +16, Stealth +6
Damage Resistances cold, necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Abyssal, Common, Draconic
Challenge 23 (50,000 XP)

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

3/day each: *animate dead*, *darkness*
1/day each: *create undead* (9th level), *danse macabre*, *speak with dead*

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

Actions

Multiattack. The linnorm makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 29 (4d10 + 7) piercing damage plus 16 (3d10) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the linnorm regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage.

Constrict. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 25 (4d8 + 7) bludgeoning damage, and the target is grappled (escape DC 21). Until this grapple ends, the creature is restrained, and the linnorm can't constrict another target.

Breath Weapon (Recharge 5-6). The linnorm uses one of the following breath weapons:

Disease Breath. The linnorm exhales a black cloud in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or have its Strength score reduced by 1d6. An affected creature must attempt the saving throw again every 24 hours. On a failure, its Strength score is reduced by 1d4. After three successes, the disease and its effects end. A creature dies if its Strength score is reduced to 0. Any effect that cures disease automatically ends the affliction and restores the creature's Strength score.

Paralyzing Breath. The linnorm exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The linnorm 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 linnorm regains spent legendary actions at the start of its turn.

Claw. The linnorm makes a claw attack.
Detect. The linnorm makes a Wisdom (Perception) check.
Tail Sweep (Costs 2 Actions). The linnorm sweeps its tail in a 30-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or take 23 (4d8 + 5) bludgeoning damage and be knocked prone. The linnorm can then move up to half its flying speed.

Dread Linnorm

Dread linnorms are the largest of the linnorms, with a surly and uncommunicative disposition. Their answer to nearly every situation is violence, and they are able to unleash destruction that rivals even the most ancient of their true dragon cousins.

The scales of a dread linnorm are primarily charcoal black, but shimmer with lighter shaders of grey as if harboring an inner flame. Its two heads each have their own mind with their own personalities, but agree on nearly every account and work together to destroy any opposition.

Two Heads, Double Destruction. The heads of a dread linnorm love their own company, and only their own company. Any other creatures that come to bother them are promptly killed and devoured. In combat, the two heads take turns unleashing their powerful breath to destroy weaker opponents and corral stronger ones, each with a neck long enough to attack from completely different angles. They can demolish small settlements in a matter of minutes, and their magical ability to fly allows them to attack from the air or make a quick getaway.

Dread Lairs. Dread linnorms lair in remote places far from society, where they can be left alone. The area quickly becomes desolate because of its ravaging presence, but it takes many years for the linnorm to excavate a lair large enough to comfortably house its colossal bulk. The tunnels of the lair can stretch for miles, and is often protected by traps centered around natural perils such as rockfalls, hot springs, or geysers.

Dread linnorms collect treasure, but they don't have a love for it like other dragons and linnorms. The linnorm very rarely has all of its wealth collected into a single hoard, instead leaving each bit of forgotten treasure spread around the lair wherever the linnorm last briefly inspected it. However, despite how little the linnorm seems to care about its treasure, it always unfailingly brings severe retribution on those that would steal its possessions. This isn't because the linnorm cares about its treasure, but rather because the sanctity of its lair was violated and its possessions stolen. A dread linnorm does everythin in its power to destroy the thief and recover its treasure, but if it can't find the perpetrator, its rage drives it to instead annihilate the countryside.

Dread Linnorm

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 262 (15d20 + 105)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	11 (+0)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +13, Wis +7, Cha +8
Skills Perception +13, Stealth +6
Damage Immunities cold, fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Abyssal, Common, Draconic
Challenge 22 (41,000 XP)

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

Two Heads. The linnorm has advantage on saving throws against being blinded, deafened, stunned, or knocked unconscious.

In addition, the linnorm gets an extra reaction that can be used only for opportunity attacks.

Actions

Multiattack. The linnorm makes two attacks: one with its claws and one with its constrict.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage plus 14 (3d8) fire damage (left head) or cold damage (right head).

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 22 (4d6 + 8) slashing damage.

Constrict. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage, and the target is grappled (escape DC 22). Until this grapple ends, the creature is restrained, and the linnorm can't constrict another target.

Cold Breath (Recharge 5-6). The linnorm's right head breathes icy hail in a 60-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 40 (9d8) cold damage on a failed save, or half as much damage on a successful one.

Fire Breath (Recharge 5-6). The linnorm's left head breathes fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The linnorm 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 linnorm regains spent legendary actions at the start of its turn.

The linnorm's legendary action options are associated with its two heads (a bite and a breath weapon for each). Once the linnorm chooses a legendary action option for one of its heads, it can't choose another one associated with that head until the start of its next turn.

Bite. The linnorm makes a bite attack with either its left or its right head.
Left Head: Fire Breath (Costs 2 Actions). The linnorm uses its Fire Breath if it is recharged.
Right Head: Cold Breath (Costs 2 Actions). The linnorm uses its Cold Breath if it is recharged.
Move. The linnorm moves up to half its movement speed without provoking opportunity attacks.

Gray Linnorm

Gray linnorms are the smallest and most aggressive linnorms, with an insatiable temper and physical power that seems greater than its size should allow. They never use their arms for locomotion, instead moving entirely like a snake while keeping its head and arms held upright. The body of a gray linnorm is sleek and long, and its scales are varying shades of grey that shine in the presence of light.

High Lairs and Vast Territories. Gray linnorms claim everything within sight as their territory, and because they like to lair in high places with great views, "their" territory can extend for hundreds of miles. Every creature they see, therefore, is an intruder within their territory, and it quickly moves to attack. It doesn't take time to survey its foes or set up an ambush, instead preferring to attack aggressively and without mercy.

Aggressive Hotheads. Gray linnorms don't spare thought for tactics or surprise, instead relying on speed, terror, and a sudden overwhelming offense. If their opponents prove steadfast or withstand the initial attack, the linnorm pushes harder to destroy them before they can counterattack. However, if it finds itself in over its head, it swiftly retreats, but harbors a terrible grudge that drives it to seek revenge.

Acid and Venom. The breath weapon of a gray linnorm is caustic and deteriorates armor and weapons, severely impacting it's foes' ability to fight back. Once their armor is sufficiently softened, the linnorm strikes with the stinger on its tail, which pumps deadly venom that deteriorates arteries as it makes its way into the victim's heart.

Gray Linnorm Venom

The harvested venom of a gray linnorm can be represented with these statistics. It normally sells for 2000 gp per dose.

Gray Linnorm Venom (Injury). This poison must be harvested from a dead or incapacitated gray linnorm. A creature subjected to this poison must make a DC 20 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Gray Linnorm

Huge dragon, chaotic evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	23 (+6)	10 (+0)	12 (+1)	11 (+0)

Saving Throws Dex +7, Con +12, Wis +7, Cha +6
Skills Intimidation +6, Perception +13, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Abyssal, Common, Draconic
Challenge 18 (20,000 XP)

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

Actions

Multiattack. The linnorm makes two attacks: one with its bite and one with its stinger.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage, and the target must make a DC 20 Constitution saving throw, taking 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

Caustic Breath (Recharge 5-6). The linnorm exhales caustic acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. In addition, nonmagical armor worn by a creature that fails the save is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Legendary Actions

The linnorm 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 linnorm regains spent legendary actions at the start of its turn.

Claw. The linnorm makes a claw attack.
Detect. The linnorm makes a Wisdom (Perception) check.
Tail Sweep (Costs 2 Actions). The linnorm sweeps its tail in a 20-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw or take 18 (3d8 + 5) bludgeoning damage and be knocked prone. The linnorm can then move up to half its flying speed.

Squamous Thing

The origin of squamous things is unknown, although sages guess that it has ties to the gibbering mouther. Indeed, the two are quite similar in appearance, but squamous things are much more dangerous.

Draconic Madness. A squamous thing is an aberrant, amorphous mass of seething scales, mouths, fangs, and eyes. Its scales are of many different colors, often combining even metallic and chromatic colors, though it has no ties in either direction. In fact, it seems that squamous things have no direct tie to dragons at all, and the two species generally hate each other.

While gibbering mouthers mutter and gibber constantly, squamous things emit a continous stream of roars and growls from its many mouths. It understands and can apparently speak (a word in Draconic or Deep Speech can be heard here or there), but even with higher intelligence it only attempts to eat everything it comes across.

Squamous Maw. For some reason unknown to even the most brilliant sages and researchers, occasionally a squamous thing can grow so large in size and power that it becomes a squamous maw. Such monsters are terrifying foes.



Squamous Thing

Large aberration, neutral evil

Armor Class 17 (natural armor)
Hit Points 95 (10d10 + 40)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	9 (-1)	18 (+4)	10 (+0)	16 (+3)	15 (+2)

Saving Throws Con +7, Wis +6
Skills Perception +6
Condition Immunities prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16
Languages Deep Speech, Draconic
Challenge 6 (2,300 XP)

Draconic Nature. Anything that has bonuses against the dragon type (such as a Dragonslayer sword or a Ranger who chose dragons as their Greater Favored Enemy) also gains those bonuses against the squamous thing.

Dreadful Cacophony. The squamous thing's mouths growl and burble with incoherent sounds while it isn't incapacitated. A creature that starts its turn within 30 feet of the squamous thing or enters the area for the first time on its turn, and that can hear the squamous thing must make a DC 13 Wisdom saving throw. On a failed save, the creature is frightened of the squamous thing until the start of its next turn.

Mad Hunger. The squamous thing has advantage on attack rolls against creatures that are frightened of it.

Actions

Multiattack. The squamous thing can use its roar. It then makes three bite attacks.

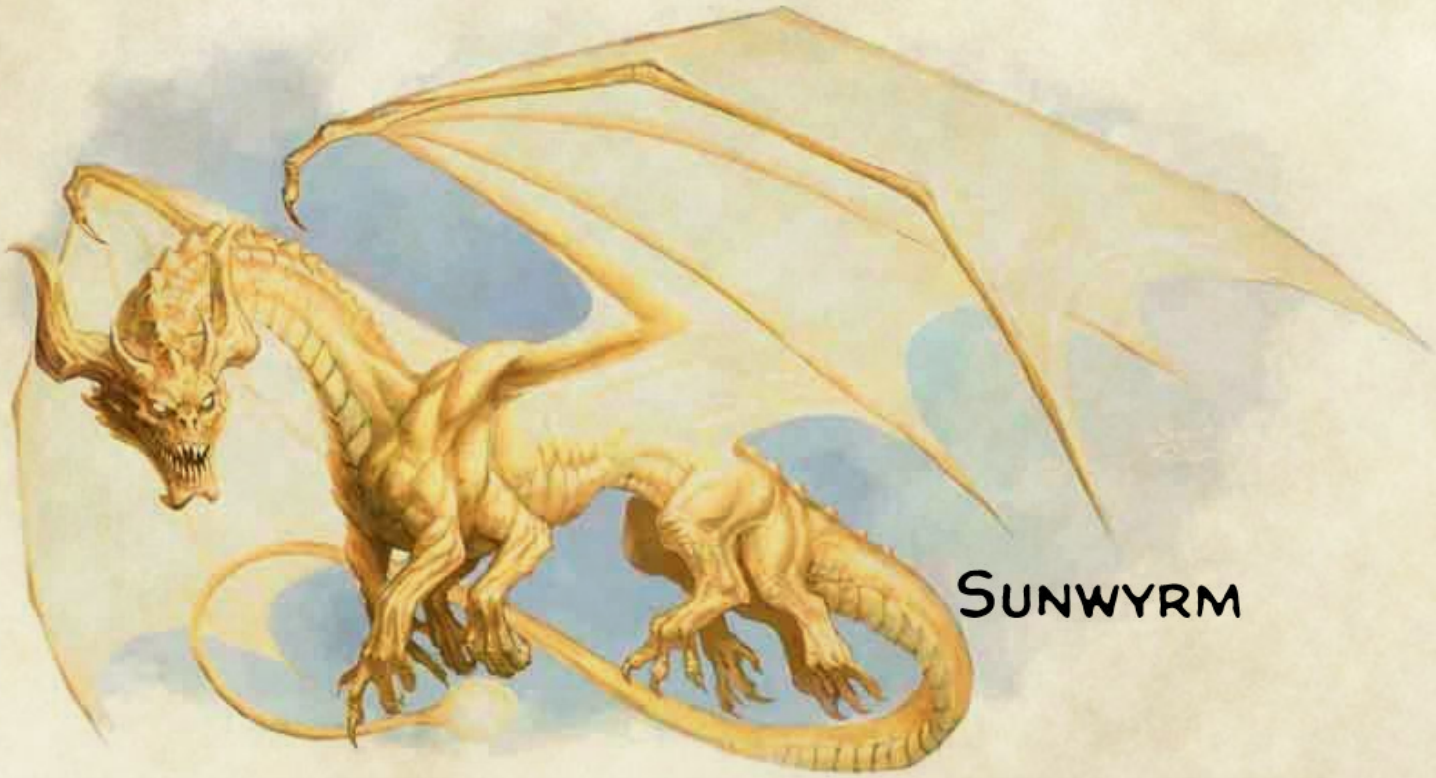
Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage. If a target is killed by this damage, it is absorbed into the squamous thing.

Breath Weapon (Recharge 5-6). The squamous thing exhales destructive energy in a 30-foot cone from up to three of its mouths in up to three different areas. The breath's damage type is determined by rolling a d4 each time the breath is used. 1 results in acid; 2 results in cold; 3 results in lightning; 4 results in fire. Each creature in the area must make a DC 15 Dexterity saving throw (or Constitution if the damage type is cold), taking 21 (6d6) damage on a failed save, or half as much damage on a successful one.

Roar (1/Short or Long Rest). The squamous thing looses a frightening roar. Each creature within 60 feet of the squamous thing and that can hear it must succeed on a DC 13 Wisdom saving throw or be frightened of the squamous thing for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Reactions

Far Stare. In response to being hit by a melee weapon attack, the squamous thing can focus its many eyes on the attacker. That creature must make a DC 14 Wisdom saving throw. On a failed save, the triggering attack misses, and the creature takes 5 (1d10) psychic damage.



Squamous Maw

Huge aberration, neutral evil

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	9 (-1)	20 (+5)	10 (+0)	19 (+4)	15 (+2)

Saving Throws Con +9, Wis +8
Skills Perception +8
Condition Immunities prone
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18
Languages Deep Speech, Draconic
Challenge 11 (7,200 XP)

Draconic Nature. Anything that has bonuses against the dragon type (such as a Dragonslayer sword or a Ranger who chose dragons as their Greater Favored Enemy) also gains those bonuses against the squamous maw.

Dreadful Cacophony. The squamous maw's mouths growl and burble with incoherent sounds while it isn't incapacitated. A creature that starts its turn within 30 feet of the squamous maw or enters the area for the first time on its turn, and that can hear the squamous maw must make a DC 14 Wisdom saving throw. On a failed save, the creature is frightened of the squamous maw until the start of its next turn.

Mad Hunger. The squamous maw has advantage on attack rolls against creatures that are frightened of it.

Actions

Multiattack. The squamous maw can use its roar. It then makes three bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 21 (3d10 + 5) piercing damage. If a target is killed by this damage, it is absorbed into the squamous maw, and the squamous maw regains 11 (2d10) hit points.

Breath Weapon (Recharge 5-6). The squamous maw exhales destructive energy in a 30-foot cone from up to three of its mouths in up to three different areas. The breath's damage type is determined by rolling a d4 each time the breath is used. 1 results in acid; 2 results in cold; 3 results in lightning; 4 results in fire. Each creature in the area must make a DC 17 Dexterity saving throw (or Constitution if the damage type is cold), taking 36 (8d8) damage on a failed save, or half as much damage on a successful one.

Roar (1/Short or Long Rest). The squamous maw looses a frightening roar. Each creature within 60 feet of the squamous thing and that can hear it must succeed on a DC 14 Wisdom saving throw or be frightened of the squamous maw for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Reactions

Far Stare. In response to being hit by a melee weapon attack, the squamous maw can focus its many eyes on the attacker. That creature must make a DC 16 Wisdom saving throw. On a failed save, the triggering attack misses, and the creature takes 11 (2d10) psychic damage.

Sunwyrm

In places where the sun shines brightly, travelers sometimes tell tales of the sun itself descending into their midst. There it unleashes a blinding fury, incinerating with beams of light and tearing with a whirlwind of claws. At its center writhes a draconic form seemingly made of light, and before a proper counterattack can be mounted, the light retreats back into the sky, leaving only scorched and torn bodies. Only the most learned of researchers and investigators of draconic lore recognize the sunwyrm for what it truly is.

Radiant Dragons. The scales of a sunwyrm are bright yellow or gold, but its color is lost in the bright light constantly radiating off of its entire body. Its wings are huge and batlike, obscured by its light. Curiously, a sunwyrm has eight legs; during combat, it balances on its back four while attacking furiously with its front four. At the end of its tail sits a large bulb of pulsating light. Creatures unfamiliar with a sunwyrm might think they are in the presence of a holy being or a small gold dragon, but more often such a creature doesn't have any time to react before the sunwyrm unleashes a flurry of claws amid flashes of blinding light.

Camouflage of Light. A sunwyrm hunts by flying high on powerful thermals and positioning itself between its quarry and the sun. The sun hides its bright light and it casts no shadow, allowing the beast to slowly descend upon its prey without attracting any attention from them. Onlookers from farther away might see a bright light descending from the sky, but can't discern any more detail than that.

Because of their reliance on sunshine, sunwyrms only live in places where the sun always shines, and only hunt during the day. Deserts are favorite places for this reason. At night, they hide in their lairs where their light can be hidden from those that would hunt them down.

Further assisting its camouflage is its ability to change its form into that of pure light. It can move through nonliving material in this way, and often uses this ability to make a quick getaway.

Draconic Hoards. Even though they aren't true dragons, sunwyrms are almost maniacally obsessed with acquiring and hoarding treasure of all kinds, but they especially prefer gold coins and gems. They keep their treasure stored in underground caverns with no entrances (entering by means of their Light Form ability), which makes the treasure almost impossible to find without the sunwyrm's guidance. A sunwyrm never offers such guidance unless it has no other choice, but turning into light and flying away is always preferable to giving up its treasure.

Sunwyrm

Large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	20 (+5)	10 (+0)	16 (+3)	12 (+1)

Skills Perception +7, Stealth +5
Damage Immunities radiant
Condition Immunities blinded
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic, Primordial
Challenge 10 (5,900 XP)

Brilliant Aura. The sunwyrm constantly emits bright light for 30 feet and dim light for 30 additional feet, and casts no shadow. If a creature other than the sunwyrm starts its turn within the bright light, it must succeed on a DC 17 Constitution saving throw or be blinded until the start of its next turn. The light can only be suppressed by magical darkness.

A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the sunwyrm until the start of its next turn, when it can avert its eyes again. If it looks at the sunwyrm in the meantime, it must immediately make the save.

Sun Camouflage. If the sunwyrm takes the Hide action and positions itself directly underneath the sun, it can't be detected by nonmagical means by those beneath it.

Actions

Multiattack. The sunwyrm makes one attack with its bite and four attacks with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Light Form. The sunwyrm transforms into a Large orb made of pure light, or back into its true form. While in this form, its only method of movement is a flying speed of 60 feet. It has immunity to nonmagical bludgeoning, piercing, and slashing damage, and resistance to all other nonmagical damage that isn't psychic. It automatically succeeds Strength saving throws, and has advantage on Dexterity and Constitution saving throws. It can't fall and remains hovering in the air even when stunned or otherwise incapacitated.

While in this form, the sunwyrm can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object. The sunwyrm can't talk or manipulate objects, and any objects it was carrying or holding can't be dropped, used, or otherwise interacted with. It can't attack in any way, but it retains this action.

Radiant Breath (Recharge 5-6). The sunwyrm exhales radiant light in a 60-foot line that is 5 feet wide. The line passes through nonliving material without harming it. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one.

Wyrm

Most people, when they hear the word "wyrm," think of powerful true dragons. They don't realize that "wyrm" is actually its own classification of creature, and not only a measurable age category of true dragons. While distantly related to dragons, they aren't as large or strong, but are quite intelligent and are powerful adversaries.

A wyrm resembles a huge snake with vaguely draconic features. Most types have horns or spines of some kind, and a powerful breath weapon.

Snake-like Dragons. Travelers that come across a wyrm usually think it to be nothing more than a monstrous snake, or possibly a snake with a dragon parent. Wyrms use this to their advantage, as it leads opponents to underestimate them. Their sudden strength and intellect proves overpowering to such opponents.

Draconic Ego. Wyrms inherited the intellect of their dragon cousins, and with it, their ego. Each wyrm thinks itself superior to all other creatures, even true dragons, believing that it has an innate right to rule and that other creatures would be lucky to have the opportunity to worship it. Dragons that come across them attempt to enslave or destroy them, but wyrms are loathe to bow to the whims of another creature and would sooner die. To them, humanoids are nothing more than a means to an end (at best), or food (at worst).

Flame Wyrm

A flame wyrm's scales range in color from soot black to ash grey to glowing orange and red. It has a short dorsal ridge of spikes, and a collection of majestic horns sweep back from its head, mimicking tongues of flame. They are described as the most beautiful of the wyrms, with an attractive appearance.

Elemental Fire. Residing in areas of extreme heat, flame wyrms prefer volcanic areas if not the Elemental Plane of Fire itself. They are often in the presence of salamanders or other elementals, controlling them as its minions. If the elementals are too strong for it to control, it instead pretends that it controls them, claiming that each of their actions was its true desire. It is said that the presence of a flame wyrm can create fire elementals, and these elementals supposedly follow the wyrm's every command. Most often, the wyrm simply uses them to guard its lair while it is away hunting.

Forest Wyrm

Forest wyrms are named for their preferred habitat: temperate forests. Their long bodies are devoid of spines and spikes, but four yellowed horns stick backward from its head. They often come into conflict with green dragons, but their massive egos prevent them from backing down from nearly any fight. As a result, forest wyrms are becoming more and more rare, their pride literally leading to their extinction.

Ignorant Servants. However, green dragons are aware of the power and usefulness of these creatures, and attempt to surreptitiously control the wyrm with careful manipulation. More often than not, a forest wyrm living in the territory of a green dragon believes itself to be the master of the forest, while competely unaware that it is actually furthering the dragon's ends.

Sadistic Hunters. The mottled green and brown coloring of a forest wyrm allows it to more easily hide in forest environments, and it strikes from ambush. They eat whatever animals they can find, but they especially prefer sentient creatures because of the way they scream and struggle. It mimics sound that it has heard before, preferring the sounds of injured creatures crying for help, to lure others into ambush.

Flame Wyrm

Huge dragon, neutral evil

Armor Class 16 (natural armor)
Hit Points 220 (21d12 + 84)
Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	18 (+4)	11 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +6, Con +8, Wis +5
Skills Perception +5
Damage Immunities fire
Senses passive Perception 15
Languages Common, Draconic, Ignan
Challenge 11 (7,200 XP)

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

At will: *produce flame*
3/day each: *fireball*, *heat metal*
1/day each: *fire storm*, *wall of fire*

Actions

Multiattack. The wyrm makes two attacks: one with its bite and one with its constrict, or two flame orb attacks.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) piercing damage plus 14 (4d6) fire damage.

Constrict. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 17 (3d8 + 4) bludgeoning damage, and the target is grappled (escape DC 16). Until this grapple ends, the creature is restrained, the wyrm can't use its flying speed, and the wyrm can't constrict another target.

Flame Orb. *Ranged Weapon Attack:* +8 to hit, range 120 ft., one target. *Hit:* 21 (6d6) fire damage.

Fire Breath (Recharge 5-6). The wyrm exhales fire in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Frost Wyrm

Frost wyrms have scales that shift in hue from translucent white to pale blue, imitating the snow and ice in which it prefers to lair. Thick bristled hairs protrude like whiskers from its nose and form a sort of small beard on the end of its jaw. A mangy and coarse mane covers its neck for about ten feet before giving way to its jagged scales.

Strategic and Cunning. In their many years of life, frost wyrms study strategy, attempting many different tactics even during its routine hunting. They especially prefer to fight atop slick ice, as the tiny hooks along one's stomach keep it from slipping.

Frigid Locales and Allies. Frost wyrms prefer to lair in cold places, where they can put their camouflage and icy tactics to good use. They are familial creatures, both with their own families and with creatures whom they forge strong friendships. Some frost giant tribes have learned how to appeal to them (specifically with an abundance of food and treasure), creating a loyal bond between the two parties. These wyrms respond well to gifts and diplomacy, rather than violence.

Forest Wyrm

Huge dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 199 (19d12 + 76)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	10 (+0)	11 (+0)	16 (+3)

Saving Throws Dex +6, Con +8, Wis +4
Skills Perception +4, Stealth +6
Damage Immunities acid
Senses passive Perception 14
Languages Common, Draconic
Challenge 10 (5,900 XP)

Ambusher. In the first round of a combat, the wyrm has advantage on attack rolls against any creature it has surprised.

Beast Speech. The wyrm can understand and communicate verbally with beasts.

Forest Camouflage. The wyrm has advantage on Dexterity (Stealth) checks made to hide in forest terrain.

Mimicry. The wyrm can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 15 Wisdom (Insight) check.

Actions

Multiattack. The wyrm makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 13 (3d8) acid damage.

Constrict. *Melee Weapon Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage, and the target is grappled (escape DC 15). Until this grapple ends, the creature is restrained, and the wyrm can't constrict another target.

Acid Breath (Recharge 5-6). The wyrm exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 45 (10d8) acid damage on a failed save, or half as much damage on a successful one.

Frost Wyrm

Huge dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 231 (22d12 + 88)
Speed 40 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	13 (+1)	19 (+4)	11 (+0)	14 (+2)	11 (+0)

Saving Throws Dex +5, Con +8, Wis +6
Skills Perception +6, Stealth +5
Damage Immunities cold
Senses passive Perception 16
Languages Common, Draconic
Challenge 12 (8,400 XP)

Ice Walk. The wyrm 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.

Snow Camouflage. The wyrm has advantage on Dexterity (Stealth) checks made to hide in snowy or icy terrain.

Actions

Multiattack. The wyrm makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) piercing damage plus 18 (4d8) cold damage.

Constrict. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) bludgeoning damage, and the target is grappled (escape DC 17). Until this grapple ends, the creature is restrained, and the wyrm can't constrict another target.

Cold Breath (Recharge 5-6). The wyrm exhales icy wind in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

Sea Wyrm

Occasionally referred to as "dragon leviathans" or "sea serpents," sea wyrms can be just as disastrous to a ship as a dragon turtle or even a kraken, but only to those that don't know how to interact with them. Sea wyrms are intelligent and enjoy engaging passersby in conversation, and sailors or captains that often pass through the area might be able to foster a tenuous friendship with one.

Merciless Enforcers. Sea wyrms are fiercely territorial. They go to great lengths to keep their waters free of pirates, sahuagin, and other dangerous sea monsters, and every ship to pass through their territory must pay the toll. (A toll is usually at least 2d4 × 100 gp.) Those who pay the toll win the wyrm's protection and goodwill, but those who don't do so earn its wrath. It demolishes any vessel that refuses to pay, eating its inhabitants or leaving them to drown, and taking its cargo to a hidden lair.

Underwater Hoards. It is unknown exactly what a sea wyrm does with the treasure it acquires (both as a result of its tolls and of sinking ships), but it is suspected that each hoards its treasure like a true dragon, within a lair deep below the water's surface. The tales of this treasure draws many a party of treasure hunters.

Sea wyrms have long serpentine bodies and fins like an archetypal sea serpent.

Sea Wyrm

Gargantuan dragon, neutral

Armor Class 19 (natural armor)
Hit Points 248 (16d20 + 80)
Speed 10 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	21 (+5)	11 (+0)	12 (+1)	17 (+3)

Saving Throws Dex +6, Con +11, Wis +7
Skills Perception +7
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Aquan, Common, Draconic
Challenge 18 (20,000 XP)

Amphibious. The sea wyrm can breathe air and water.

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

Actions

Multiattack. The sea wyrm makes two attacks: one with its bite, and one with its tail. It can use its Swallow instead of its bite.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 30 (4d10 + 8) piercing damage. If the target is a creature, it is grappled (escape DC 18). Until this grapple ends, the target is restrained, and the sea wyrm can't bite another target.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 26 (4d8 + 8) bludgeoning damage. If the target is a creature, it must succeed on a DC 22 Strength saving throw or be pushed up to 10 feet away from the sea wyrm and knocked prone.

Ink Breath (Recharge 5-6). The sea wyrm exhales a cloud of ink in a 60-foot cone. The area becomes heavily obscured. A creature with darkvision can't see through the ink, and no light (magical or not) can illuminate it.

Outside of water, the ink doesn't form a cloud and instead coats the ground in the area with slick oily ink, which lasts for 1 minute or until washed away. The area is difficult terrain. A creature that starts its turn in the area or moves there for the first time on its turn must succeed on a DC 17 Dexterity saving throw or fall prone.

Swallow. The sea wyrm makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the sea wyrm, and it takes 27 (6d8) acid damage at the start of each of the sea wyrm's turns.

If the sea wyrm takes 30 damage or more on a single turn from a creature inside it, the sea wyrm 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 sea wyrm. If the sea wyrm dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Legendary Actions

The sea wyrm 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 sea wyrm regains spent legendary actions at the start of its turn.

Detect. The sea wyrm makes a Wisdom (Perception) check.
Tail Attack (Costs 2 Actions). The sea wyrm makes a tail attack.
Chomp (Costs 3 Actions). The sea wyrm makes one bite attack or uses its Swallow.

Sky Wyrm

Sky wyrms have scales of light blue and white along their belly, and deep indigo scales on other parts of their body. This helps them to camouflage with the sky during the day, catching their prey unawares. A large dorsal crest starts at its head and winds about halfway down the wyrm's body, and a colorful frill extends from its skull. Apparently, the frill's color changes according to the wyrm's mood, helping it to communicate with other wyrms at long distances from across the sky.

Curious Travelers. Sky wyrms are the only type of wyrm that aren't inclined toward acts of evil. They are erratic and whimsical, flying high above the world and observing all of it from above. They have an intimate knowledge of the topography surrounding their lair, but don't have the practical know-how to give directions to creatures that can't fly.

Sky wyrms are driven by curiosity to explore, but they hate being underground. Their lairs are high in the clouds or occasionally on the Elemental Plane of Air.

Sky Wyrm

Huge dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 168 (16d12 + 64)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	12 (+1)	16 (+3)	10 (+0)

Saving Throws Dex +6, Con +7, Wis +6
Skills Perception +6, Stealth +6
Damage Immunities lightning, thunder
Senses passive Perception 16
Languages Auran, Common, Draconic
Challenge 8 (3,900 XP)

Sky Camouflage. The wyrm can use the Hide action when it is flying at a higher altitude than those it is hiding from, even if there is nowhere to hide.

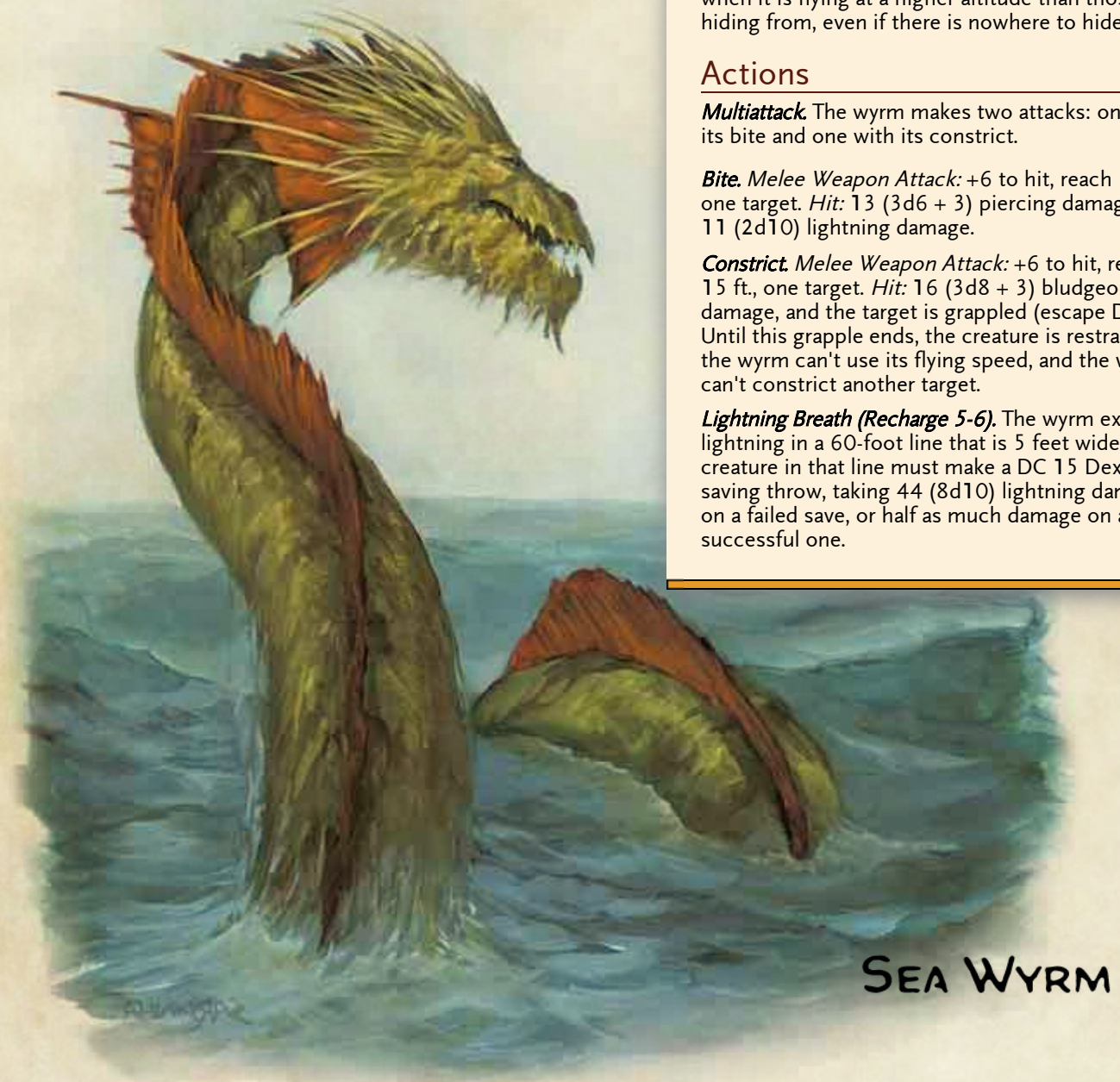
Actions

Multiattack. The wyrm makes two attacks: one with its bite and one with its constrict.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 13 (3d6 + 3) piercing damage plus 11 (2d10) lightning damage.

Constrict. *Melee Weapon Attack:* +6 to hit, reach 15 ft., one target. *Hit:* 16 (3d8 + 3) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the creature is restrained, the wyrm can't use its flying speed, and the wyrm can't constrict another target.

Lightning Breath (Recharge 5-6). The wyrm exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one.



Ferrous Dragons

Few know that the ferrous dragons exist, let alone their tragic origins. The chromium, cobalt, nickel, steel, and tungsten dragons are each members of this mostly forgotten category of true dragons. Each is vain and greedy, as dragons are wont to be, and each type sees the circumstance of their species in a different light. All, however, no matter their viewpoints, want only to regain their race's former glory, and depose the metallics from their throne of nobility.

Gruaghlothor's Rebellion. The title of "ferrous" often confuses those who first learn about the dragon type; or at least, those that know anything about ferrous metals. Few of the dragons within this category take after ferrous metals, so why call them ferrous dragons at all? The reasoning is linked to their original place, which was as metallic dragons under the watchful and good-natured deity Bahamut, the Platinum Dragon.

Gruaghlothor the Supreme Dragon was a powerful demigod and one of Bahamut's most powerful and trusted advisors. He chafed under the rulership of the Platinum Dragon, despite having gained his power as a result of Bahamut's trust, and planned to overthrow him and take his place as the sovereign lord of metallic dragons. He sowed the seeds of rebellion in the minds of all metallic dragons, but those seeds only took root in the chromium, cobalt, nickel, steel, and tungsten dragons. The others proved too resolute in their reverence of their deity. He told them the power they would gain with him at their head, tempted them with promises of godhood and lordship that weren't his to give.

Chromium Dragon Wyrmling

Small dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 49 (9d8 + 9)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Con +3, Wis +3, Cha +3
Skills Perception +5, Stealth +2
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Actions

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

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

Cold Breath. The dragon exhales a blast of cold in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 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 freezing air in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Very Young Chromium Dragon

Medium dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Con +4, Wis +3, Cha +3
Skills Perception +5, Stealth +2
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

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

Freezing Breath. The dragon exhales freezing air in a 20-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Eventually, after many centuries of preparation, Gruaghlothor launched his assault with his army. Bahamut and his faithful dragons retaliated in kind, but the Platinum Dragon attempted to approach his beloved advisor with diplomacy. Gruaghlothor refused all attempts at a peaceful resolution, insisting that Bahamut must be destroyed, and so Bahamut ordered the eradication of those who dared rebel against him. He wounded Gruaghlothor, but the rebellious demigod escaped. His army was destroyed and the survivors fled into the dark corners of the world.

Thusly, the title "ferrous" comes from the metaphorical rusting of the honor and beliefs of the once-metallic dragons, and represents their fall from nobility and honor into bitterness and betrayal. Those that survive insist that Gruaghlothor, the new lord of the fallen ferrous dragons, lives on, waiting for the imaginary moment in which he can exact his revenge.

Creatures of Law. Gruaghlothor's arguements appealed to the dragons that have a strong sense of law. Their plots are well thought-out and methodical, and they rarely act impulsively. Most have lost their good nature as a result of their fall, becoming neutral or evil. Over the millenia and eons since their great defeat, each type has come to hate the other ferrous dragons out of spite, blaming their fall on anyone but themselves. Despite their loathing, they never attack each other because of a decree supposedly from Gruaghlothor himself, stating that they are to preserve their numbers. Infighting is not tolerated. As dragons of law, they obey, albeit begrudgingly.

Young Chromium Dragon

Medium dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +3, Con +6, Wis +4, Cha +4
Skills Perception +7, Stealth +3
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 6 (2,300 XP)

Actions

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

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

Cold Breath. The dragon exhales a blast of cold in a 25-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Constitution saving throw, taking 36 (8d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 25-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Juvenile Chromium Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 144 (17d10 + 51)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	17 (+3)	13 (+1)	14 (+2)	14 (+2)

Saving Throws Dex +3, Con +6, Wis +5, Cha +5
Skills Deception +5, Perception +8, Stealth +3
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

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

Cold Breath. The dragon exhales a blast of cold in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 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 freezing air in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Within their society, the ferrous dragons follow the vague outline of a hierarchy. Though they hate one another, they respect the hierarchy set forth by Gruaghlothor. Several dragons of the same type and in the same region are organized into clans. Each clan is led by its most powerful member, and each clan leader answers to a sovereign great wyrm. Each species of ferrous dragon is led in this way, and the sovereigns of each type are said to be able to commune with Gruaghlothor himself. No one species has any measure of authority over another, but ferrous dragons always defer to a dragon that is older or of higher rank.

Bitter and Resentful. Each ferrous dragon harbors bitterness within; bitterness toward Bahamut, toward Gruaghlothor, toward the other ferrous dragons, toward the metallic dragons who defeated them, and most importantly toward their own species. Despite this bitterness, some ferrous dragons look forward with hope, determined to regain their place at Bahamut's side through a show of good nature and penitence. Others look forward with violence, desiring to destroy those who saw fit to destroy them.

Relations with Other Dragons. To chromatic dragons, ferrous dragons are still metallic dragons, and the two do not tolerate each other. In general, ferrous dragons get along with (or at least tolerate) gem dragons, but especially with amethyst and emerald dragons.

When it comes to metallic dragons, the ferrous dragon's attitude depends on its type. Tungsten dragons, for example, are noble, and recognize the fault of their ancestors in following Gruaghlothor. They view metallic dragons with the highest respect, but with an air of jealousy, admiring their devotion while wishing that their ancestors had it as well. Steel dragons regard them as metallic only in name, but otherwise ignore them unless confronted with them. Chromium dragons look upon metallic dragons with spite, believing that the ferrous dragons are the true rulers of dragonkind and that the metallics stole that privilege away from them.

Chromium Dragon

Also known as chrome dragons for their silvery color, chromium dragons are as greedy and spiteful as they come. Only red dragons match or exceed their greed and love of riches, but these dragons are a bit more subtle than their red cousins. That is, until combat breaks out. Where reds simply destroy, chromium dragons take their time, enjoying inflicting as much pain as possible.

The scales of a chromium dragon shine like polished silver, reflecting the dragon's surroundings like a warped mirror. Its frill running down its back is similar to that of a silver dragon's, only not as tall and with more pronounced spines. it has a short crest on its snout and a mane of short horns behind its head. Its wings are wide, and its profile is sleek from any angle, with lithe limbs and its natural armor shaped like bands wrapped around its muscular body. Its many needle-like teeth are smaller than those of other dragons, but no less painful.

Young Adult Chromium Dragon

Large dragon, lawful evil

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Dex +4, Con +8, Wis +6, Cha +6
Skills Deception +6, Perception +10, Stealth +4
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw, taking 49 (11d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 40-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Hateful and Merciless. Chromium dragons are filled with resentment and hatred for what befell them after they listened to Gruaghlothor's promises of rulership and wealth. They blame all other creatures and events that led up to their fall, but they refuse to blame themselves. After all, they, their motives, and their performance during the war was faultless. Therefore, by definition it must have been the combined faults of everything around them that brought their dreams of riches crashing down around them, left to rust like their fallen reputation.

Since then, that hatred has only grown and is ingrained within the subconscious of each chromium dragon. Hatred toward everything. No matter what the subject, a chromium dragon can somehow construe it as a factor in the war between the ferrous and metallic dragons, and therefore as something to be punished and destroyed. Their logic in this realm is often flawed, but their hatred blinds them and they refuse to see it any other way. They fall upon their enemies (which, as far as they are concerned, includes anything that can't grant them wealth or revenge) coldly and without mercy. They tear apart each enemy as if that creature alone had been the cause of their defeat, and nothing will satiate them but that creature's eventual and painful demise.

Cruel and Vengeful. Out of their spiteful hatred has grown a cruelty to rival even that of the black dragons'. A chromium dragon can't imagine a punishment long and painful enough for a creature to atone for its sin (which in the dragon's eyes is simply existing). They toy with their prey when they can, watching it run and allowing it a glimmer of hope before again diving from the sky to freeze off its legs (or some other act of cruelty). Its freezing breath proves useful for drawing out the end of a fight, the dragon allowing its opponent to wear itself out before unleashing a barrage of merciless melee attacks.

If it is defeated or wronged in some other way, the dragon becomes obsessed with obtaining revenge. They aren't as patient as other kinds of dragons and often act out of passion, stopping at nothing to destroy those who wronged it.

Silver Dragon Doppelgangers. Inexperienced adventurers mistake chromium dragons for silver dragons. The mistake can't be blamed, as they are quite similar in appearance, but the main differences are that the chromium's scales are highly reflective, and their crest and horns have a different shape. Chromiums both appreciate and despise their similarity to silver dragons. On one hand, naive creatures offer themselves as an easy meal, believing it to be a noble silver. On the other, they have traits in common with those backstabbing silvers that have the audacity to call themselves metallic dragons.

Adult Chromium Dragon

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 190 (20d10 + 80)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	19 (+4)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +5, Con +9, Wis +7, Cha +7
Skills Deception +7, Perception +12, Stealth +5
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 13 (10,000 XP)

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 50-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Obsessive Hoarders. Chromium dragons collect anything and everything of value. Their hoards rival even those of red dragons in terms of sheer size, and they don't discriminate when it comes to riches. They accept everything from gems to coins to weapons and armor to books to tapestries to fine dwarven ale, and everything in-between. Its favorite treasures, however, are those won from challengers or silver dragons. If the dragon kills an especially powerful foe, it might choose to preserve the corpse or take some sort of souvenir from the broken carcass as a momento.

The one "treasure" that it cannot stand is slaves and servants. Other dragons love having creatures fawn over them for nearly any reason, but chromium dragons abhor attempts to get on their good side. They see such flattering only as an attempt to manipulate them, which they take offense to and then punish without mercy. Even if a creature is somehow able to convince a chromium dragon to accept its service, the dragon perceives everything the poor creature does as wrong, insignificant, and undeserving of anything other than the dragon's wrath. The relationship inevitably ends with a slow and painful death for the creature and an early dinner for the dragon.

A Chromium Dragon's Lair

Chromium dragons live in mountainous or subterranean places in the arctic, favoring naturally-formed caves for lairs, especially those within mountainous glaciers. Occasionally they settle in less extreme locales such as hills or plains, as long as there is enough snow to sate the dragon's desire for cold.

The lair is always layered with snow and frost, whether brought in by the dragon or placed there with its cold breath. One of its favorite traps is to create a pit lined with sharp spikes of ice, and then place a thin sheet of ice over the top. Even the slightest pressure over the pit will cause the ice to shatter and send everything on top tumbling downward.

The caverns of the lair are usually spacious and open, to allow the dragon space to fly in case it needs to make a quick retreat (or let the opposition think that it is retreating).

Mature Adult Chromium Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 80)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +5, Con +10, Wis +7, Cha +7
Skills Deception +7, Perception +12, Stealth +5
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (10,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Small shards of ice shoot out of a solid surface and pelt a 20-foot radius sphere the dragon can see within 120 feet of it. Each creature in the area must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) piercing damage.
- The dragon molds the ice that shapes its lair. The dragon casts *stone shape*, but the spell only affects ice, and the dragon can target a 10-foot cube of ice that it can see within 60 feet of it.
- The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

Regional Effects

The region containing a legendary chromium dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't have to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Freezing precipitation falls within 6 miles of the dragon's lair, sometimes forming blizzard conditions when the dragon is at rest.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from snow and ice in the area.

If the dragon dies, these effects fade over the course of 1d10 days.

Old Chromium Dragon

Huge dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	22 (+6)	15 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +6, Con +12, Wis +8, Cha +8
Skills Deception +8, Perception +14, Stealth +6
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 18 (20,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 70-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Preferred Spells

A chromium dragon usually chooses spells that enhance its control over weather or ice, such as: *ray of frost*, *pass without trace*, *gust of wind*, *wall of ice*, *ice storm*, *cone of cold*, *eyebite*, and *control weather*.

Chromium Dragon Feats

The following feats can only be taken by chromium dragons.

Flesh to Crystal

Prerequisite: must be Mature Adult or older.

The dragon can cast the *flesh to stone* spell without expending a spell slot or requiring material components. The dragon doesn't have to maintain concentration on the effect. If a creature is petrified by this ability, it turns into crystal instead of stone. A creature so petrified has vulnerability to thunder damage until the petrification ends.

Once the dragon casts the spell in this way, it can't do so again until it finishes a long rest.

Freeze Blood

Prerequisite: must be Mature Adult or older.

The dragon can exert enough control over temperature and ice in order to freeze blood within a creature. The dragon gains the following action option:

Freeze Blood (Recharge 5-6). The dragon chooses one creature that it can see within 60 feet of it. That creature must make a Constitution saving throw. If the creature doesn't have blood, it automatically succeeds the save. On a failed save, the creature's blood begins to freeze. For 1 minute, its speeds are halved, and it has disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws. A creature can repeat the saving throw at the end of each ot its turns, ending the effect on itself on a success. On each failure after the initial save, a creature also takes 9 (2d8) necrotic damage.

The DC for this saving throw equals the save DC of the dragon's breath weapon.

If the dragon has legendary actions, it also gains the following legendary action:

Freeze Blood (Costs 2 Actions). The dragon recharges and uses its Freeze Blood.

Elder Chromium Dragon

Huge dragon, lawful evil

Armor Class 21 (natural armor)
Hit Points 337 (27d12 + 162)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	23 (+6)	15 (+2)	14 (+2)	16 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9
Skills Deception +9, Perception +14, Stealth +6
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 20 (25,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 80-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 80-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Freezing Bite

Prerequisite: must be Juvenile or older.

The dragon's bite attack deals an extra 9 (2d8) cold damage on a hit.

Frozen Demise

Prerequisite: must be Mature Adult or older.

Any creature that is reduced to 0 hit points as a result of taking cold damage from the dragon is killed instantly and becomes a frozen statue until thawed.

Hypothermic Cold

The dragon's attacks ignore resistance to cold damage. When the dragon rolls cold damage, it can treat any 1 rolled on a damage die as a 2.

Ice Aura

A creature that starts its turn within 10 feet of the dragon or moves there for the first time on its turn takes 4 (1d8) cold damage.

Ice Shape

As an action, the dragon can mold the shape of ice. This ability functions exactly as the *stone shape* spell, but it only affects ice instead of stone. The dragon can use this ability at will, without requiring components of any kind.

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.

Stiffening Breath

Prerequisite: must be Adult or older.

A creature that fails its saving throw against the dragon's breath weapon also suffers a -2 penalty to Armor Class and can't use reactions for the duration.

Ancient Chromium Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)
Hit Points 420 (24d20 + 168)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	25 (+7)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +14, Wis +10, Cha +11
Skills Deception +11, Perception +17, Stealth +7
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (41,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 90-foot line that is 10 feet wide. Each creature in that line 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 freezing air in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Wyrm Chromium Dragon

Gargantuan dragon, lawful evil

Armor Class 23 (natural armor)
Hit Points 481 (26d20 + 208)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	26 (+8)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +14, Wis +10, Cha +11
Skills Deception +11, Perception +17, Stealth +7
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 95-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Constitution saving throw, taking 76 (17d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 95-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Chromium Dragon

Gargantuan dragon, lawful evil

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	19 (+4)

Saving Throws Dex +7, Con +15, Wis +10, Cha +11
Skills Deception +11, Perception +17, Stealth +7
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 24 (62,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales a blast of cold in a 100-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Constitution saving throw, taking 81 (18d8) cold damage on a failed save, or half as much damage on a successful one.

Freezing Breath. The dragon exhales freezing air in a 100-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw or have disadvantage on Dexterity-based attack rolls, Dexterity checks, and Dexterity saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Cobalt Dragon

The most cunning of the ferrous dragons, cobalt dragons are clever tyrants and manipulators that rival even green dragons in terms of intellect. However, cobalts tend to have less ambition and patience than the greens, which means that they don't plot and scheme in the same way that their green cousins do. Their cunning comes out in the form of clever traps and manipulation of the battlefield rather than insidious schemes that take years to come to fruition.

A cobalt dragon has midnight blue scales with small patches of brighter color intermixed, almost like a starry night sky. Its shoulders are broad and its front legs are notably larger and stronger than its hind legs. The dragon's canines are large for latching onto flesh, and two horns jut back from its cold, dark eyes. As the dragon ages, its eyes brighten until they shine bright white, like stars against the backdrop of night.

Jungle Dwellers. Cobalt dragons prefer to settle in deep, dark forests or thick jungles. They are relatively thin, when compared to other dragons, which helps them to slip through the trees and undergrowth within their domain. Their preference for this kind of terrain frequently brings them into conflict with green dragons.

These confrontations rarely result in combat, instead turning into an intellectual war of attrition that can last years. The cobalt dragon always loses patience first and attempts to confront the green in combat, but if the green proves elusive, the cobalt might simply leave the area. If the feud comes to blows and the dragons are the same age, the battle could hypothetically go either way, as they are similarly matched in physical power. However, greens are conniving and manipulative, and are usually able to sway the battle in their favor through cunning tactics or by forcing the cobalt to lose

Cobalt Dragon Wyrmling

Tiny dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 26 (4d8 + 8)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Con +4, Wis +3, Cha +3
Skills Perception +5, Stealth +2
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 1 (200 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

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

Lightning Breath. The dragon exhales lightning in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 15-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 12 Strength saving throw or take 4 (1d8) force damage and be pushed 30 feet away from the dragon.

Very Young Cobalt Dragon

Small dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 58 (9d8 + 18)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +2, Con +4, Wis +3, Cha +3
Skills Perception +5, Stealth +2
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

Lightning Breath. The dragon exhales lightning in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 20-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 12 Strength saving throw or take 4 (1d8) force damage and be pushed 30 feet away from the dragon.

focus by taking advantage of its short temper. Cobalts aren't witty or silver-tongued in the slightest, so it isn't hard for the green to force the cobalt's passion to take over.

Cunning Illusionists and Trapsmiths. In their free time (which dragons have plenty of), cobalts refine their intelligence and engage in activities that are both practical and mentally engaging. Many engage in the crafting of traps, which it uses to hunt and defend its lair. A few favorites are falling trees, rock slides, and pits. Despite their large forms, cobalt dragons have remarkable manual dexterity and are able to work efficiently with rope and other materials, but they can't effectively use small tools. If they have minions or servants, the dragon might direct the construction of larger and more complicated traps that it lacks the nimbleness to create itself.

Most learn how to create illusions, spending their time practicing the arcane verbage and gesticulations to create such effects in the rare case that they don't learn the magic innately. Their illusions are used to great effect when disguising carefully laid traps.

Dominating and Diabolical. In encounters with any creature, cobalt dragons are extremely dominating. In conversation they are forceful and demanding, engaging in intimidation and relying on their fearsome presence and reputation to get what they want. Their cunning, apparently, only applies to their inventive and critical thinking skills, as they seem to have the wit and social skill of an owlbear.

Young Cobalt Dragon

Medium dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	13 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +3, Con +6, Wis +4, Cha +4
Skills Perception +7, Stealth +3
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

Lightning Breath. The dragon exhales lightning in a 25-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 36 (8d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 25-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 14 Strength saving throw or take 4 (1d8) force damage and be pushed 30 feet away from the dragon.

Juvenile Cobalt Dragon

Large dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	14 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +3, Con +7, Wis +5, Cha +5
Skills Intimidation +5, Perception +8, Stealth +3
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18
Languages Common, Draconic
Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Breath Weapon (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 15 Dexterity saving throw, taking 40 (9d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 30-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 15 Strength saving throw or take 9 (2d8) force damage and be pushed 30 feet away from the dragon.

They quickly get frustrated when creatures refuse to acknowledge their obviously superior power and pedigree, falling upon such imbeciles with every weapon at their disposal. A dragon roused to such fury can't be satiated without blood.

Some speculate that this behavior stems from the fall of the ferrous dragons and the exile of Gruaghlothor. Cobalt dragons seem to act like they have something to prove: that they are powerful, and that all other creatures will regret forgetting them or bringing about their downfall.

The behavior of a cobalt dragon is so abrasive that all other ferrous dragons avoid them, including other cobalts. Two cobalts only ever meet in order to mate and raise children. However, despite their domineering and hostile personalities, cobalt dragons make exceptional parents and forge strong family units. At least, for the time that the family lives together, which only lasts 25 years or so, after which time the young dragons are forced out of the nest to fend for themselves.

Collectors of Curiosities. When it comes to treasure, cobalt dragons aren't picky, but they especially prefer complex objects with multiple parts that are obviously the product of many hours of work. If the object is practical, it becomes even more valuable to the dragon.

Each cobalt dragon tends to have its own specific fascination. One might favor elaborately crafted weapons and armor, another might like beautiful art objects, another might like masterfully crafted boats or ship prows, and yet another might take a liking to clockwork baubles.

Some dragons are so obsessed with this sort of thing that they capture or hire artificers and tinkerers to craft original objects for the dragon's entertainment and study. Some also manage to integrate their fascination into their traps, utilizing specially crafted objects or complicated contraptions.

A Cobalt Dragon's Lair

Cobalt dragons like to lair deep in jungles and forests, where thick vegetation disguises their presence. Such locations also lend themselves well to traps, since they are harder to detect amid the dense foliage, but these dragons have been known to make homes for themselves in virtually any temperate climate. Most often, the dragon tries to find some sort of cave or underground dwelling, but in places where caves are rare or nonexistent (such as bogs), they instead build a lair out of trees and compacted foliage. These lairs are well camouflaged, and creatures may pass the lair's entrance without even realizing it.

The lair of a cobalt dragon is a dangerous place, even in the absence of the dragon. The dragon sets its traps and illusions in places that it knows will be most frequented, and even if creatures manage to avoid them somehow, the dragon uses its magnetic breath in tandem with other spell-like abilities to throw or bait the creatures into the traps.

A cobalt dragon spends just about as much time outside of its lair as within, checking the traps it set throughout its territory and searching for other creatures to assert dominion over.

Young Adult Cobalt Dragon

Large dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	15 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +4, Con +8, Wis +6, Cha +6
Skills Intimidation +6, Perception +10, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20
Languages Common, Draconic
Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 40 (9d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 40-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 16 Strength saving throw or take 9 (2d8) force damage and be pushed 30 feet away from the dragon.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon creates an illusory duplicate of itself, which appears in its space and lasts until initiative count 20 of the next round. On its turn, the dragon can move the illusory duplicate a distance equal to its walking speed (no action required). The first time a creature or object interacts physically with the dragon (for example, hitting it with an attack), there is a 50 percent chance that it is the illusory duplicate that is being affected, not the dragon itself, in which case the illusion disappears.
- The dragon chooses a creature within 60 feet of it. That creature must succeed on a DC 15 Dexterity saving throw or be magically hoisted into the air, leaving it hanging upside-down 3 feet above the ground. The creature is restrained until initiative count 20 of the next round, when the effect ends. Alternatively, it or another creature that can reach it can use an action to attempt a DC 15 Intelligence (Arcana) check, ending the effect on a success.
- The dragon magically summons a creature of the DM's choice, which appears in an unoccupied space within 60 feet of the dragon. The creature's CR can't be higher than one fourth of the dragon's CR. The creature is friendly to the dragon and remains for 1 minute, until it is reduced to 0 hit points, or until the dragon uses this lair action again.

Regional Effects

The region containing a legendary cobalt dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 6 miles of the lair, the dragon sets nonmagical traps that it uses for hunting. The DM decides the trigger and effect of each trap, but the most common types of traps are pit traps, falling trees or rocks, and landslides. Refer to page 121 of the 5th Edition *Dungeon Master's Guide* for more information and guidelines on traps.
- Ferrous metals within 1 mile of the lair become noticeably magnetic. This effect causes no detriment.
- The dragon can modify the appearance of its lair (including its entrances) at will, as if with a *mirage arcane* spell.

If the dragon dies, the illusion over its lair ends and any traps remain as they are, but other effects fade over the course of 1d10 days.

Adult Cobalt Dragon

Large dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	15 (+2)	15 (+2)	15 (+2)

Saving Throws Dex +4, Con +9, Wis +6, Cha +6
Skills Intimidation +6, Perception +10, Stealth +4
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 60 ft., passive Perception 20
Languages Common, Draconic
Challenge 12 (8,400 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 45 (10d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 50-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 17 Strength saving throw or take 9 (2d8) force damage and be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Preferred Spells

Cobalt dragons tend to prefer the following spells: *minor illusion*, *entangle*, *plant growth*, *snare*, *major image*, *water walk*, *greater invisibility*, *hallucinatory terrain*, *programmed illusion*, and *mirage arcane*. They prefer virtually any spell from the school of illusion.

Cobalt Dragon Feats

The following feats can only be taken by cobalt dragons.

Ambusher

The dragon gains advantage on attack rolls against creatures it has surprised.

Empowered Breath

Creatures wearing metal armor have disadvantage on the saving throw against the dragon's breath weapon.

Gravity Manipulation

Prerequisite: must be Ancient or older.

The dragon's power over magnetism grants it a measure of power over a similar phenomenon: gravity. The dragon can cast the *reverse gravity* spell without expending a spell slot or requiring material components. When the dragon casts the spell in this way, it can choose gravity's orientation within the area (i.e. instead of falling upward, objects and creatures might fall sideways or at an angle).

While the effect persists, the dragon can use an action to change gravity's orientation in the area. For example, if gravity is changed such that creatures fall upward, the dragon can use its action to change gravity's orientation such that creatures fall west. If an object or creature reaches the end of the area without striking anything, it might fall out of the area and into normal gravity.

Once the dragon casts the spell in this way, it must finish a long rest before it can do so again.

Mature Adult Cobalt Dragon

Huge dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	16 (+3)	17 (+3)	16 (+3)

Saving Throws Dex +5, Con +11, Wis +8, Cha +8
Skills Intimidation +8, Perception +13, Stealth +5
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 23
Languages Common, Draconic
Challenge 14 (11,500 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 49 (11d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 60-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 19 Strength saving throw or take 13 (3d8) force damage and be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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

Magnetic Charge

Prerequisite: must be Mature Adult or older.

The dragon can imbue a metal object with a magnetic aura. It gains the following action option:

Magnetic Charge. The dragon chooses an object made of metal that it can sense within 60 feet of it. That object gains a strong magnetic charge that lasts for 1 minute. Each time the dragon uses this ability, it chooses whether the charge is Negative or Positive. If only one object has a charge, nothing further happens. If two objects with a charge are within 30 feet of each other, the effects are determined by the object's charges, as given below.

If the DM decides that a saving throw or ability check is appropriate, the DC equals the save DC of the dragon's breath weapon.

A charge can be dispelled by the *dispel magic* spell or similar magic. For this purpose, this ability counts as a 3rd-level spell.

Opposite Charge. If the objects have opposite charges, they attract each other, trying to get as close as possible. For example, if a fighter's plate armor has a Negative Charge and his longsword has a Positive charge, the fighter may not be able to attack with the sword because it sticks to his armor. Prying the sword off the armor might require a successful Strength check (though it will try to get back to the plate armor as long as the charge lasts).

Same Charge. If the objects have the same charge, they repel each other, trying to get at least 30 feet away. For example, if a fighter's plate armor and longsword both have Negative charges, the fighter may have to succeed on a Strength saving throw or lose its grip on the sword, which is thrown 30 feet away.

If the dragon has legendary actions, it also gains the following legendary action:

Magnetic Charge (Costs 2 Actions). The dragon uses its Magnetic Charge.

Old Cobalt Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	17 (+3)	17 (+3)	16 (+3)

Saving Throws Dex +6, Con +12, Wis +9, Cha +9
Skills Intimidation +9, Perception +15, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 25
Languages Common, Draconic
Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 60-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 20 Strength saving throw or take 13 (3d8) force damage and be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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

Magnetic Field

Prerequisite: Magnetic Charge, must be Ancient or older.

The dragon can exude a powerful magnetic field, and gains the following action option:

Magnetic Field (Recharge 6). The dragon creates a powerful magnetic field with a 30-foot radius centered on itself, which lasts for as long as the dragon maintains concentration (as if concentrating on a spell) for up to 1 minute. When the magnetic field first appears, objects and constructs made of ferrous metals (including weapons and armor made of iron and steel) are repulsed the dragon. A creature that starts its turn in the magnetic field or moves there for the first time on a turn is also affected.

If a creature is holding a metal object (such as a sword), it must succeed on a Strength saving throw or lose its grip on the object, which is thrown outside of the magnetic field.

If a creature is made of metal or is wearing metal armor, it must make the same saving throw. On a failed save, the creature is thrown outside of the magnetic field and takes 1d6 bludgeoning damage for every 10 feet it traveled, landing prone. Also on a failed save, the creature can't willingly move through the magnetic field until the start of its next turn. On a successful save, a creature is pushed 5 feet away from the dragon and can move through the field, but the field's area counts as difficult terrain.

The DC for this saving throw equals the save DC of the dragon's breath weapon.

Elder Cobalt Dragon

Huge dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 310 (23d12 + 161)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	17 (+3)	17 (+3)	17 (+3)

Saving Throws Dex +6, Con +13, Wis +9, Cha +9
Skills Intimidation +9, Perception +15, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 25
Languages Common, Draconic
Challenge 19 (22,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 80-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 60-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 21 Strength saving throw or take 13 (3d8) force damage and be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Master Illusionist

Prerequisite: must be Juvenile or older.

The dragon learns the *minor illusion* cantrip and can cast it at will.

In addition, over the course of 1 minute, the dragon can create a permanent illusion. The illusion creates an image that is no larger than a 15-foot cube. The image appears at a spot within 30 feet of the dragon. The image is purely visual and isn't accompanied by sound, smell, or other sensory effects. Physical interaction with the image reveals it to be an illusion because things can pass through it. A creature that uses its action to examine the image can determine that it is an illusion with a successful Intelligence (Investigation) check. The DC for this check equals 8 + the dragon's proficiency bonus + the dragon's Charisma modifier. If a creature discerns the illusion for what it is, the creature can see through the image.

An illusion lasts until the dragon dies or dismisses it as a bonus action. An illusion can also be dispelled by the *dispel magic* spell or similar magic (DC 14).

The dragon can have a maximum number of active permanent illusions equal to its Charisma modifier. If it creates another illusion when it already has the maximum amount of illusions present, the oldest illusion ends when the new one is created.

Night Camouflage

The dragon can add double its proficiency bonus to any Dexterity (Stealth) check it makes.

In addition, the dragon can use the Hide action when it is flying at a higher altitude than those it is hiding from, even if there is nowhere to hide. The dragon only gains this benefit at night.

Ancient Cobalt Dragon

Huge dragon, lawful evil

Armor Class 21 (natural armor)
Hit Points 370 (20d20 + 160)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	18 (+4)	19 (+4)	18 (+4)

Saving Throws Dex +7, Con +15, Wis +11, Cha +11
Skills Intimidation +11, Perception +18, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 28
Languages Common, Draconic
Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 58 (13d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 60-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 23 Strength saving throw or take 18 (4d8) force damage and be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Snare Setter

The dragon can cast the *snare* spell at will without expending a spell slot or requiring material components. When cast in this way, the dragon can only have a number of instances of the spell active at one time equal to its Charisma modifier. If the dragon casts the spell again when it already has the maximum amount of snares active, the oldest instance ends when the new one takes effect.

In addition, when one of the dragon's snares triggers, the dragon recieves a mental ping and automatically learns the triggered snare's location.

Trap Smith

Despite its size, the dragon can create rudimentary traps from natural materials such as trees, rocks, and vines. The DC to detect or disable a trap set by the dragon equals 8 + the dragon's proficiency bonus + the dragon's Charisma modifier.

The dragon's traps often appear as a part of the natural terrain. A tree might fall or stones might drop when a vine tripwire is triggered, or the dragon might dig a pit, fill it with sharpened sticks, and cover the top with a thin layer of debris or an illusion.

The dragon is also adept at finding traps. It has advantage on Wisdom (Perception) checks made to find or identify a trap and on Intelligence (Investigation) checks to determine how a trap works and how to disarm it.

Wyrm Cobalt Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	27 (+8)	19 (+4)	19 (+4)	18 (+4)

Saving Throws Dex +7, Con +15, Wis +11, Cha +11
Skills Intimidation +11, Perception +18, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 28
Languages Common, Draconic
Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 95-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 63 (14d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 60-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 23 Strength saving throw or take 18 (4d8) force damage and be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Cobalt Dragon

Gargantuan dragon, lawful evil

Armor Class 23 (natural armor)
Hit Points 507 (26d20 + 234)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	28 (+9)	20 (+5)	19 (+4)	19 (+4)

Saving Throws Dex +7, Con +16, Wis +11, Cha +11
Skills Intimidation +11, Perception +18, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 60 ft., passive Perception 28
Languages Common, Draconic
Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 100-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 67 (15d8) lightning damage on a failed save, or half as much damage on a successful one.

Magnetic Breath. The dragon exhales a pulse of magnetic energy in a 60-foot line that is 5 feet wide. Each creature in that area must succeed on a DC 24 Strength saving throw or take 18 (4d8) force damage and be pushed 30 feet away from the dragon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Nickel Dragon

Nickel dragons are the smallest and weakest ferrous dragon, but what they lack in strength and size they make up for in tenacity , viciousness, and unpredictability. Their temperament is belittling and contemptuous, but they aren't nearly as foul-tempered as the black dragons they usually compete with for territory.

A nickel dragon is remarkably crocodilian in appearance, with a squat muscular build, raised eyes, and a long, toothy snout. Two smooth horns, longer than the dragon's head, sweep back and down from the base of the dragon's skull. Two tall frills run parallel to each other, beginning at its large horns and ending about where its wing membrane attaches to its sides, above its legs. It is usually accompanied by the odor of stagnant water.

As a wyrmling, a nickel dragon's scales are charcoal-grey in color. As the dragon ages, its scales lighten, becoming metallic grey by the time it is an adult, and bright metallic white when it becomes ancient.

Lawfully Unpredictable. When it comes to the dictates of their hierarchy and clan, nickel dragons loyally follow all laws set forth for them to uphold. They can be counted on to support such laws and enact the will of Gruaghlothor, but their means are often difficult to predict. It seems that, in most cases, nickel dragons do as their conscience directs, within the bounds of clan and self. Their behavior is often erratic, but once a dragon decides on a course of action, it sticks to that course until it is complete or proven fruitless.

Their unpredictability also makes them effective combatants, as even the most well-informed would-be dragonslayers are always surprised by some act of the dragon's. The long and short of it is that each dragon fights differently, and an individual dragon fights differently every time, never utilizing the same tactics twice in a row (if ever). Even tactics that make no sense, such as retreating at the beginning of a battle or charging when it makes sense to retreat, work to the dragon's favor because of the surprise of its enemies.

One tactic that they seem to universally favor and use several times over is hit-n-run, using their ability to swim and breathe underwater to great effect. The catch is that you can never know for sure when the dragon plans to strike, if it plans to strike again at all.

Corrosive Demeanor. The disposition of a nickel dragon is about as caustic as the gas that it spews from its maw. It enjoys bullying creatures smaller and weaker than itself, often insulting and demeaning those with the intelligence to understand it. Occasionally, a nickel dragon may travel a bit out of its way just to find an opportunity to raid for treasure or scare the tar out of a town's populace.

Nickel Dragon Wyrmling

Tiny dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	8 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +2, Con +4, Wis +2, Cha +2
Skills Perception +4, Stealth +2
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 1 (200 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

Very Young Nickel Dragon

Small dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 52 (7d8 + 21)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	9 (-1)	11 (+0)	10 (+0)

Saving Throws Dex +2, Con +5, Wis +2, Cha +2
Skills Perception +4, Stealth +2
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 20-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

At their core, nickel dragons are aware of their ancestors' folly in rebelling against Bahamut all those eons ago. As a result, many of their inward thoughts are self-deprecating. They reprimand themselves constantly for past mistakes, and they fear that they deserve the fate that befell them when Gruaghlothor was defeated. Within each of them lurks the knowledge that they are right, but their greatest fear is that other creatures, especially other dragons, will see their faults and know the same thing.

Their hatred of themselves and the perceived stupidity of their ancestors leads them to act out: bullying, insulting, and destroying lesser creatures in an effort to make themselves feel better. Ironically, their constant rumination on past mistakes makes them efficient tacticians and fast learners. A nickel dragon rarely makes the same mistake twice.

Only the least intelligent of creatures dare to insult the dragon, as to do so is to court with death (specifically by an extremely painful cloud of corrosive gas). Pointing out the dragon's flaws is the fastest way to stoke its fury (and forgivable only by death as far as the dragon is concerned), as nickel dragons are self-conscious and aware of every flaw they have.

Swamp Ambushers. The anatomy of a nickel dragon makes it especially fit for swamps and marshes. They can lurk for days beneath murky water or a layer of mud, waiting for prey to come nearby. Their preferred food is giant lizards or other large reptiles, such as alligators.

Young Nickel Dragon

Medium dragon, lawful evil

Armor Class 16 (natural armor)
Hit Points 82 (11d8 + 33)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Dex +3, Con +6, Wis +3, Cha +3
Skills Perception +6, Stealth +3
Damage Immunities acid
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 25-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

Black dragons and nickel dragons often come into conflict, because they favor the same territory. Their battles are long and bloody, as both are immune to the other's breath weapon. Though black dragons are slightly stronger than nickel dragons of a similar age, the nickel dragon can often even the stakes with its sheer tenacity and tactical unpredictability.

Tenacious Treasures. Nickel dragons like having treasure as tenacious as they are. That is to say that nickel dragons prefer treasure that is hardy and won't corrode in their presence. Nonmagical metals are swiftly traded away or kept in a vault separate from the dragon's main hoard, to keep them from losing their value. Even precious metals, including coins of all varieties, aren't safe from the dragon's corrosive abilities.

When it inevitably acquires large sums of coins (or other nonmagical metal items such as weapons and armor), the dragon tries to trade them away and acquire treasure that is more resilient. They especially covet magic items and gems for this reason, as both are immune to their corrosion.

Juvenile Nickel Dragon

Medium dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 123 (13d10 + 52)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	10 (+0)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4
Skills Deception +4, Perception +6, Stealth +3
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Common, Draconic
Challenge 6 (2,300 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

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

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

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (13d6) acid damage on a failed save, or half as much damage on a successful one.

Young Adult Nickel Dragon

Large dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +4, Cha +4
Skills Deception +4, Perception +7, Stealth +3
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

Adult Nickel Dragon

Large dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +9, Wis +5, Cha +6
Skills Deception +6, Perception +9, Stealth +4
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 11 (7,200 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (14d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

A Nickel Dragon's Lair

Nickel dragons usually choose shallow caves in swamps and marshes for their lairs, preferably in or near a body of water. The lair functions as a place to keep treasure and to lay eggs, but rarely more than that, and often has an underwater entrance or a flooded section. A nickel dragon that defeats a black dragon will likely claim the lair as its own.

The dragon itself rarely dwells in its lair, instead dwelling someplace nearby, but always keeping a watchful eye out for treasure hunters and dragon slayers. When other creatures enter, it carefully stalks inside after them, hoping to trap them within. The last part isn't difficult, as the dragon's lair is usually composed of several switchbacks and dead-end tunnels.

The lair is riddled with the remains of past meals and challengers. Bones, weapons, and armor are acid-pitted and fragile, breaking when interacted with, and the stagnant stench that permeates the lair is faintly acrid.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon creates a 20-foot radius sphere of acidic mist centered on a point within 120 feet of it, which lasts until initiative count 20 on the next round. The sphere spreads around corners and its area is lightly obscured. A creature that starts its turn in the area or moves there for the first time on its turn must make a DC 15 Constitution saving throw, taking 13 (3d8) acid damage on a failed save, or half as much damage on a successful one.
- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Constitution saving throw or be incapacitated as it is suddenly overcome with incredibly itchy and painful rashes. This effect lasts until initiative count 20 on the next round.

Mature Adult Nickel Dragon

Huge dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 187 (15d12 + 90)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	12 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +5, Con +11, Wis +6, Cha +7
Skills Deception +7, Perception +11, Stealth +5
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 52 (15d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Regional Effects

The region containing a legendary nickel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 6 miles of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, the dragon can create fake tracks in the area leading to any location of its choice (usually away from the lair or into an ambush).
- A creature that finishes a long rest within 1 mile of the lair must make a DC 10 Constitution saving throw. On a failed save, the creature develops large red welts across its body. The welts are ugly and itch terribly, imposing disadvantage on Charisma (Persuasion) checks and Dexterity ability checks. The welts last for 2d4 days or until cured with *lesser restoration* or similar magic.
- Nonmagical and unprotected metal objects within 1 mile of the lair corrode quickly. After 1 hour, a thin layer of corrosion covers the object. This corrosion can be polished off with 1 hour of work, but otherwise has no detriment.

If the dragon dies, these tracks fade over the course of 1d10 days, but the other effects fade immediately.

Preferred Spells

Nickel dragons tend to prefer the following spells: *acid splash*, *control flames*, *vicious mockery*, *absorb elements*, *entangle*, *control water*, *gaseous form*, *plant growth*, *protection from energy*, *water walk*, *blight*, *confusion*, *contagion*, and *eyebite*.

Nickel Dragon Feats

The following feats can only be taken by nickel dragons.

Ambusher

The dragon gains advantage on attack rolls against creatures it has surprised.

Corrosive Scales

Prerequisite: must be Juvenile or older.

The dragon's scales corrode any metal they touch. Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the dragon is destroyed after dealing damage.

The dragon can corrode through 2 inches of nonmagical metal (such as an iron door or wall) in one round.

Old Nickel Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	13 (+1)	13 (+1)	15 (+2)

Saving Throws Dex +5, Con +11, Wis +6, Cha +7
Skills Deception +7, Perception +11, Stealth +5
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 70-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 56 (16d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Corrosive Presence

Prerequisite: Corrosive Scales, must be Mature Adult or older.

The dragon's mere presence corrodes metals. If a metal object spends 1 minute within 30 feet of the dragon, it begins to corrode. Objects affected by the corrosion take a permanent and cumulative -1 penalty to Armor Class. If an object's AC is reduced to 10, it is destroyed. The corrosion of metal buckles, hinges, nails, or other things might destroy an object or render it useless.

All objects within 30 feet of the dragon are affected, regardless of whether or not it is being carried, unless it is within a container or protective cover (such as a leather sheathe or backpack).

Nonmagical metal weapons in the area take a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical metal armor in the area takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Nonmagical metal shields in the area take a permanent and cumulative -1 penalty to the AC it offers. If a shield's bonus is reduced to 0, it is destroyed.

Draconic Tenacity

The dragon is tenacious and determined in a fight. It gains the following trait:

Draconic Tenacity (3/Day). If the dragon fails a saving throw or misses with an attack roll, it can reroll the roll. It must use the new roll.

Itching Breath

Prerequisite: must be Juvenile or older.

A creature that fails its saving throw against the dragon's breath weapon also becomes horribly itchy. An affected creature has disadvantage on ability checks and attack rolls until the start of the dragon's next turn. It can use an action to scratch itself and end the effects. If the creature is concentrating on a spell, it must succeed on a DC 15 Constitution saving throw at the start of its turn or lose concentration.

Elder Nickel Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 283 (21d12 + 147)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	13 (+1)	13 (+1)	16 (+3)

Saving Throws Dex +6, Con +13, Wis +7, Cha +9
Skills Deception +9, Perception +13, Stealth +6
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in an 80-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 59 (17d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Infliction

The dragon can use its corrosive and acidic ability to affect creatures. It gains the following action option:

Infliction. The dragon chooses one creature that it can see within 120 feet of it. That creature must make a Constitution saving throw. The DC for this saving throw equals the save DC of the dragon's breath weapon. A creature that doesn't have skin (such as a construct, plant, or ooze) automatically succeeds the save. On a failed save, the creature develops horrible rashes, which last for 1 minute. While the rashes persist, the creature has disadvantage on attack rolls and ability checks. It can attempt the save again at the end of each of its turns, ending the effect on itself on a success. Any effect that cures disease also ends this effect.

If the dragon has legendary actions, it also gains the following legendary action:

Infliction (Costs 2 Actions). The dragon uses its Infliction.

Mass Infliction

Prerequisite: Infliction, must be Adult or older.

The dragon gains the following action option:

Mass Infliction (Recharge 6). The dragon creates a 20-foot radius sphere of acidic mist centered on a point within 120 feet of it. Each creature in the area must make a Constitution saving throw. The DC for this saving throw equals the save DC of the dragon's breath weapon. A creature that doesn't have skin (such as a construct, plant, or ooze) automatically succeeds the save. On a failed save, a creature develops horrible rashes, which last for one minute. While the rashes persist, the creature has disadvantage on attack rolls and ability checks. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success. Any effect that cures disease also ends this effect.

Ancient Nickel Dragon

Huge dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 314 (17d20 + 136)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	14 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +6, Con +14, Wis +8, Cha +9
Skills Deception +9, Perception +14, Stealth +6
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 63 (18d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

Metal Corrosion

Nonmagical metal objects caught in the area of the dragon's Acid Breath are corroded. Objects affected by the corrosion take a permanent and cumulative -1 penalty to Armor Class. If an object's AC is reduced to 10, it is destroyed. The corrosion of metal buckles, hinges, nails, or other things might destroy an object or render it useless.

Because of the nature of the gas, all objects within the breath weapon's area are affected, regardless of whether or not it is being carried, unless it is within a container or protective cover (such as a leather sheathe or backpack).

Nonmagical metal weapons caught in the area take a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Nonmagical metal armor caught in the area takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Nonmagical metal shields caught in the area take a permanent and cumulative -1 penalty to the AC it offers. If a shield's bonus is reduced to 0, it is destroyed.

Swamp Dragon

The dragon ignores cover granted by water, and has advantage on Dexterity (Stealth) checks to hide while submerged.

Unpredictable

The dragon gains the following trait:

Unpredictable (1/Short Rest). The dragon can use its reaction on its turn to pull off some unpredictable tactic, stunt, or other maneuver. Each time it uses this ability, it can choose one of the following options:

Unpredictable Defense. The dragon moves unpredictably, making it difficult to hit. Attack rolls against the dragon are made with disadvantage until the start of the dragon's next turn.

Unpredictable Offense. The dragon feints and attacks unpredictably, making it difficult to dodge its attacks. The dragon's attack rolls have advantage until the start of its next turn.

Wyrm Nickel Dragon

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)
Hit Points 388 (21d20 + 168)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	27 (+8)	15 (+2)	14 (+2)	17 (+3)

Saving Throws Dex +7, Con +15, Wis +9, Cha +10
Skills Deception +10, Perception +16, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 95-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 66 (19d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Nickel Dragon

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)
Hit Points 468 (24d20 + 216)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	28 (+9)	15 (+2)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +16, Wis +9, Cha +11
Skills Deception +11, Perception +16, Stealth +7
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). The dragon exhales corrosive gas in a 100-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 70 (20d6) acid damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 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.

Steel Dragon

Many more people have interacted with a steel dragon than actually know they exist. This is because steel dragons infiltrate the cities of humanoids in a humanoid form, often remaining there for much longer periods of time than they stay in their own lairs. Their motivation varies, but they are nearly always benign, simply having a curiosity about the smaller folk that can only be satiated by walking among them.

A steel dragons has a comparably slight build with a long, narrow head. Sword-like frills grow like horns from its head, neck, and elbows, and its tail is tipped with a large hook-like blade. Its wings are feathered, rather than leathery, and each feather resembles a sharp dagger. Its scales resemble small shields, and even from a young age, it shines like polished steel. In a humanoid form, the dragon retains some element of its coloration, such as grey hair, eyes, nails, or occasionally a steel necklace or other adornment of some kind. In its draconic form, a steel dragon smells of wet metal.

Sociable, Clever, and Curious. Steel dragons prefer living among humanoids to living by themselves in their lairs, taking humanoid form to go unnoticed. They are intelligent and often take on the role of intellectual persons such as wizards, librarians, historians, or other scholars and sages, or even occasionally nobles. These dragons go to great lengths to keep their true identities a secret, setting up elaborate backstories for themselves and even, in rare cases, learning humanoid trades or creating multiple guises. Despite these disguises, steel dragons can always recognize one another.

Though they can get along peacefully and effectively become a part of any society, steel dragons prefer human cities. They find longer-lived races a bit tedious and boring. Humans are unique from other races in that they are adaptable and have a certain enthusiasm that steel dragons find fascinating.

Steel Dragon Wyrmling

Small dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., fly 60 ft.

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

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

Actions

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

Breath Weapon (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 18 (4d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Very Young Steel Dragon

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	11 (+1)	11 (+0)	12 (+1)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

Poison Breath. The dragon exhales poisonous gas in a 20-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 27 (6d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 20-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Young Steel Dragon

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	11 (+1)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +6, Wis +3, Cha +4
Skills Perception +6, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

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

Poison Breath. The dragon exhales poisonous gas in a 25-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 36 (8d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 25-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Juvenile Steel Dragon

Large dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	11 (+0)	17 (+3)	12 (+1)	13 (+1)	14 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Persuasion +5, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

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

Poison Breath. The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 45 (10d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Freedom within the Law. Steel dragons can't tolerate authority of any kind. They won't be told what to do in any scenario, regardless of their guise or place in society, unless ignoring such orders would somehow reveal the dragon's true nature. They are otherwise adamant supporters of the law, as long as that law maintains order flexibly and follows the dragon's personal understanding of how the law should work, such that the dragon can advance its own agenda.

This perspective brings many steel dragons into conflict with those who enforce oppressive regimes, including the occasional gold or bronze dragon. However, a steel dragon never confronts such issues or creatures directly, instead preferring to subtly cause trouble, or even instigate rebellion if it believes that such a rebellion would lead to an overthrow of the tyranny it wants gone.

Even when confronted directly, a steel dragon prefers dipomacy over combat, trying to use spells or its innate abilities to diffuse the situation. If risen to fight, it tries to end combat peacefully. A steel dragon only kills its opposition if it obviously means to cause lethal harm to the dragon (or its companions or subjects), and is capable of doing so. A dragon risen to such fury is a terrible foe to behold.

Haughty and Aloof. As with other dragons, steel dragons are arrogant and have large egos. Even in humanoid form they come across as vain and insensitive, but they mean well. Even the haughtiest of steel dragons comes to have close humanoid companions that it cares deeply about.

When it comes to their origins and their fall from Bahamut's favor, steel dragons think themselves above such petty grievances. After all, who needs the approval of a god who claimed to have authority over them? To them, it is where they came from, and nothing more. As far as they are concerned, the past is only proof of their superiority. They are greater than the other metallic dragons because of their rebellion; they were one of the few willing to stand up to Bahamut's authority and gain their freedom. Which they won, they are quick to point out, even though they "lost the war."

Investors and Enterprisers. Because of their urban locations, steel dragons prefer treasures that more easily blend in to their ruse. Exquisite mansions filled with all manner of finery and decadence are usually the most obvious portions of a steel dragon's hoard.

Beyond that, a steel dragon invests into enterprises, guilds, and other organizations that it deems worthy of such investment, often holding enough shares to control it. Then it sits back and watches as its coffers fill with a cut of the profit.

Young Adult Steel Dragon

Large dragon, lawful neutral

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

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

Saving Throws Dex +4, Con +8, Wis +5, Cha +6
Skills Deception +6, Perception +9, Persuasion +6, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Poison Breath. The dragon exhales poisonous gas in a 40-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 49 (11d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 40-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

A Steel Dragon's Lair

Unlike other dragons, a steel dragon always has two lairs. The first is in the city, in the form of a humanoid house complete with servants and occasionally a family. Steel dragons establish elaborate humanoid histories for themselves before moving in to a new city.

The second lair is further away, outside of the city but close enough that the dragon could fly there at a moment's notice if it needed to. This lair is secluded and well guarded with wards, traps, and hirelings, and the dragon hires servants to maintain it (visiting it every so often to ensure its safety, of course). The dragon only stays in this lair if it is driven from its urban home or chooses to leave of its own volition. Much of the dragon's wealth is kept in its city home or in the form of investments, but the rest (including mountains of riches obtained from its shrewd investments) is safely tucked away in this lair.

For their second lairs, steel dragons like to choose old structures like castles, ruins, or other sites that bespeak the history of the local humanoids. They stay away from caves and similar places if they can, thinking them too squalid for a creature of their stature.

Adult Steel Dragon

Huge dragon, lawful neutral

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	19 (+4)	13 (+1)	14 (+2)	15 (+2)

Saving Throws Dex +5, Con +9, Wis +7, Cha +7
Skills Deception +7, Perception +12, Persuasion +7, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 13 (10,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Poison Breath. The dragon exhales poisonous gas in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (11d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 50-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The dragon magically forces a creature within 60 feet of it and that can see it to meet its gaze. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.
- The dragon casts *wall of force*. The spell lasts until initiative count 20 on the next round.
- The dragon causes a concussive blast centered on a point it can see within 120 feet of it. Each creature within 20 feet of that point must succeed on a DC 15 Strength saving throw or take 9 (2d8) force and be knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone.

Regional Effects

The region containing a legendary steel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Iron and steel within 1 mile of the lair is immune to rusting from natural causes.
- While within 1 mile of its lair, the dragon has advantage on Charisma (Intimidation) and Charisma (Persuasion) ability checks.
- While inside of its lair, the dragon has advantage on saving throws against spells and magical effects.

If the dragon dies, these effects fade over the course of 1d10 days.

Mature Adult Steel Dragon

Huge dragon, lawful neutral

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	21 (+5)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +7, Cha +8
Skills Deception +8, History +7, Perception +12, Persuasion +8, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

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 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Preferred Spells

Steel dragons tend to prefer the following spells: *friends*, *charm person*, *command*, *shield*, *suggestion*, *calm emotions*, *enthrall*, *counterspell*, *hold monster*, *wall of force*, *mass suggestion*, and *forcecage*.

Steel Dragon Feats

The following feats can only be taken by steel dragons.

Crippling Breath

A creature that fails its saving throw against the dragon's Debilitating Breath also has its Constitution score reduced by 1d6. A creature whose Constitution score is reduced to 0 dies. This reduction lasts for 1 minute or until the creature succeeds the saving throw to shake off the breath's effects.

Impenetrable Disguise

The dragon's humanoid persona is so good that it is impossible to see through the disguise. Its true nature can still be revealed or learned through magical means.

In addition, the dragon has concocted a lengthy and detailed history for itself and its household. It has taken every detail into account, and trying to prove its ruse only reveals more evidence to the contrary.

Old Steel Dragon

Huge dragon, lawful neutral

Armor Class 20 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9
Skills Deception +9, History +8, Perception +14, Persuasion +9, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 18 (20,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Poison Breath. The dragon exhales poisonous gas in a 70-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 63 (14d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 70-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Mass Charm

Prerequisite: must be Mature Adult or older.

The dragon gains the following action option:

Mass Charm (1/Short Rest). Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must make a Wisdom saving throw. The DC for this saving throw equals the save DC of the dragon's Frightful Presence. On a failed save, a creature is charmed by the dragon for 1 hour, during which time it regards the dragon as a friendly acquaintance. The effect for a creature ends early if the dragon or its companions do anything harmful to it.

Precise Breath

The dragon can mold the shape of its breath weapon. Whenever it uses its breath weapon, it can choose to make its breath weapon have a smaller area.

Profession

As a part of its humanoid persona, the dragon takes on a humanoid profession of some kind. It gains proficiency with two types of artisan's tools. Its profession is a minor source of income, and it gains professional connections through its profession.

Elder Steel Dragon

Huge dragon, lawful neutral

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	23 (+6)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9
Skills Deception +9, History +8, Perception +14, Persuasion +9, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 20 (25,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Poison Breath. The dragon exhales poisonous gas in an 80-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 67 (15d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in an 80-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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

Learned Scholar

The dragon gains proficiency in the following skills: Arcana, History, and Investigation. If it already has proficiency in one of these skills, it can instead add double its proficiency bonus to any ability check it makes that uses that skill.

In addition, the dragon learns one language of its choice.

Linguist

The dragon has studied languages and codes, gaining the following benefits:

- The dragon learns three languages of its choice.
- The dragon can ably create written ciphers. Others can't decipher the code unless the dragon teaches them, they succeed on an Intelligence check (DC equal to the dragon's Intelligence score + its proficiency bonus), or they use magic to decipher it.
- If the dragon can see a creature's mouth while it is speaking a language the dragon understands, the dragon can interpret what is being said by reading its lips.

Ancient Steel Dragon

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	25 (+7)	16 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +14, Wis +10, Cha +11
Skills Deception +11, History +10, Perception +17, Persuasion +11, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (41,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

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 73 (16d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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

Sharp Feathers

The feathers on the dragon's wings are as sharp as daggers. Whenever the dragon uses its Wing Attack, it can choose whether it deals bludgeoning or slashing damage.

The dragon also gains the following action option:

Flying Charge. The dragon flies up to its flying speed. During this movement, the dragon can move through another creature's space, if the creature is at least one size smaller than the dragon, but it can't end its movement there. Each time during this movement that the dragon enters another creature's space, the creature must make a Dexterity saving throw. On a failed save, the creature is hit by the dragon's sharp feathers, and takes slashing damage equal to 3d6 + the dragon's Strength modifier.

The dragon can't move through the same creature's space more than once during this movement.

The DC for this saving throw is 8 + the dragon's proficiency bonus + the dragon's Strength modifier.

Steel Scales

The dragon gains a +1 bonus to AC.

Tail Blade

If the dragon hits with a tail attack, it can choose whether the attack deals bludgeoning or slashing damage.

In addition, a creature hit by the dragon's tail attack must also succeed on a Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the dragon's proficiency bonus + the dragon's Strength modifier.

Wyrm Steel Dragon

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	26 (+8)	17 (+3)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +15, Wis +10, Cha +11
Skills Deception +11, History +10, Perception +17, Persuasion +11, Stealth +7
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 23 (50,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Poison Breath. The dragon exhales poisonous gas in a 95-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 81 (18d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 95-foot cone. Each creature in that area must succeed on a DC 23 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Steel Dragon

Gargantuan dragon, lawful neutral

Armor Class 23 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	11 (+0)	27 (+8)	18 (+3)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +16, Wis +11, Cha +12
Skills Deception +12, History +11, Perception +19, Persuasion +12, Stealth +8
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic
Challenge 25 (75,000 XP)

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

Actions

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

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

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Poison Breath. The dragon exhales poisonous gas in a 100-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 85 (19d8) poison damage on a failed save, or half as much damage on a successful one.

Debilitating Breath. The dragon exhales gas in a 100-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw against poison or have disadvantage on Constitution saving throws for 1 minute. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tungsten Dragon

Of all the ferrous dragons, only the tungsten dragons remain good-natured. Not only are they good, but they violently oppose all evil that they come across. Trespassers must prove good intentions, or risk the wrath of the dragon.

A tungsten dragon has numerous small horns dotting its face and trailing down its neck and back, with two long black horns curving from the back of its head. A large sail rises from its back. Its wings are mottled green and brown, but the trailing edge fades into deep forest green.

As a wyrmling, a tungsten dragon's scales are dark green with brown flecks. As the dragon ages, the flecks gradually disappear and its scales take on a more metallic sheen. By the time the dragon is an adult, the scales start to grey and lose their shine, and by the time the dragon is ancient, its scales are so dark green that they are almost black.

Ponderous and Humble. Of all the dragons that exist, tungsten dragons are the most humble. At least by dragon standards. They still have the egotistical mindset that permeates the hearts of all dragonkind, but they have a sense of humility that at least makes them teachable. They view their alliance with Gruaghlothor and the subsequent rebellion against Bahamut as their two greatest mistakes, and it is this mindset that gifts them with meekness. They realize their past follies and are aware of their imperfections, but rather than dwell on them and become domineering bullies like nickel dragons, they look forward with hope that they can be something more.

Perhaps it is their fear of making mistakes, but tungsten dragons take their time making even the smallest of decisions. They carefully ponder each option for days, weeks, or even years before coming to a conclusion, much to the frustration of everyone else that the decision involves. After it eventually reaches a verdict, the dragon holds to that verdict with a conviction that can't be matched by even the most faithful cleric. During its internal debate, the dragon happily hears any side of the argument and performs as much research as it can in order to make the best decision, but after the decision is made, changing the dragon's mind is like trying to change the tides.

Vindicators of Good. The only decisions that tungsten dragons have no trouble making are those that involve evildoers. In such cases, a tungsten dragon always swiftly and vehemently opposes evil until either it or the evil is destroyed. This often brings them into conflict with blue and brown dragons, with whom they share a favored habitat. Tungsten dragons don't hesitate to gather in large groups so that they can swiftly annihilate these and other evils.

Tungsten dragons use whatever means necessary in order to destroy evil, while operating within the bounds of law. After all, if evil will stop at nothing to achieve its evil ends, then they should stop at nothing to destroy evil. Any and all resources and methods are fair game, as long as no innocents are harmed in the process. They relentlessly pursue evil opponents who flee, seeing it as their place to cleanse such creatures from the world.

Tungsten Dragon Wyrmling

Tiny dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 39 (6d8 + 12)
Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	9 (-1)	11 (+0)	10 (+0)

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

Actions

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

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Very Young Tungsten Dragon

Small dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft., burrow 20 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	10 (+0)

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

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save, or half as much damage on a successful one.

Perhaps their zealotry in this regard can be attributed to each tungsten dragon's desire to put behind the faults of its ancestors and show its true nature. Some even hope to win back Bahamut's favor by acting as his champions; on occasion it appears as though individuals are successful, but it is doubtful Bahamut will ever restore the race to its former glory. Despite this knowledge, each tungsten dragon refuses to give up the crusade against evil.

Desert Families. Tungsten dragons prefer hot, arid climates, competing for territory with blue, brown, and brass dragons. Though they prefer deserts, they occasionally settle in more temperate areas. If they are able, they try to destroy any evil dragons they come across (apart from other ferrous dragons, as per Gruaghlothor's mandate), but they know when they are outmatched and don't pick fights they can't win. They aren't fond of brass dragons, thinking them to be careless and ill-mannered, and sometimes downright annoying. They avoid brass dragons when they can.

Tungsten dragons prefer desert plants such as cacti for food, but they can subsist on virtually anything. They take great care to preserve their habitat's ecology, refraining from eating too much of any one thing, lest it become extinct in that area.

Family is of great importance to these dragons, and they take great care of their young. They can live in family units for several decades, even up to a century; after the young dragons reach the juvenile stage, they can opt to stay with their parents or strike out on their own. However, once the dragon becomes an adult, it is forced out to seek a family of its own. Tungsten dragons mate for life, and after many years apart, the parents will again come together to raise another clutch of young.

Because one parent will be away from its lair for so long, it often brings its hoard to the lair of the other, or simply keeps its treasures there permanently. Though they trust each other deeply, they return often to check on the safety of their belongings.

Metal Treasures. Tungsten dragons collect anything valuable they can get their claws on, but are most fond of dark metals polished to a brilliant sheen. Adamantine and tungsten (naturally) are their favorites, especially because both are exceptionally resilient.

Young Tungsten Dragon

Small dragon, lawful good

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 35 ft., burrow 20 ft., fly 70 ft.

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

Saving Throws Dex +4, Con +6, Wis +3, Cha +3
Skills Perception +6, Stealth +4
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 25-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Juvenile Tungsten Dragon

Medium dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 133 (14d10 + 56)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +4, Con +7, Wis +4, Cha +4
Skills Arcana +3, Insight +4, Perception +7, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 7 (2,900 XP)

Actions

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

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

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

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Young Adult Tungsten Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	12 (+1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +8, Wis +5, Cha +5
Skills Arcana +5, Insight +5, Perception +9, Stealth +5
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 9 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 40-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 45 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Adult Tungsten Dragon

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	12 (+1)	12 (+1)	13 (+1)

Saving Throws Dex +5, Con +9, Wis +5, Cha +5
Skills Arcana +5, Insight +5, Perception +9, Stealth +5
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 12 (5,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 50-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

A Tungsten Dragon's Lair

Tungsten dragons typically lair wherever they can in the barren places they call home, finding shelter in canyons, ruins, and caves. If it can't find a suitable location, the dragon digs one, using its fiery breath to crystallize the sand around it into magnificent caverns of glass.

The lair of a tungsten dragon is usually enormous, with exceptionally large halls and chambers. This is for when the dragon raises a family, as the family could potentially stay together well past the young dragons' juvenile stage. In the lairs of well-established dragons, there might be as many as six or seven rooms that each function as bedrooms and treasure hoards, so that each young dragon can have a place to call its own within the lair of its parents. Would-be dragonslayers and treasure hunters are always surprised when they find not one, not two, but up to *seven* dragons occupying the same lair (two parents and five children).

The lair's layout is well-organized, usually with an antechamber leading to an entrance hall of sorts, which in turn leads to each of the separate dragon's rooms.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.
- A wall of whirling sand appears on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall apears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 9 (2d8) bludgeoning damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space is blinded and can't breathe, and must make a DC 15 Constitution saving throw once each round it's in contact with the wall, taking 9 (2d8) bludgeoning damage on a failed save, or half as much damage on a successful one. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.

Mature Adult Tungsten Dragon

Huge dragon, lawful good

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	13 (+1)	13 (+1)	14 (+2)

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

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

- Magical flame wreathes one creature the dragon can see within 120 feet of it. The creature must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing a legendary tungsten dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Natural flora and fauna thrives within 6 miles of the lair, more so than seems possible.
- Evil creatures within 1 mile of the lair have an unnatural feeling of foreboding. The dragon senses the presence of such creatures, but doesn't learn their exact location.
- The dragon can magically alter the land within 6 miles of the lair, to either help or hinder travelers. It takes the dragon 10 minutes to create this effect, but the effects last until it uses this ability again. If it desires to help, creatures move through the area twice as fast as they normally would. If it desires to hinder, the area takes twice as long to traverse. The dragon can also change the land so that it neither helps nor hinders.

If the dragon dies, these effects fade over the course of 1d10 days.

Preferred Spells

Tungsten dragons tend to prefer the following spells: *plant growth*, *protection from evil and good*, *wall of sand*, *zone of truth*, *banishment*, *polymorph*, *dispel evil and good*, *immolation*, *true polymorph*.

Tungsten Dragon Feats

The following feats can only be taken by tungsten dragons.

Immolate

Prerequisite: must be Mature Adult or older.

The dragon gains the following action option:

Immolate (Recharge 6). The dragon chooses a creature within 120 feet of it that it can see. That creature suddenly ignites and takes 28 (8d6) fire damage. Until the flames are extinguished, the creature also takes 7 (2d6) fire damage at the start of each of its turns. The creature or another creature within 5 feet of it can take an action to attempt a DC 15 Dexterity check, extinguishing the flames on a success.

If the dragon has legendary actions, it also gains the following legendary action:

Immolate (Costs 2 Actions). The dragon uses its Immolate if it is recharged.

Old Tungsten Dragon

Huge dragon, lawful good

Armor Class 20 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +7, Con +12, Wis +7, Cha +8
Skills Arcana +8, Insight +7, Perception +13, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Common, Draconic
Challenge 17 (18,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 70-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Sail Thermoregulation

The dragon's sail helps it to regulate its internal body heat. If the dragon spends at least 1 hour in direct sunlight, it gains the following benefits until it finishes a long rest:

- The dragon is immune to the effects of extreme cold.
- Creatures within 10 feet of the dragon have advantage on Constitution saving throws made to resist the effects of extreme heat or extreme cold.

The sail can also be used to communicate basic ideas with other tungsten dragons that can see the sail, through the use of the sail's color, size, and orientation.

Sand Cloud

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Sand Cloud (Recharge 5-6). The dragon creates a 20-foot-radius sphere of whirling sand centered on a point it can see within 120 feet of it. The sphere spreads around corners, and its area is heavily obscured. Unprotected flames in the area are extinguished. A creature that starts its turn in the area or moves there for the first time on its turn must make a Constitution saving throw. The DC for this saving throw is equal to the save DC of the dragon's breath weapon. On a failed save, the creature takes 9 (2d8) piercing damage from the fine grains of sand. If it was concentrating on an effect and fails the save, it also loses concentration.

The cloud lasts for as long as the dragon maintains concentration, as if concentrating on a spell, for up to 1 minute.

Elder Tungsten Dragon

Huge dragon, lawful good

Armor Class 21 (natural armor)
Hit Points 325 (22d12 + 132)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	24 (+7)	14 (+2)	14 (+2)	15 (+2)

Saving Throws Dex +7, Con +13, Wis +7, Cha +8
Skills Arcana +8, Insight +7, Perception +14, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Common, Draconic
Challenge 19 (22,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in an 80-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Scorching Flames

Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to fire damage. When the dragon rolls fire damage, it can treat any 1 rolled on a damage die as a 2.

Sense Alignment

The dragon can innately sense the motives and alignments of other creatures. As an action, the dragon can attempt to learn a creature's alignment. It makes a Wisdom (Insight) check contested by the creature's Charisma (Deception) check. If the dragon succeeds, it learns the creature's alignment. Even if it fails, the creature has no indication of the dragon's attempt.

The dragon automatically learns a creature's alignment if it spends 1 minute or more in conversation with it.

Track Evil

The dragon has advantage on Wisdom (Perception) and Wisdom (Survival) checks to track and perceive evil creatures.

Vindicator

The dragon is especially vengeful against evil creatures. Once during each round, it can grant itself advantage on an attack roll, if that attack roll is made against an evil creature.

Ancient Tungsten Dragon

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)
Hit Points 388 (21d20 + 168)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	26 (+8)	15 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +8, Con +15, Wis +9, Cha +10
Skills Arcana +9, Insight +9, Perception +16, Stealth +8
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 21 (33,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 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.

Wyrm Tungsten Dragon

Gargantuan dragon, lawful good

Armor Class 23 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	27 (+8)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +8, Con +15, Wis +9, Cha +10
Skills Arcana +10, Insight +9, Perception +16, Stealth +8
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 23 (50,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 95-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Tungsten Dragon

Gargantuan dragon, lawful good

Armor Class 24 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	28 (+9)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +8, Con +16, Wis +9, Cha +10
Skills Arcana +10, Insight +9, Perception +16, Stealth +8
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 24 (62,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 100-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 77 (22d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 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.

Gem Dragons

The mysterious gem dragons are not well-known on the Material Plane. This is because they spend most of their time on the Inner Planes, where they can more easily find desired nesting spots without having to worry about the intrusive humanoids of the Material Plane. They especially like living on the Elemental Planes, as it is easier for them to find food in such environments. Though most gem dragons prefer variety of some sort in their diets, they can survive indefinitely only on elemental matter.

Like other dragons, gem dragons are extremely covetous and gather all sorts of coins, gems, magic items, and other items into their hoard. They also age similarly to other true dragons, typically living for one or two thousand years before dieing of old age. As a gem dragon ages, it grows and becomes stronger. Each stage of a given gem dragon's life is represented by one of the twelve monster stat blocks in the following section.

However, unlike other dragons, gem dragons have developed unique psionic abilities. Each type of gem dragon manifests this power in a different way, though all are psionically powerful. The psionic abilities of gem dragons are represented by Dragon Feats, which are given in each dragon's section. If you desire to give a gem dragon psionic abilities without using the Dragon Feats optional rule, do it! All of the rules for their psionic powers are there.

Some gem dragons are not as physically strong as others that an adventurer would more commonly find. Instead, they tend to be more intelligent. Even at a young age, most gem dragons can determine the most powerful or dangerous foe and act accordingly.

In combat, a gem dragon uses its wings to stay out of melee range while blasting the opposition with its Breath Weapon. Whenever possible, it uses its psionic abilities before performing fly-by attacks with tooth and claw.

Because of their innate tie to the earth, all gem dragons are resistant to fire. Their skin takes on the colorful tones of the gems they are named after, and their scales are remarkably gem-like, with crystalline qualities.

As gem dragons have no tie to either Bahamut or Tiamat, they are usually neutral and tend to keep from picking sides in the old dragon conflict. Really, they try to keep from picking sides in any conflict.

Amethyst Dragon Wyrmling

Small dragon, neutral

Armor Class 17 (natural armor)
Hit Points 38 (7d8 + 7)
Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	13 (+1)	10 (+0)	11 (+0)	10 (+0)

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

Actions

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

Force Breath (Recharge 5-6). The dragon exhales force energy in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Constitution saving throw, taking 22 (5d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Very Young Amethyst Dragon

Medium dragon, neutral

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft., burrow 25 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	11 (+0)	11 (+0)	10 (+0)

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Constitution saving throw, taking 31 (7d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Amethyst Dragon

By those who have actually had the privilege of meeting an amethyst dragon, these dragons are considered wise and regal in both their appearance and demeanor. They dwell in chains of deep caverns and passageways, ideally with crystals of all colors.

An amethyst dragon has a short neck and a craggy profile with a large lower jaw, and small ears reminiscent of a blue dragon's. It has large shard-like spikes sticking from its shoulders, and a single row of jagged amethyst spikes down its spine. Its skin is lavender, and its scales are shaped like naturally formed crystals. A wyrmling amethyst dragon has scales of a translucent purple shade, but as the dragon ages, its scales darken and take on a more crystalline quality.

Regal and Unbiased. Amethyst dragons hold themselves with a particular self-respect above that of other dragons. Though still arrogant and selfish, they also hold within themselves a dignity that other dragons (especially chromatics) lack. An amethyst dragon quietly listens and ponders during conversation, and only speaks when it believes that what it has to say is of utmost importance (which, to be honest, is nearly all the time).

Because of their ponderous and neutral nature, amethyst dragons are often sought out as intermediaries between warring factions, whether the factions are two other dragons or even humanoid civilizations. They rarely ever take a side, and if they do, it is because either the dragon's life or the life of its young is at stake. Even in these situations, however, the dragon is more likely to run from the conflict rather than face it directly.

The regality of an amethyst dragon even holds true in combat. Its strikes are meticulously calculated, as are its strategies, but this is assuming that the dragon stays to fight. Even older dragons flee from combat if it becomes obvious that they cannot quickly overpower the opposition. If the dragon is fighting to protect its lair or its young, however, it uses everything within its power to even the odds, including its breath weapon, its lair actions, any magic items it possesses, its psionic abilities, and (in the case of older dragons) its enormous bulk.

Lone Watchers. Amethyst dragons avoid most other dragons, aside from other amethyst dragons of the opposite gender. They prefer to live their lives alone and to watch the evolution and decay of both civilization and conflict from the safety of their dens.

Young Amethyst Dragon

Medium dragon, neutral

Armor Class 17 (natural armor)
Hit Points 105 (14d8 + 42)
Speed 35 ft., burrow 25 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	11 (+0)	11 (+0)	11 (+0)

Saving Throws Dex +4, Con +6, Wis +3, Cha +3
Skills Perception +6, Stealth +4
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 25-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Constitution saving throw, taking 36 (8d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Juvenile Amethyst Dragon

Large dragon, neutral

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	12 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +4, Con +6, Wis +4, Cha +4
Skills Perception +7, Persuasion +4, Stealth +4
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic, Primordial
Challenge 7 (2,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Force Breath (Recharge 5-6). The dragon exhales force energy in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Constitution saving throw, taking 40 (9d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Young Adult Amethyst Dragon

Large dragon, neutral

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	14 (+2)	13 (+1)	13 (+1)

Saving Throws Dex +5, Con +8, Wis +5, Cha +5
Skills Perception +9, Persuasion +5, Stealth +5
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Draconic, Primordial
Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Constitution saving throw, taking 45 (10d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Adult Amethyst Dragon

Huge dragon, neutral

Armor Class 18 (natural armor)
Hit Points 180 (19d10 + 76)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	16 (+3)	14 (+2)	14 (+2)

Saving Throws Dex +5, Con +9, Wis +6, Cha +6
Skills Perception +10, Persuasion +6, Stealth +5
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Primordial
Challenge 12 (8,400 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Constitution saving throw, taking 49 (11d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Because of this habit, it can be argued that amethyst dragons are the least aloof of all the gem dragons.

Despite their preferences, they aren't opposed to company, especially if that company comes beseeching the dragon to impart of its wisdom. In return for its service, the dragon requires payment of some sort; sometimes a specific magic item to add to its collection, but more often a unique art object or weapon that signifies hours of time dedication.

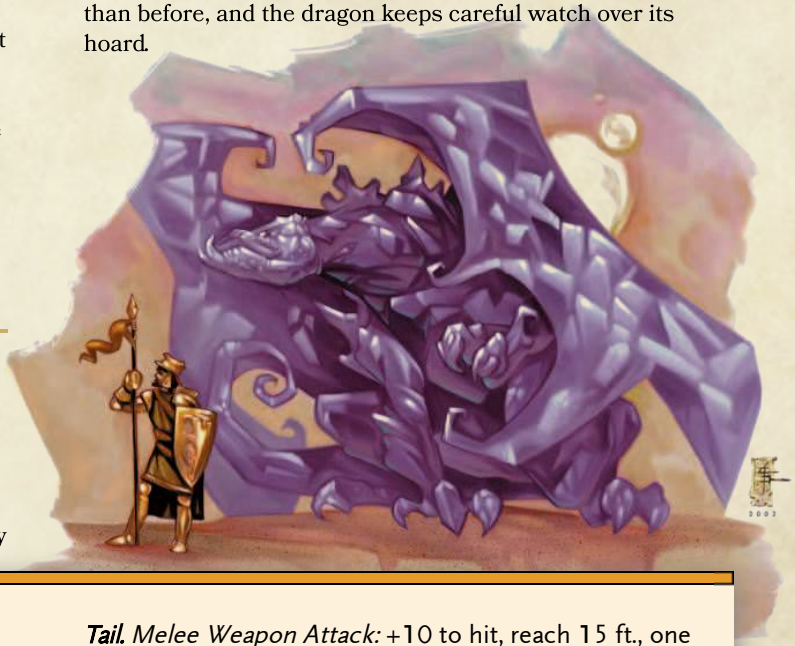
Crystalline Walls of Treasure. Amethyst dragons prefer gems above all other treasure, but they aren't particular about the kind; they covet gems of all shapes, sizes, and colors. Then, when it has a permanent lair and has acquired a sizable hoard, it spends days and weeks carefully gouging the walls and ceiling, and then lodging its treasure within the gouges. The hoard of an amethyst dragon is quite a sight, as coins, gems, and other objects glisten from every nook and cranny of its treasury.

An Amethyst Dragon's Lair

Amethyst dragons lair in cavern complexes far beneath the earth. They prefer to choose chains of caverns and passageways that are rich in veins of raw ore and gemstones; this way, the dragon spends less time preparing its hoard, and, to the dragon, the raw ore is more beautiful anyway. On the Material Plane, amethyst dragons usually end up choosing a lair somewhere in the Underdark. Otherwise, they prefer to lair in hollowed-out spaces on the Elemental Plane of Earth.

The dragon's magic deepens the lair's connection to the Plane of Earth; gems and metals take on a beautiful sheen, even if they are raw and unworked, and abnormally large amethysts grow within it.

The older the dragon gets, the more paranoid it becomes, only leaving its lair to eat. Visitors are met with more caution than before, and the dragon keeps careful watch over its hoard.



Mature Adult Amethyst Dragon

Huge dragon, neutral

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	18 (+4)	14 (+2)	15 (+2)

Saving Throws Dex +6, Con +10, Wis +7, Cha +7
Skills Insight +7, Perception +12, Persuasion +7, Stealth +6
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Primordial
Challenge 15 (13,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Constitution saving throw, taking 54 (12d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't repeat an effect until they have all been used, and it can't use the same effect two rounds in a row:

- The dragon casts *wall of force* without expending a spell slot or requiring material components. The wall lasts until initiative count 20 of the following round.
- The dragon can choose a point it can see on the ground within 120 feet of it. A large purple gem erupts from the ground at that point and explodes. Each creature within 10 feet of the gem (not including the dragon) must make a DC 15 Dexterity saving throw. On a failed save, a creature is pushed 10 feet away from the explosion and knocked prone, and takes 10 (3d6) force damage. On a successful save, a creature takes half as much damage, but isn't pushed or knocked prone.
- The dragon can choose a point it can see within 120 feet of it. The ground quakes in that area. Each creature standing on the ground within 20 feet of the point must make a DC 15 Strength saving throw or be knocked prone.

Regional Effects

The region containing a legendary amethyst dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Amethyst deposits become more common within 1 mile of the lair.
- Large rock (such as boulders, cliffs, or cavern walls) within 6 miles of the lair takes on a purple sheen. This rock hums softly but audibly, and vibrates when touched.
- Amethyst within 1 mile of the lair glows slightly and feels warm to the touch.

If the dragon dies, these effects end immediately, but any deposits remain as they are.

Preferred Spells

An amethyst dragon usually chooses spells that augment its psionic ability, such as: *friends, message, magic missile, suggestion, detect thoughts, invisibility, greater invisibility, mass suggestion, wall of force.*

Old Amethyst Dragon

Huge dragon, neutral

Armor Class 20 (natural armor)
Hit Points 250 (20d12 + 120)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	19 (+4)	14 (+2)	15 (+2)

Saving Throws Dex +7, Con +12, Wis +8, Cha +8
Skills Insight +8, Perception +14, Persuasion +8, Stealth +7
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 17 (18,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 70-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 58 (13d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Amethyst Dragon Feats

The following feats can only be taken by amethyst dragons.

Amethyst Telekinesis

Prerequisite: must be Mature Adult or older.

The dragon gains the following action option:

Amethyst Telekinesis (Recharge 6). The dragon innately casts *telekinesis* without expending a spell slot or material components. The dragon's spellcasting ability when it casts this spell in this way is Intelligence.

The dragon also gains the following legendary action:

Amethyst Telekinesis (Costs 3 Actions). The dragon's Amethyst Telekinesis recharges, and the dragon can use it immediately.

Body Equilibrium

The dragon adjusts its body equilibrium to match that of any solid or liquid. It can walk on any substance, including (but not limited to) water, lava, quicksand, ice, or spider webs, without any chance of falling through or breaking the surface. In addition, the dragon always benefits as if from a *feather fall* spell. This ability can be resumed or negated at will as a bonus action.

Explosive Gem

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Explosive Gem (1/Day). The dragon spits a long violet gem with pinpoint accuracy to a point within 75 feet of itself that it can see. The gem explodes on impact and waves of force batter nearby creatures and objects. All creatures within 20 feet of the explosion must make a Constitution saving throw, taking 45 (10d6) force damage on a failed save, or half as much damage on a successful one. Also on a failed save, a creature is thrown up to 10 feet away from the explosion and knocked prone.

The saving throw DC equals the save DC of the dragon's Force Breath.

Mind Whip

Prerequisites: Mental Barrier, must have Multiattack.

The dragon gains the following action option, which it can use in place of one of its claw attacks in its Multiattack:

Mind Whip. The dragon targets a creature that it can see within 30 feet of it. That creature must make an Intelligence saving throw. On a failed save, the creature takes 22 (4d10) psychic damage and is stunned until the end of its next turn. The saving throw DC equals 8 + the dragon's proficiency bonus + the dragon's Intelligence modifier.

Elder Amethyst Dragon

Huge dragon, neutral

Armor Class 21 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	23 (+6)	20 (+5)	15 (+2)	15 (+2)

Saving Throws Dex +7, Con +12, Wis +8, Cha +8
Skills Insight +8, Perception +14, Persuasion +8, Stealth +7
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 19 (22,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales force energy in an 80-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Constitution saving throw, taking 63 (14d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Pushing Breath

A creature who fails its saving throw against the dragon's breath weapon is also knocked prone and pushed up to 10 feet away from the dragon.

Psychokinesis

Prerequisite: Amethyst Telekinesis, Mental Barrier, Mind Whip.

The dragon perfects a portion of its psionic ability, which gives it the following benefits:

- Whenever a creature fails its saving throw against the dragon's casting of *telekinesis*, the dragon can also deal 22 (4d10) psychic damage to that creature.
- The damage of the dragon's Mind Whip attack increases by 11 (2d10), to a total of 33 (6d10) psychic damage.
- The dragon gains immunity to psychic damage.

Quake

Prerequisite: must be Juvenile or older.

The dragon gains the following action option:

Quake (3/Day). The dragon stamps its foot on the ground, sending force energy rippling through the ground in a 30-foot cone. Each creature in that area that is standing on the ground must make a Dexterity saving throw. On a failed save, a creature is knocked prone and takes 9 (2d8) force damage. On a successful save, a creature takes half as much damage and isn't knocked prone.

Ancient Amethyst Dragon

Gargantuan dragon, neutral

Armor Class 22 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	25 (+7)	22 (+6)	16 (+3)	15 (+2)

Saving Throws Dex +8, Con +14, Wis +10, Cha +9
Skills Insight +10, Perception +17, Persuasion +9, Stealth +8
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Draconic, Primordial
Challenge 21 (33,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Constitution saving throw, taking 67 (15d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Wyrm Amethyst Dragon

Gargantuan dragon, neutral

Armor Class 23 (natural armor)
Hit Points 407 (22d20 + 140)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	26 (+8)	23 (+6)	16 (+3)	15 (+2)

Saving Throws Dex +8, Con +15, Wis +10, Cha +9
Skills Insight +10, Perception +17, Persuasion +9, Stealth +8
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Draconic, Primordial
Challenge 22 (41,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 95-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Constitution saving throw, taking 76 (17d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Amethyst Dragon

Gargantuan dragon, neutral

Armor Class 23 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	27 (+8)	24 (+7)	16 (+3)	15 (+2)

Saving Throws Dex +8, Con +15, Wis +10, Cha +9
Skills Insight +10, Perception +17, Persuasion +9, Stealth +8
Damage Resistances fire, force
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Draconic, Primordial
Challenge 23 (50,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 95-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Constitution saving throw, taking 81 (18d8) force damage on a failed save, or half as much damage on a successful one. The dragon can choose to knock out creatures that are reduced to 0 hit points by its breath weapon.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crystal Dragon

Easily the most friendly and talkative of the gem dragons, crystal dragons are voraciously curious and usually quite affable to travelers and strangers (unless of course they are overtly hostile).

A crystal dragons has white skin and a sleek profile; many individuals mistake a crystal dragon for a white dragon, though crystal dragons lack the crest. Instead, it has a trail of shard-like translucent spines down its back and tail. Its tail splits into two about halfway down its length.

When it is a wyrmling, a crystal dragon's scales are glossy white. As it ages, its scales become translucent and refract light. Moonlight and starlight gleams in its scales, and direct sunlight lends it dazzling brilliance; the older the dragon, the more brilliant it becomes.

Insatiable Curiosity. Crystal dragons are notoriously curious about anything and everything. They often stop travellers on their way, just so they can get to know them and ask them questions about where they are from and where they are going to.

The phrase "curiosity killed the crystal dragon" is in many cases more true than "curiosity killed the cat," as some (especially younger) crystal dragons will intentionally enter dangerous situations just to learn about them. Of course, the dragon (nearly) always learns its lesson, so adult dragons are a bit wiser when it comes to such things.

As a result of this curiosity, most crystal dragons accumulate impressive libraries of knowledge over time and spend centuries mulling over history, magic, or any number of other subjects that a particular dragon might find interest in. They also give quite freely of their knowledge to those who are curious enough to ask, because of course curiosity must be rewarded.

Ice Affinity. Crystal dragons prefer colder environments, and have developed a natural immunity to cold. Though they aren't built to burrow in ice and snow, they do love the feel of it between their claws and the camouflage it offers when hunting. Many crystal dragons carve sculptures from ice and snow as a hobby, and their lairs become littered with past and present projects.

White Dragon Dopplegangers. Because of their appearance and preferred habitat, crystal dragons are often mistaken for white dragons. They resent this confusion, as they take pride in their intelligence and take offense to the notion that they would stoop to such primal levels. However, a crystal dragon doesn't usually have time to explain itself before the mistaken creature attacks it. And then the creature becomes dinner anyway.

Though they lack the hunting instincts of white dragons, crystal dragons are terrifying combatants. They rarely instigate combat on their own, but they do not hesitate to defend themselves and their lair if attacked.

Crystal Dragon Wyrmling

Small dragon, chaotic neutral

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
14 (+2)	10 (+0)	13 (+1)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +2, Con +3, Wis +3, Cha +3
Skills Perception +5, Stealth +2
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP)

Actions

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

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 15-foot cone. Each creature in that area must make a DC 11 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded until the start of the dragon's next turn.

Very Young Crystal Dragon

Medium dragon, chaotic neutral

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

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

Saving Throws Dex +2, Con +4, Wis +3, Cha +3
Skills Perception +5, Stealth +2
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 31 (7d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded until the start of the dragon's next turn.

Because they share a similar territory to white dragons, crystal dragons and white dragons come into conflict. The crystal dragons aren't fond of their bestial neighbors, and have been known to steal white dragon eggs so that they can raise the white hatchlings to be friendlier than they would otherwise be. Such white dragons are incredibly rare.

Crystal dragons bear great animosity toward frost giants, because of their routine of hunting down dragon lairs and wyrmlings.

A Crystal Dragon's Lair

Most crystal dragons live on the Elemental Plane of Air, though some occasionally choose to live on the Frostfell. When on the Material Plane, they try to find places that mimic either of those two places, usually ending up on high, icy mountain peaks where they can create ice sculptures and watch the stars.

A crystal dragon spends more time outside of its lair than inside. To a crystal dragon, the sky is symbolic of freedom, so it spends as much time on the wing as possible, patrolling its territory or exploring new places and discovering new things.

Because mountain peaks are so inaccessible to passersby, the dragon may claim a temporary lair near a well-travelled road, or frequent the road or nearby settlements to learn of current events and to temporarily satiate its curiosity.

Young Crystal Dragon

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	13 (+1)	12 (+1)	13 (+1)

Saving Throws Dex +3, Con +6, Wis +4, Cha +4
Skills Perception +7, Stealth +3
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 25-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 40 (9d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded until the start of the dragon's next turn.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon suddenly gleams with a flash of brilliant scintillating light. Each creature within 30 feet of the dragon that can see it must succeed on a DC 15 Dexterity saving throw to shield its eyes, or be blinded until the end of its next turn.
- The dragon can choose a point it can see on the ground within 60 feet of it. A large crystal falls from the ceiling and shatters on that point. Each creature within 10 feet of that point must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage from the crystal shards.
- The dragon stirs up strong winds within its lair. The dragon chooses the direction of the wind. Until initiative count 20 of the following round, ranged attacks made in the winds are made with disadvantage, and any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Juvenile Crystal Dragon

Large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	17 (+3)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5
Skills Investigation +5, Perception +7, Stealth +3
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic, Primordial
Challenge 7 (2,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 45 (10d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded until the start of the dragon's next turn.

Young Adult Crystal Dragon

Large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	15 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +3, Con +7, Wis +4, Cha +5
Skills Investigation +5, Perception +7, Stealth +3
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic, Primordial
Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 40-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (11d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded until the start of the dragon's next turn.

Adult Crystal Dragon

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 161 (17d10 + 68)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	15 (+2)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +8, Wis +5, Cha +6
Skills Investigation +6, Perception +9, Stealth +4
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Draconic, Primordial
Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 50-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 49 (11d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded 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.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 16 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.

Regional Effects

The region containing a legendary crystal dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The walls of the dragon's lair become translucent and reflective, like polished crystal. In addition, the walls glow faintly, giving off dim light. The dragon can extinguish or restore this light at will, no action required.
- Crystal formations grow spontaneously within 6 miles of the lair.
- Crystal within 1 mile of the lair glows slightly and feels warm to the touch.

If the dragon dies, these effects end immediately, but any crystal formations remain as they are.

Preferred Spells

A crystal dragon usually chooses spells that augment its psionic ability or prismatic breath, such as: *friends, message, magic missile, suggestion, charm person, dominate beast, color spray, detect thoughts, sending, charm monster, dominate person, prismatic spray, antipathy/sympathy, prismatic wall.*



Mature Adult Crystal Dragon

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	20 (+5)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +7, Cha +8
Skills Insight +7, Investigation +8, Perception +12, Stealth +5
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Primordial
Challenge 13 (10,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded 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.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 11 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Crystal Dragon Feats

The following feats can only be taken by crystal dragons.

Advanced Telepathy

Prerequisites: Telepathy.

The dragon can read the surface thoughts and emotions of any creature within 120 feet of it that it is aware of. An affected creature doesn't know of the dragon's presence or that anything is probing its thoughts.

In addition, saving throws made to resist the dragon's charms are made with disadvantage.

Brilliant Presence

Prerequisite: Dazzling, must have Frightful Presence.

The dragon gains a new action option, which replaces its Frightful Presence:

Brilliant Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a Wisdom saving throw or be stunned for 1 minute as they are enthralled by the rays of color exuding from the dragon. An affected 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 Brilliant Presence for the next 24 hours.

The saving throw DC equals the save DC of the dragon's Frightful Presence.

Dazzling

When exposed to light, the dragon's form refracts and bends that light like a prism, lending the dragon dazzling brilliance. If the dragon is in direct sunlight, attack rolls have disadvantage against it.

Light Burst

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Light Burst (Recharge 5-6). The dragon unleashes the light energy stored within its crystalline scales with a flash of brilliant light. Each creature within 30 feet of the dragon that can see it must make a Dexterity saving throw, taking 36 (8d8) radiant damage on a failed save, or half as much damage on a successful one.

The saving throw DC equals the save DC of the dragon's Breath Weapon.

Old Crystal Dragon

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 230 (20d12 + 100)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	18 (+4)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +7, Cha +8
Skills Insight +7, Investigation +9, Perception +12, Stealth +5
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Primordial
Challenge 16 (15,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 70-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 54 (12d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded 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.
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.

Peerless Telepathy

Prerequisite: Advanced Telepathy, must be Mature Adult or older.

The dragon can sense the presence of any creature within 120 feet of it that has an Intelligence score of 4 or higher. In addition, the dragon can cast the *charm person* and *command* spells at will. However, it can only have one creature charmed in this way at a time.

The dragon also gains the following legendary action:

Compulsory Thought (Costs 2 Actions). The dragon casts *charm person* or *command* innately without expending a spell slot.

Prismatic Breath

The dragon gains a new Breath Weapon option:

Prismatic Breath (Recharge 5-6). The dragon exhales multicolored rays of light in a cone (size equal to Light Breath). Each creature in that area must make a Dexterity saving throw, taking damage on a failed save, or half as much damage on a successful one. For each affected creature, roll a d8 to determine the ray's damage type or effect.

The saving throw DC and damage dealt are equal to that of the dragon's Light Breath.

1. **Red.** The creature takes fire damage.
2. **Orange.** The creature takes acid damage.
3. **Yellow.** The creature takes lightning damage.
4. **Green.** The creature takes poison damage.
5. **Blue.** The creature takes cold damage.
6. **Indigo.** Instead of taking damage, the creature is stunned for one minute. The creature can attempt a Constitution saving throw again at the end of each of its turns, ending the effect on itself on a success.
7. **Violet.** Instead of taking damage, the creature is blinded for one minute. The creature can attempt a Constitution saving throw again at the end of each of its turns, ending the effect on itself on a success.
8. **Special.** The creature is struck by two rays. Roll twice more, rerolling any 8.

Prismatic Immunity

The dragon is immune to blindness caused by bright light, and is immune to radiant damage. In addition, it has advantage on saving throws against prismatic spells and effects such as *prismatic spray*.

Telepathy

The dragon gains telepathy with a range of 120 feet.

Elder Crystal Dragon

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 287 (23d12 + 138)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	22 (+6)	18 (+4)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9
Skills Insight +8, Investigation +10, Perception +14, Stealth +6
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 19 (22,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in an 80-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 58 (13d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded 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.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Ancient Crystal Dragon

Gargantuan dragon, chaotic neutral

Armor Class 21 (natural armor)
Hit Points 332 (19d20 + 133)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	19 (+4)	15 (+2)	16 (+3)

Saving Throws Dex +6, Con +13, Wis +8, Cha +9
Skills Insight +8, Investigation +10, Perception +14, Stealth +6
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 20 (25,000 XP)

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

Actions

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

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

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 67 (15d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded 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.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Wyrm Crystal Dragon

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 402 (23d20 + 161)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	25 (+7)	20 (+5)	15 (+2)	16 (+3)

Saving Throws Dex +7, Con +14, Wis +9, Cha +10
Skills Insight +9, Investigation +12, Perception +16, Stealth +7
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 22 (41,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 95-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 72 (16d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded 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.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Crystal Dragon

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	26 (+8)	20 (+5)	15 (+2)	17 (+3)

Saving Throws Dex +7, Con +15, Wis +9, Cha +10
Skills Insight +9, Investigation +12, Perception +16, Stealth +7
Damage Resistances fire, radiant
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 23 (50,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Light Breath (Recharge 5-6). The dragon exhales bright rays of light in a 100-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 76 (17d8) radiant damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also blinded 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.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Emerald Dragon

Inquisitive and paranoid, emerald dragons are sages among dragonkind. They are particularly knowledgable and love to learn, especially when it comes to history and culture, though they are particularly distrustful and extremely difficult to befriend.

An emerald dragon has a long, slender head with a crest protruding from the rear of its skull. Two additional jade-colored crests extend down from its lower jaw. Its limbs and neck are quite long. As it ages, all features fade from its eyes until they are glowing green orbs.

As a wyrmling, an emerald dragon's scales are translucent and sea-green, and scintillate in even the dimmest light. As the dragon ages, its scales take on every shade of green. In bright light an emerald dragon can be quite dazzling, though it doesn't shine as brilliantly as a crystal dragon.

Inquisitive Sages. All emerald dragons have a love of learning, and all of them ask far too many questions. These questions usually have to do with a creature's history and culture, and with the history of said culture.

An emerald dragon without a library in its lair is an anomaly, as to emerald dragons the greatest treasure one can possess is knowledge. The bulk of an emerald dragon's hoard is made up of books, scrolls, tablets, or even carvings on the walls because of this belief. Some of these may have been authored or copied by the dragon itself as it learns forgotten lore (via its psionic power) or as old books deteriorate.

Each emerald dragon also has an impeccable memory, and can recall anything it has learned. Hence, they have been known to hold grudges to their deathbed. The oldest, however, are among the most knowledgeable sages in the known world because of their study. An emerald great wyrm might know of civilizations, events, deities, or other secrets that have long since been forgotten.

Reclusive and Paranoid. When it comes to interacting with other creatures, emerald dragons constantly war with themselves; asking questions would require interaction, but an emerald dragon is always so apprehensive and skeptical about other creatures that it prefers to watch and keep to its books. Visitors, regardless of species or intentions, are always met with suspicion, if the dragon chooses to meet them at all. More often than not, the dragon will choose to disappear for a length of time when it learns that other creatures are coming to pay it a visit.

Because of this internal struggle, emerald dragons tend to choose a lair that is close enough to a civilized area to observe it, but not so close that the dragon's presence becomes generally known.

Gaining the trust of an emerald dragon is extremely difficult. Even after meeting the dragon, a creature must prove its worth and friendship many times over for several years (even decades) before the dragon begins to lower its guard. For this reason, humans are nearly never able to

Emerald Dragon Wyrmling

Small dragon, neutral

Armor Class 17 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	14 (+2)	12 (+1)	14 (+2)

Saving Throws Dex +2, Con +4, Wis +3, Cha +4
Skills Perception +5, Stealth +2
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP)

Actions

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

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Very Young Emerald Dragon

Medium dragon, neutral

Armor Class 17 (natural armor)
Hit Points 78 (12d8 + 24)
Speed 35 ft., fly 70 ft., swim 35 ft.

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

Saving Throws Dex +2, Con +4, Wis +3, Cha +4
Skills Perception +5, Stealth +2
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 20-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 28 (8d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

develop relationships of any kind with emerald dragons; the dragon's paranoia always far outlives the human. Longer-lived creatures (such as other dragons or elves) can, however, eventually overcome this barrier.

Nurturing Parents. It would appear as though the only exception to an emerald dragon's paranoia is its immediate family. Once an emerald dragon trusts another dragon enough to raise wyrmlings with it, it devotes itself to its mate and to their children. Building such a relationship takes decades or centuries, but the relationship between a mated pair of emerald dragons is among the strongest observed. To call it love might not be appropriate, but the two trust each other so deeply that only death can permanently separate them.

Just as other dragons, emerald dragons enjoy their solitude, so even mated pairs will only stay together for as long as it takes for their wyrmlings to become independent; this can last several decades. After a few more decades or a century apart, the pair will come back together to raise another clutch. The lair of an emerald dragon is likely to have at least one wyrmling, if not a whole clutch and the dragon's mate.

Young Emerald Dragon

Medium dragon, neutral

Armor Class 17 (natural armor)
Hit Points 112 (15d8 + 45)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	15 (+2)	12 (+1)	15 (+2)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5
Skills Perception +7, Stealth +3
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17
Languages Draconic
Challenge 5 (1,800 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 25-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 38 (11d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Juvenile Emerald Dragon

Large dragon, neutral

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	18 (+4)	17 (+3)	12 (+1)	16 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6
Skills Investigation +6, Perception +7, Stealth +3
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic, Primordial
Challenge 7 (2,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (13d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Young Adult Emerald Dragon

Large dragon, neutral

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	19 (+4)	18 (+4)	12 (+1)	16 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6
Skills Insight +4, Investigation +7, Perception +7, Stealth +3
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic, Primordial
Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

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.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 49 (14d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Adult Emerald Dragon

Large dragon, neutral

Armor Class 18 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	18 (+4)	12 (+1)	17 (+3)

Saving Throws Dex +4, Con +9, Wis +5, Cha +7
Skills Insight +5, Investigation +8, Perception +9, Stealth +4
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic, Primordial
Challenge 11 (7,200 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 16 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.

An Emerald Dragon's Lair

Emerald dragons like to settle near areas that are at least partially populated by civilized species; just close enough to slake its inquisitive side, but just far enough to satiate its skeptical nature. On the Material Plane, they prefer underground lairs, possibly that have some sort of historical significance. Extinct volcanoes are also a popular spot. Even while on the Inner Planes, an emerald dragon's interest in culture and history compels it to watch the Material Plane from a safe distance.

Because of an emerald dragon's distrust, its lair bristles with hidden alarms and traps of both mundane and magical natures. Should visitors prove persistent, the dragon hides itself and attempts to avoid them. That is, until its hoard or hatchlings are discovered, at which point it reveals itself.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon's awareness extends a few seconds into the future, so it gains advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the following round.
- The dragon creates fog as though it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- Jagged emerald shards fall from the ceiling, striking up to three creatures that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.

Mature Adult Emerald Dragon

Huge dragon, neutral

Armor Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	20 (+5)	13 (+1)	18 (+4)

Saving Throws Dex +5, Con +11, Wis +6, Cha +9
Skills History +10, Insight +6, Investigation +10, Perception +11, Stealth +5
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Draconic, Primordial
Challenge 15 (13,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 63 (18d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Regional Effects

The region containing a legendary emerald dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Emerald deposits become more common within 1 mile of the lair.
- Large rock (such as boulders, cliffs, or cavern walls) within 6 miles of the lair takes on a greenish sheen. This rock hums softly but audibly, and vibrates when touched.
- Emerald within 1 mile of the lair glows slightly and feels warm to the touch.

If the dragon dies, these effects end immediately, but any deposits remain as they are.

Preferred Spells

An emerald dragon usually chooses spells that augment its psionic ability, or that help it to learn, such as: *message, suggestion, detect thoughts, sending, invisibility, fog cloud, nondetection, clairvoyance, arcane eye, greater invisibility, legend lore, sequester, foresight.*

Emerald Dragon Feats

The following feats can only be taken by emerald dragons.

All-Knowing

Prerequisite: Greater Object Reading, Greater Clairsentience.

When the dragon sees a creature with an Intelligence of 4 or higher, it can automatically learn the creature's name, ideals, bonds, and flaws. If the creature is protected by an effect that blocks divination spells (such as *nondetection* or *mind blank*), that effect also blocks this ability.

Clairsentience

Prerequisite: must be Juvenile or older.

The dragon's psionic ability gives it a greater awareness of its surroundings. As a result, it gains the following benefits:

- The dragon can see in all directions.
- While it is conscious, the dragon cannot be surprised and can add its proficiency bonus to initiative rolls.

Old Emerald Dragon

Huge dragon, neutral

Armor Class 19 (natural armor)
Hit Points 275 (22d12 + 132)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	21 (+5)	14 (+2)	18 (+4)

Saving Throws Dex +6, Con +12, Wis +8, Cha +10
Skills History +11, Insight +8, Investigation +11, Perception +14, Stealth +6
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 18 (20,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 70-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 66 (19d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Greater Clairsentience

Prerequisite: Clairsentience, must be Mature Adult or older.

The dragon's psionic ability has grown to grant it further psychic power. It gains the following benefits:

- The dragon gains truesight out to a range of 60 feet.
- The dragon can't become lost and always knows its general location.

Greater Object Reading

Prerequisite: Object Reading, must be Mature Adult or older.

When the dragon uses its Object Reading ability, it gains a mental image fom the object's point of view, showing the last three creatures to hold the object, rather than only the last one.

The dragon also learns of any events that have occured within 20 feet of the object within the past week, rather than the past 24 hours.

If the dragon chooses to embed a psychic sensor within the object, the sensor lasts for one week rather than 24 hours. The dragon can also have up to three such sensors at a time.

Impenetrable Mind

Prerequisite: must be Juvenile or older.

The dragon's psionic power protects it from mental attack. As a result, the dragon has advantage on Wisdom and Intelligence saving throws.



Elder Emerald Dragon

Huge dragon, neutral

Armor Class 20 (natural armor)
Hit Points 337 (25d12 + 175)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	24 (+7)	22 (+6)	14 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10
Skills History +12, Insight +8, Investigation +12, Perception +14, Stealth +6
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 19 (22,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in an 80-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 70 (20d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Object Reading

The dragon can focus on an object to read the psionic imprint left upon it. If the dragon holds an object and concentrates on it for 1 minute, it learns several things about it. The dragon gains a mental image from the object's point of view, showing the last creature to hold the object, regardless of how long ago it was last handled.

The dragon also learns of any events that have occured within 20 feet of the object within the past 24 hours. The events it percieves unfold from the object's perspective, and the dragon sees and hears such events as if it was there, but it cannot use other senses.

Additionally, the dragon can choose to embed a psychic sensor within the object. For the next 24 hours, the dragon can use an action to learn the object's location relative to it (its distance and direction) and to look at the object's surroundings from its point of view as if it was there. The dragon can have only one such sensor at a time.

Lastly, the dragon learns everything about the item as if it had cast *identify*.

Omniscient Object Reading

Prerequisite: Greater Object Reading, must be Ancient or older.

When the dragon uses its Object Reading ability, it can gain a mental image from the object's point of view of each creature to ever handle the object since its creation, no matter how old the object is.

The dragon also learns of any events that have occured within 20 feet of the object within the past month. The events it percieves unfold from the object's perspective, and the dragon sees and hears such events as if it was there, but it cannot use other senses.

If the object has historical significance of some kind, the dragon learns of it and can percieve such events as above, regardless of how long it has been since the event.

If the dragon chooses to embed a sensor within the object, the sensor lasts for one month. Additionally, the dragon can have up to 5 such sensors.

Ancient Emerald Dragon

Gargantuan dragon, neutral

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
25 (+7)	10 (+0)	25 (+7)	23 (+6)	15 (+2)	20 (+5)

Saving Throws Dex +7, Con +14, Wis +9, Cha +12
Skills History +13, Insight +9, Investigation +13, Perception +16, Stealth +7
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 21 (33,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 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.

Wyrm Emerald Dragon

Gargantuan dragon, neutral

Armor Class 22 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	24 (+7)	15 (+2)	20 (+5)

Saving Throws Dex +7, Con +15, Wis +9, Cha +12
Skills History +14, Insight +9, Investigation +14, Perception +16, Stealth +7
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 22 (41,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 95-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 80 (23d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Emerald Dragon

Gargantuan dragon, neutral

Armor Class 23 (natural armor)
Hit Points 499 (27d20 + 216)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	27 (+8)	25 (+7)	16 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills History +14, Insight +10, Investigation +14, Perception +17, Stealth +7
Damage Resistances fire
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Draconic, Primordial
Challenge 23 (50,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales keening sonic energy in a 100-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 84 (24d6) force damage on a failed save, or half as much damage on a successful one. A creature that fails the saving throw is also deafened until the end of its next turn.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 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.

Obsidian Dragon

Though the least covetous of the gem dragons, obsidian dragons are by far the most vicious. Their vanity rivals even that of the red dragons (who are generally stronger than obsidian dragons of the same age, though obsidians are loath to acknowledge this).

An obsidian dragon's skin is black and smooth, with razor edges near the joints. Its ridges above the eyes are quite large and extend into long horns that curve out and up from its skull. Its form is muscular, though lithe, and its eyes are glossy black. As the dragon ages, its eyes steadily lose their features until they are no more than glowing black orbs.

As a wyrmling, an obsidian dragon's scales are gray, slightly translucent, and very rough, with sharp and abrupt edges. As the dragon ages, its scales darken and become more opaque, while simultaneously becoming more rounded and polished. Its scales begin to blend together when the dragon is juvenile, such that by the time the dragon becomes an adult, its scales form a nearly seamless coat of armor with a brilliant sheen like polished obsidian.

Explosive Tempers. Even the smallest provocation or insult could erupt the trembling volcano that is the temper of an obsidian dragon. Even holding a conversation with one is a fragile and dangerous game, as the dragon could easily misconstrue anything as an insult to its pride and explode into a torrent of flame and fury. If the dragon is in a particularly foul mood, it may do so for no reason at all.

Because of this, all sane intelligent creatures avoid obsidian dragons at all costs. Fortunately for such creatures, obsidian dragons enjoy their isolation and don't come looking for other creatures unless they are hunting.

Obsidian dragons also combine the cruelty of black dragons with the bestial viciousness of white dragons. The result is a truly terrifying display of needlessly violent power. When it brings down an opponent in battle, it makes a brutal show of tearing the creature apart to terrorize any remaining opposition (and to eliminate any chance of the creature being revived). However, if the creature is alone or the last of the dragon's opposition, the dragon cruelly toys with its prey before finishing it off. If the creature is intelligent, the dragon may opt to torture it and wait until it begs for death before obliging. In some cases, obsidian dragons have been known to plane shift with a single creature, and then allow the hostile environment of the Plane of Fire (or its personal demiplane) to burn the creature alive.

Personal Fiery Demiplanes. The psionic power of obsidian dragons revolves around the discipline of Metacreativity. Using this power, they can create and shape objects from nothing around them. The oldest obsidian dragons are so powerful that they can create their own personal demiplanes, where they can live indefinitely in blissful isolation (by creating food for themselves, of course).

When it creates a demiplane, it mimics the harsh landscape and environment of the Plane of Fire. These dragons love the heat, and especially love the occasional bath in flowing lava. In the rare case that one of these dragons chooses a lair on the Material Plane, it chooses an active volcano or a place far beneath the surface where magma flows.

Obsidian Dragon Wyrmling

Small dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 60 (8d8 + 24)
Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	16 (+3)	13 (+1)	15 (+2)	16 (+3)

Saving Throws Dex +2, Con +5, Wis +4, Cha +5
Skills Perception +6, Stealth +2
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 3 (450 XP)

Actions

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

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Very Young Obsidian Dragon

Medium dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 90 (12d8 + 36)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	17 (+3)	14 (+2)	15 (+2)	16 (+3)

Saving Throws Dex +2, Con +5, Wis +4, Cha +5
Skills Perception +6, Stealth +2
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 20-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 31 (9d6) fire damage on a failed save, or half as much damage on a successful one.

Clever Combatants. Even when young, obsidian dragons have a knack for assessing their opponents and quickly deducing which ones are the most dangerous. In only a few seconds, a dragon can usually determine whether or not it can win the battle; if it doesn't think it can decisively win the battle, it retreats to formulate an ambush or to avoid foes that it believes would overpower it.

Obsidian dragons do not shy away from combat, but prefer to stay at a distance and soften their prey up with their breath weapon and psionic abilities before moving in for the kill.

Sadistic Tyrants. Though they love their isolation, obsidian dragons also love exerting dominion over lesser beings. They may keep servants and command them to do pointless and menial chores (like moving piles of rocks from one side of the lair to the other), just for the sake of dominance. They rule cruelly, and when they grow weary of their servants and once again desire isolation, they kill their servants in sadistic ways.

Resilient Treasures. Obsidian dragons prefer treasure that can withstand great heat and pressure, because of their preferred habitat. They especially covet magic items, because these items are usually immune to the heat of their lairs; such items are often kept at the bottom of molten pools of magma. Magma deters most visitors, and items within cannot be seen through the thick liquid. Occasionally the dragon may allow the pool preserving its hoard to cool and harden, trapping its hoard underneath a thick layer of obsidian. The dragon can exert its magic to once again liquify the pool, if it needs to access its hoard.

Young Obsidian Dragon

Medium dragon, neutral evil

Armor Class 17 (natural armor)
Hit Points 127 (15d8 + 60)
Speed 35 ft., fly 70 ft.

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

Saving Throws Dex +3, Con +7, Wis +5, Cha +6
Skills Perception +8, Stealth +3
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18
Languages Draconic
Challenge 5 (1,800 XP)

Actions

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

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 25-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

An Obsidian Dragon's Lair

On the Inner Planes, obsidian dragons prefer the Plane of Fire, specifically the Sea of Fire or the Fountains of Creation. On the Material Plane, an obsidian dragon chooses a place with flowing lava or magma, such as an active volcano or a system of volcanic caverns far underground. They rarely seek out other creatures, apart from other obsidian dragons to procreate, especially as adults because they enjoy their isolation.

Obsidian dragons frequently come into conflict with red dragons because they prefer the same territory. Because both are immune to fire, their battles come down to tactics and brute strength; the psionics of an obsidian dragon could potentially give it an edge, but red dragons always have plans for such situations.

If an obsidian dragon is old and powerful enough, it will create its own demiplane, where it builds its lair and lives in comfortable isolation. If the dragon has a demiplane, it rarely leaves, and only for matters of extreme importance.

Juvenile Obsidian Dragon

Large dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 168 (16d10 + 80)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	16 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +3, Con +8, Wis +5, Cha +7
Skills Perception +8, Stealth +3
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Primordial
Challenge 8 (1,800 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 30-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 49 (14d6) fire damage on a failed save, or half as much damage on a successful one.

Young Adult Obsidian Dragon

Large dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	11 (+0)	21 (+5)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +4, Con +9, Wis +6, Cha +8
Skills Perception +10, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Primordial
Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 40-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

Adult Obsidian Dragon

Huge dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 218 (19d10 + 114)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	22 (+6)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +4, Con +10, Wis +6, Cha +8
Skills Perception +10, Stealth +4
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Primordial
Challenge 12 (8,400 XP)

Actions

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

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

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

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 50-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon creates a wall of fire on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area must make a DC 15 Dexterity saving throw or take 10 (3d6) fire damage, or half as much damage on a successful save. If a creature starts its turn in the wall's area or passes through it on its turn, it must make the same save. The wall disappears when the dragon uses this lair action again or when the dragon dies.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated
- The dragon chooses a point on the ground that it can see within 120 feet of it. Obsidian shards sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.

Regional Effects

The region containing a legendary obsidian dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Magma geysers are common within 1 mile of the lair. Often, these can create dangerous lava flows that harden into beautiful obsidian formations.
- Rocky fissures within 1 mile of the dragon's lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby.
- Within its lair, the dragon can cool and harden a pool of magma into obsidian, or turn obsidian into magma. It takes 1d4 minutes for the change to complete.

If the dragon dies, these effects fade over the course of 1d10 days.

Mature Adult Obsidian Dragon

Huge dragon, neutral evil

Armor Class 19 (natural armor)
Hit Points 229 (17d12 + 119)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	11 (+0)	24 (+7)	19 (+4)	15 (+2)	20 (+5)

Saving Throws Dex +5, Con +12, Wis +7, Cha +10
Skills Perception +12, Stealth +5
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Primordial
Challenge 15 (13,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Obsidian Dragon Feats

The following feats can only be taken by obsidian dragons.

Appraise

The dragon automatically knows the exact value of an object only by looking at it.

Fire Aura

Prerequisite: must be Adult or older.

Any creature that begins its turn within 10 feet of the dragon, or moves into that area for the first time on its turn, takes 7 (2d6) fire damage.

Genesis

Prerequisite: Supreme Metacreativity, must be Ancient or older.

The dragon creates its own demiplane. An obsidian dragon usually creates a landscape similar to the Plane of Fire, with wide fissures that spew flames and lava flows. The dragon can live there as long as it wishes without needing to worry about eating and drinking because of its psionic ability to cast *create food and water*.

The dragon can easily teleport into and out of its demiplane by using its Planar Travel feat.

Greater Metacreativity

Prerequisite: Metacreativity, Planar Travel, must be Adult or older.

The dragon develops its innate psionic abilities. It gains the following benefits:

- When the dragon casts *creation* using its Metacreativity ability, it is not limited to choosing vegetable matter as the material. In addition, it can cast the spell three times per day rather than once.
- The dragon can innately cast the *create food and water* and *hold person* spells once per day each without expending a spell slot or requiring material components.

Old Obsidian Dragon

Huge dragon, neutral evil

Armor Class 20 (natural armor)
Hit Points 297 (22d12 + 154)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	25 (+7)	20 (+5)	15 (+2)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +8, Cha +11
Skills Perception +14, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 18 (20,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 70-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (19d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Ignite
When a creature or flammable object takes fire damage from the dragon's attacks or traits, it ignites. The target takes 7 (2d6) fire damage at the start of each of its turns until it uses an action to extinguish the flames.

Incineration
Prerequisite: must be Mature Adult or older.

The dragon's attacks ignore resistance to fire damage. When the dragon rolls fire damage, it can treat any 1 rolled on a damage die as a 2.

Metacreativity
The dragon discovers its innate psionic abilities, which it can use to create and shape matter. It gains the following benefits:

- The dragon can cast *creation* once per day at 5th level without expending a spell slot and without requiring material components, but can only create objects of vegetable matter.
- The dragon learns the *light* cantrip.

Mind Shatter
Prerequisite: must be Adult or older.

The dragon gains the following action option:

Mind Shatter. The dragon targets one creature that it is aware of within 60 feet of it. That creature must succeed on an Intelligence saving throw or take 7 (2d6) psychic damage and have its Intelligence score reduced by 1d4. A creature whose Intelligence drops below 5 can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. This reduction lasts until the creature finishes a long rest or until it is healed by *greater restoration* or similar magic.

The saving throw DC equals 8 + the dragon's proficiency bonus + the dragon's Intelligence modifier.

The dragon also gains the following legendary action:

Mind Shatter (Costs 2 Actions). The dragon uses its Mind Shatter.

Elder Obsidian Dragon
Huge dragon, neutral evil

Armor Class 21 (natural armor)
Hit Points 391 (27d12 + 216)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	26 (+8)	20 (+5)	15 (+2)	21 (+5)

Saving Throws Dex +6, Con +14, Wis +8, Cha +11
Skills Perception +14, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 20 (25,000 XP)

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

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in an 80-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 73 (21d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Sadistic Terror

When the dragon kills a creature, it makes a brutal show of tearing the creature apart. Each ally of the dead creature that is within 60 feet of the dragon and can see it must succeed on a Wisdom saving throw or become frightened until the end of its next turn.

The saving throw DC equals 8 + the dragon's proficiency bonus + the dragon's Charisma modifier.

Sharp Scales

Prerequisite: must be Juvenile or older.

The dragon's scales form sharp ridges along its limbs and back. As a result, a creature that starts its turn in contact with the dragon (such as through a grapple) takes 4 (1d8) slashing damage.

A creature also takes this damage each time it moves into the dragon's space.

Supreme Metacreativity

Prerequisite: Greater Metacreativity.

The dragon's psionic abilities peak in power. It gains the following benefits:

- When the dragon casts *creation* using its Metacreativity ability, it can make the effects of the spell permanent. It can only use this ability only once per day.
- The dragon can innately cast the *fabricate* and *hold monster* spells once per day each without expending a spell slot or requiring material components.

Ancient Obsidian Dragon

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)
Hit Points 462 (25d20 + 200)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	11 (+0)	27 (+8)	21 (+5)	15 (+2)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +9, Cha +12
Skills Perception +16, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 22 (41,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 80 (23d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Wyrm Obsidian Dragon

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	11 (+0)	28 (+9)	22 (+6)	15 (+2)	21 (+5)

Saving Throws Dex +7, Con +16, Wis +9, Cha +12
Skills Perception +16, Stealth +7
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 24 (62,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 95-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 87 (25d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Obsidian Dragon

Gargantuan dragon, neutral evil

Armor Class 23 (natural armor)
Hit Points 624 (32d20 + 288)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	29 (+9)	22 (+6)	15 (+2)	22 (+6)

Saving Throws Dex +8, Con +17, Wis +10, Cha +14
Skills Perception +18, Stealth +8
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28
Languages Draconic, Primordial
Challenge 25 (75,000 XP)

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

Actions

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

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

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales a blast of flame in a 100-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Sapphire Dragon

The smallest of the gem dragons (and of all true dragonkind), sapphire dragons dwell on the Elemental Plane of Earth or deep in the Underdark. Despite their relative weakness, they are quite territorial and will fiercely guard themselves and their territory against nearly any threat.

A sapphire dragon's body is long and thin, with limbs to match. It has two large horns that curve down and inward, similar to a black dragon's. Its tail is long and whip-like. The dragon's scales range in color from light to dark blue, and they scintillate in light, casting blue shadows across the cavern walls wherever it walks.

Territorial and Anti-Social. Sapphire dragons are extremely territorial, especially against other dragons. They constantly stalk the caverns they have claimed as their own, whether on the Plane of Earth or on the Material Plane, and scare off or kill any other creatures that they meet along the way. If it encounters something too powerful for it to fight, it instead hides and waits for the creature to leave, or somehow tries to lure it away

Sapphire dragons are also quite anti-social toward all creatures in general. They tend to avoid encounters of any kind (unless they are protecting their territory), but even if they allow an encounter, they are horrible conversationalists. Their answers are short and cryptic, and a sapphire dragon won't ask questions unless you obviously have something that it wants.

Underdark Enemies. A sapphire dragon's choice of lair and constant territorial prowling often bring it into direct conflict with the denizens of the Underdark, such as drow, duergar, and mind flayers. Such races have learned to keep a watchful eye out for sapphire dragons when moving through unknown territory, as these dragons are quite ruthless against trespassers, especially against those of such unforgiving races.

Genius Strategists. A sapphire dragon prides itself on its knowledge of military strategy, which is really the only subject that it has enough interest in to converse about. It may forgive trespassers if they offer it a game of strategy, but challengers should be aware that winning against the dragon severely hurts its pride. Dealing with a territorial sapphire dragon is far preferable to dealing with one who has just lost a game of dragon chess.

The dragon's love of strategy makes it an incredible combatant. Though smaller and weaker than other dragons (and considerably so in some cases), sapphire dragons have a knack for taking on and defeating foes stronger than themselves because of their genius strategies. To underestimate a sapphire dragon because of its size is to court with death.

Museums of Treasure. A sapphire dragon isn't shy about its hoard, and loves to show it off to visitors that impress it. Because of this, it meticulously lays out its hoard throughout several chambers in an organized and decorative manner.

Sapphire Dragon Wyrmling

Tiny dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 33 (6d8 + 6)
Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	13 (+1)	12 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +3, Con +3, Wis +3, Cha +3
Skills Perception +5, Stealth +3
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 2 (450 XP)

Actions

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

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much damage on a successful one.

Very Young Sapphire Dragon

Small dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 65 (10d8 + 20)
Speed 35 ft., climb 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	13 (+1)	13 (+1)	12 (+1)

Saving Throws Dex +3, Con +4, Wis +3, Cha +3
Skills Perception +5, Stealth +3
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d12 + 2) piercing damage.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 20-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 28 (8d6) thunder damage on a failed save, or half as much damage on a successful one.

Every item has its place in this display even down to the smallest coin, which is painstakingly precise to the dragon though it can seem utterly random to other creatures. If a single coin moves at all, the dragon quickly rights it. It immediately knows when something is missing from its museum of riches; visitors would be hard-pressed to steal anything, and even harder pressed to get away with it.

When it comes to the kind of treasure that sapphire dragons prefer, they aren't picky. They do, however, tend to gravitate toward items that are of military or strategic value, such as magic items that the dragon can use or a book detailing the events of a war several hundred years past.

A Sapphire Dragon's Lair

Sapphire dragons prefer to lair on the Elemental Plane of Earth, or deep underground in dry, rocky caverns on the Material Plane. Because of how prominently it displays its hoard, a sapphire dragon typically disguises or blocks the entrance to its lair with large rocks, or a spellcasting dragon may use the *move earth* or *stone shape* spells to do the trick.

Along with its hoard, the typical sapphire dragon also prominently displays trophies won in the dragon's greatest battles. These trophies are usually the remains or possessions of aboleths, drow, or illithids.

Because of the dragon's interest in military strategy, the lair is always laid out to favor the dragon in any combat scenario. To further deter invaders, the dragon may place elaborate traps or set up decoys (such as fake traps, treasure, monsters, or entire chambers). The dragon will utilize whatever gives it an edge; a favorite tactic is to make the ground near a hazard (such as a spiked pit) frictionless, and then watch as those near it fall in.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon chooses a point on the ground that it can see within 120 feet of it. The ground around that point in a 20-foot radius becomes frictionless. A creature who starts its turn in the area or moves there for the first time on its turn must succeed on a DC 15 Dexterity saving throw or fall prone. If the creature was moving and it falls prone, it slides across the area in the direction it was moving until it is no longer on the frictionless area, and its speed is reduced to 0 until the end of the current turn. This effect lasts until the dragon uses this lair action again or until the dragon dies.

Young Sapphire Dragon

Medium dragon, lawful neutral

Armor Class 16 (natural armor)
Hit Points 97 (13d8 + 39)
Speed 35 ft., climb 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	16 (+3)	13 (+1)	13 (+1)	13 (+1)

Saving Throws Dex +3, Con +5, Wis +3, Cha +3
Skills Perception +5, Stealth +3
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic
Challenge 4 (1,100 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 25-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 35 (10d6) thunder damage on a failed save, or half as much damage on a successful one.

Juvenile Sapphire Dragon

Medium dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 127 (15d10 + 45)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	17 (+3)	14 (+2)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +6, Wis +5, Cha +4
Skills Perception +8, Stealth +4
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Primordial
Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 38 (11d6) thunder damage on a failed save, or half as much damage on a successful one.

Young Adult Sapphire Dragon

Large dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	15 (+2)	14 (+2)	13 (+1)

Saving Throws Dex +4, Con +7, Wis +5, Cha +4
Skills Perception +8, Stealth +4
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Primordial
Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 42 (12d6) thunder damage on a failed save, or half as much damage on a successful one.

Adult Sapphire Dragon

Large dragon, lawful neutral

Armor Class 17 (natural armor)
Hit Points 171 (18d10 + 72)
Speed 40 ft., climb 40 ft., fly 80 ft.

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

Saving Throws Dex +5, Con +8, Wis +6, Cha +6
Skills Perception +10, Stealth +5
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Primordial
Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 50-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 45 (13d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 16 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.

- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.
- The dragon creates a wall of stone on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 15, 30 hit points, and immunity to necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

Regional Effects

The region containing a legendary sapphire dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Sapphire deposits become more common within 1 mile of the lair.
- Large rock (such as boulders, cliffs, or cavern walls) within 6 miles of the lair takes on a bluish sheen. This rock hums softly but audibly, and vibrates when touched.
- Sapphire within 1 mile of the lair glows slightly and feels warm to the touch.

If the dragon dies, these effects end immediately, but any rock formations remain as they are.

Preferred Spells

A sapphire dragon usually chooses spells that augment its psionic ability or power over stone, such as: *magic missile, detect thoughts, levitate, sending, stone shape, knock, misty step, move earth, banishment, bones of the earth, far step, freedom of movement, wall of stone, dimension door, earthquake, teleport.*

Mature Adult Sapphire Dragon

Huge dragon, lawful neutral

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Dex +5, Con +9, Wis +6, Cha +6
Skills Perception +10, Stealth +5
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Primordial
Challenge 12 (8,400 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (14d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

Sapphire Dragon Feats

The following feats can only be taken by sapphire dragons.

Genius Strategist

The dragon has studied all kinds of military strategy, and knows how to give itself every advantage during a fight. On its turn, the dragon can use a bonus action and choose one of the following options:

- Until the end of the current turn, the dragon doesn't provoke opportunity attacks by moving out of a creature's reach.
- The dragon chooses a creature. It has advantage on the next attack roll it makes against that creature before the start of its next turn.
- The dragon chooses a creature. That creature has disadvantage on the first attack roll it makes against the dragon before the start of the dragon's next turn.



Old Sapphire Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 237 (19d12 + 114)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	22 (+6)	17 (+3)	14 (+2)	15 (+2)

Saving Throws Dex +6, Con +11, Wis +7, Cha +7
Skills Perception +12, Stealth +6
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Primordial
Challenge 16 (15,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 70-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 52 (15d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Greater Psychoportation

Prerequisite: Psychoportation, must be Adult or older.

The dragon further develops its psionic powers, granting it the following benefits:

- The dragon can cast *misty step* at will.
- The dragon gains the ability to innately cast *counterspell* without expending a spell slot, but only to counter teleportation spells. When cast in this way, *counterspell* also counters other teleportation effects that are not spells (such as Shadow Step from the Monk Way of Shadow).

Lithe Form

The dragon counts as one size smaller when determining a space it could fit through without squeezing.

Panicking Thunder

A creature that fails its saving throw against the dragon's breath weapon is also frightened until the end of its next turn.

Psychoportation

The dragon develops its psionic powers, granting it the following benefits:

- The dragon can sense any magical spell or effect that enhances movement, and can sense teleportation of any kind that is within 300 feet of it. The dragon is instantly aware of the distance and direction to the sensed power.
- The dragon is always under the effect of a *feather fall* spell.

Elder Sapphire Dragon

Huge dragon, lawful neutral

Armor Class 19 (natural armor)
Hit Points 287 (23d12 + 138)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	23 (+6)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +7, Con +12, Wis +8, Cha +9
Skills Perception +14, Stealth +7
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 18 (20,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in an 80-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 59 (17d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Psychoportation Adept

Prerequisite: Greater Psychoportation.

The dragon further develops its psionic powers, granting it the following benefits:

- In addition to targeting teleportation spells, the dragon can target spells that allow interplanar travel (such as *plane shift* or *blink*), using its innate *counterspell* ability.
- Whenever the dragon detects a teleportation effect, it knows the origin and destination points of the teleportation.

Psychoportation Savant

Prerequisite: Psychoportation Adept, must be Ancient or older.

The dragon peaks in its psionic powers, granting it the following benefits:

- Whenever the dragon detects a teleportation effect, it can use its reaction to choose the destination of that teleportation. The dragon must abide by any parameters set by the effect, such as staying within a certain range or choosing a point that it can see.
- Whenever the dragon casts *teleport*, it will always arrive on target without any chance of a mishap or arriving off target, unless the destination doesn't exist or is on a different plane of existence.

Skate

The dragon gains the following action option:

Skate (3/Day). The dragon or a willing creature the dragon touches gains the ability to slide along a solid surface without being slowed by friction. The target controls its movement by thought, skating, turning, or stopping as desired. While affected in this way, the target's movement speed increases by 20 feet. The target can move up inclines, but at its normal speed; skating downward increases the target's movement speed by 40 (instead of 20). This effect lasts for one minute.

Spider Climb

The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Ancient Sapphire Dragon

Huge dragon, lawful neutral

Armor Class 20 (natural armor)
Hit Points 315 (18d20 + 126)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	24 (+7)	18 (+4)	14 (+2)	17 (+3)

Saving Throws Dex +7, Con +13, Wis +8, Cha +9
Skills Perception +14, Stealth +7
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 19 (22,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 63 (18d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Time Regression

Prerequisite: Psychoportation Savant.

The dragon's psionic control over movement in space has grown so powerful that it gains a measure of control over time. The dragon gains the following action option:

Time Regression (1/Day). The dragon reverses time. Time flows backward and all creatures, including the dragon, return to their positions, hit points, spell slot totals, and other statistics that they were at exactly 1 round earlier. Time then flows normally, and initiative resumes at the beginning of the dragon's turn.

Untethered

Prerequisite: Psychoportation Adept, must be Old or older.

The dragon's practice in psychoportation has trained it such that it can psychically enhance its movement regardless of restraints or terrain. The dragon is always under the effect of a *freedom of movement* spell.

Wyrm Sapphire Dragon

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	19 (+4)	14 (+2)	17 (+3)

Saving Throws Dex +8, Con +14, Wis +9, Cha +10
Skills Perception +16, Stealth +8
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 21 (33,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 95-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 66 (19d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Sapphire Dragon

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	26 (+8)	20 (+5)	14 (+2)	18 (+4)

Saving Throws Dex +8, Con +15, Wis +9, Cha +11
Skills Perception +16, Stealth +8
Damage Resistances fire
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 22 (41,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Thunder Breath (Recharge 5-6). The dragon exhales nearly inaudible thunder energy in a 100-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 73 (21d6) thunder damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Topaz Dragon

Amethyst dragons can be counted on to be unbiased; crystal dragons can be counted on to be overly curious and somewhat friendly; emerald dragons are cloistered and evasive; topaz dragons can only be relied upon to not be reliable. They aren't malevolent, but they are unpredictable in such a way that dealing with them is unpleasant and dangerous in any scenario.

With pointed ears larger even than those of a blue dragon, the profile of a topaz dragon is sleek and wide. Its snout is beak-like and a row of horns lines the ridges directly beneath its eyes. Its tail is lined with thin, long spines on every side, but the rest of the dragon's body is otherwise devoid of horns and spines of any kind. Its hind legs are huge and muscular and its front claws are smaller than those of other dragons, and it is the only known dragon with the ability to walk on its hind legs for extended periods of time. In fact, topaz dragons seem to prefer this form of locomotion, walking more like an enormous dinosaur such as tyrannosaurus rex, rather than like any of their other draconic cousins.

When it hatches, a topaz dragon's scales are a dull yellow color that shimmer orange when exposed to light. Its color brightens as it ages, and its scales seem to merge together such that from a distance it looks like it was molded from pure topaz. Its eyes glow brighter orange over time, such that the eyes of ancient topaz dragons seem to be made of glowing orbs of flame.

Erratic and Unpleasant. Highly antisocial and easily the most unpredictable of the gem dragons, topaz dragons are avoided by most other sentient creatures, even other dragons. It's impossible to tell how one will react to any given situation, no matter how familiar a creature claims to be with one. The way they hold themselves makes them appear slightly taller than other dragons, which only makes them more intimidating than they already are.

If that wasn't enough, they strongly dislike intruders and their solitude makes them rude and stale conversationalists. The irony of it is that they prefer to begin confrontation with conversation, and they promptly attack those that prove hostile or boring. Nearly every time, its own ineptitude in discussion leads the conversation in such a way that provokes the dragon to attack.

Topaz Dragon Wyrmling

Small dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., fly 60 ft., swim 30 ft.

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

Saving Throws Dex +2, Con +4, Wis +4, Cha +4
Skills Perception +6, Stealth +2
Damage Resistances fire
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 2 (450 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

Very Young Topaz Dragon

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 84 (13d8 + 26)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	15 (+2)	15 (+2)	15 (+2)	14 (+2)

Saving Throws Dex +2, Con +4, Wis +4, Cha +4
Skills Perception +6, Stealth +2
Damage Resistances fire
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 3 (700 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 20-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 27 (5d10) necrotic damage on a failed save, or half as much damage on a successful one.

Dry Lairs and Personalities. The breath weapon of a topaz dragon is unique in the way that it isn't an expulsion of elemental energy. Rather, it is a dissolution of elemental energy, specifically water. Though its breath weapon appears as a watery blast, it swiftly dehydrates everything in its area, rather than wetting it like one would expect; creatures affected have their bodily fluids sucked out, leaving nothing but a withered husk. Perhaps as instinctual compensation (or as a way to exert its power), topaz dragons prefer locales with plenty of water, especially the Elemental Plane of Water or oceans across the Material Plane. Despite their preferred locales, their lairs are always completely dry.

The personality of a topaz dragon is as dry as its lair. Each has a difficult time conveying emotion through its speech and body language, which often works to its favor rather than its detriment.

Psychometabolism. The psionic power of a topaz dragon revolves around the discipline of Psychometabolism. Each has incredible control of its body's senses and natural processes, and the most powerful of them can sustain themselves purely on psionic power or put itself into a state of suspended animation. As a result, topaz dragons have extreme survivability in almost any locale.

Well-Preserved Treasures. Because of the dryness of a topaz dragon's lair, scrolls, books, tapestries, paintings, and other such items can survive within for incredibly long lengths of time. The dragon's abilities lend themselves to preserving such objects, and a topaz dragon loves to acquire vast collections of such relics.

Stumbling on the lair of a long-dead topaz dragon might lead to the discovery of tomes, tapestries, or pieces of art that are hundreds or thousands of years old, containing the forgotten secrets of archaic cultures.

Young Topaz Dragon

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)
Hit Points 120 (16d8 + 48)
Speed 35 ft., fly 70 ft., swim 35 ft.

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

Saving Throws Dex +3, Con +6, Wis +5, Cha +5
Skills Perception +8, Stealth +3
Damage Resistances fire
Damage Immunities cold
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18
Languages Draconic
Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe both air and water.

Actions

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 25-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 38 (7d10) necrotic damage on a failed save, or half as much damage on a successful one.

Juvenile Topaz Dragon

Large dragon, chaotic neutral

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	18 (+4)	16 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +4, Con +7, Wis +5, Cha +6
Skills Perception +8, Stealth +4
Damage Resistances fire
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic, Primordial
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 49 (9d10) necrotic damage on a failed save, or half as much damage on a successful one.

Young Adult Topaz Dragon

Large dragon, chaotic neutral

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	19 (+4)	17 (+3)	15 (+2)	16 (+3)

Saving Throws Dex +5, Con +8, Wis +6, Cha +7
Skills Perception +10, Stealth +5
Damage Resistances fire
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Draconic, Primordial
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 40-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) necrotic damage on a failed save, or half as much damage on a successful one.

Adult Topaz Dragon

Large dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	20 (+5)	17 (+3)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8
Skills Perception +12, Stealth +6
Damage Resistances fire
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Primordial
Challenge 13 (10,000 XP)

Amphibious. The dragon can breathe both air and water.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 50-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 60 (11d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

A Topaz Dragon's Lair

Topaz dragons make their lairs in places with plenty of water, where they can lounge atop outcroppings lashed with waves and the spray of water. The Elemental Plane of Water is one of their favorite places, but they also live across the oceans and temperate beaches of the Material Plane. They mainly subsist on fish, but their favorite foods are sharks and large squid.

Because of their favored terrain, topaz dragons often come into conflict with bronze dragons and coastal blue dragons. Their battles are always furious and deadly.

The lair itself might be on the shore of a beach, but is more often in a cave far below the surface of the water. Within, it is an oppressively dry place to all creatures but the dragon, who wouldn't have it any other way.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon creates fog as though it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- The dragon targets a creature within 120 feet of it that it can see. That creature must make a DC 15 Constitution saving throw as it rapidly begins dehydrating. On a failed save, the creature takes one level of exhaustion.
- The dragon stirs up strong winds within its lair. The dragon chooses the direction of the wind. Until initiative count 20 of the following round, ranged attacks made in the winds are made with disadvantage, and any creature moving against the wind must spend 1 extra foot of movement for each foot moved.

Mature Adult Topaz Dragon

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	18 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +6, Con +11, Wis +7, Cha +9
Skills Perception +12, Stealth +6
Damage Resistances fire
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic, Primordial
Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 66 (12d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Regional Effects

The region containing a legendary topaz dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Water sources (other than oceans) dry up within 1 mile of the lair. Nonmagical liquid contained in an uncovered vessel dries up within one minute of entering this area.
- Creatures within 6 miles of the area always feel that their mouth is too dry. They also have a growing sense of unease and quickly develop the desire to leave.
- Topaz within 1 mile of the lair glows slightly and feels warm to the touch.

If the dragon dies, these effects end immediately, but it may take weeks or months for water sources to refill.

Preferred Spells

A topaz dragon usually chooses spells that augment its psionic ability and power to control the environment, such as: *gust, message, feather fall, fog cloud, gust of wind, suggestion, detect thoughts, control winds, polymorph, wind wall, investiture of wind, whirlwind, Abi-Dalzim's horrid wilting, control weather.*

Old Topaz Dragon

Huge dragon, chaotic neutral

Armor Class 20 (natural armor)
Hit Points 300 (24d12 + 144)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	23 (+6)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +8, Cha +10
Skills Perception +14, Stealth +7
Damage Resistances fire
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic, Primordial
Challenge 19 (22,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 70-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 71 (13d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Topaz Dragon Feats

The following feats can only be taken by topaz dragons.

Body Adjustment

Prerequisite: Psychometabolism, and must be Young Adult or older.

The dragon gains the following action option:

Body Adjustment (3/Day). The dragon uses its psionic ability to realign its body's processes and durability. When it uses this ability, it can choose any of the following effects:

- The dragon regains a number of hit points equal to its number of hit dice.
- The dragon casts *greater restoration* on itself.
- The dragon can add double its proficiency bonus to the next Constitution or Wisdom saving throw that it makes.

In addition, if the dragon has legendary actions, it gains the following legendary action:

Body Adjustment (Costs 3 Actions). The dragon uses its Body Adjustment.

Body Equilibrium

The dragon adjusts its body equilibrium to match that of any solid or liquid. It can walk on any substance, including (but not limited to) water, lava, quicksand, ice, or spider webs, without any chance of falling through or breaking the surface. In addition, the dragon benefits as if from a *feather fall* spell. This ability can be resumed or negated at will as a bonus action.

Displacement

Prerequisite: Greater Psychometabolism.

The dragon gains the following action option:

Displacement (1/Day). The dragon uses its psionic power to make itself appear in a different place than it actually is (just a few feet away), causing attack rolls to have disadvantage against it for 1 minute. If it is hit by an attack, this effect is disrupted until the end of its next turn.

Elder Topaz Dragon

Huge dragon, chaotic neutral

Armor Class 21 (natural armor)
Hit Points 378 (28d12 + 196)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	24 (+7)	19 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +9, Cha +11
Skills Perception +16, Stealth +8
Damage Resistances fire
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in an 80-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 77 (14d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Emotionless
Wisdom (Insight) checks made to ascertain the dragon's intentions or sincerity have disadvantage.

Evaporating Breath
The dragon's breath can evaporate water. If aimed at water or another aqueous liquid, the dragon's dehydration breath will instantly evaporate one cubic foot of water per hit point of damage dealt. Creatures within the breath weapon's area still make the saving throw and take damage as normal.

Greater Psychometabolism
Prerequisite: Psychometabolism, must be Mature Adult or older.

The dragon can sustain itself purely by using its psionic power, and no longer has to eat, drink, or sleep.

Mind Shatter
Prerequisite: must be Adult or older.

The dragon gains the following action option:

Mind Shatter. The dragon targets one creature that it is aware of within 60 feet of it. That creature must succeed on an Intelligence saving throw or take 7 (2d6) psychic damage and have its Intelligence score reduced by 1d4. A creature whose Intelligence drops below 5 can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. This reduction lasts until the creature finishes a long rest or until it is healed by *greater restoration* or similar magic.

The dragon also gains the following legendary action:

Mind Shatter (Costs 2 Actions). The dragon uses its Mind Shatter.

Ancient Topaz Dragon
Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	26 (+8)	20 (+5)	15 (+2)	20 (+5)

Saving Throws Dex +8, Con +15, Wis +9, Cha +12
Skills Perception +16, Stealth +8
Damage Resistances fire
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe both air and water.

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

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 82 (15d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Psychometabolism

The dragon can use its psionic abilities to enhance its senses: to use tactile sensation to see and hear, to use auditory sensation to see, and to use visual sensation to hear. As a result, the dragon's blindsight range increases by 15 feet, and it gains tremorsense with a range equal to the range of its blindsight.

Spined Tail

Whenever the dragon hits with its tail attack, it can choose whether it deals bludgeoning or piercing damage.

In addition, a creature hit by the dragon's tail attack must also succeed on a Strength saving throw or be knocked prone. The DC for this saving throw equals 8 + the dragon's proficiency bonus + the dragon's Strength modifier.

Suspend Life

Prerequisite: Greater Psychometabolism.

The dragon can use its psionic ability to slow down its body's processes to make itself appear dead. The dragon can cast *feign death* on itself without expending a spell slot and without requiring material components.

Wyrm Topaz Dragon

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)
Hit Points 518 (28d20 + 224)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	27 (+8)	21 (+5)	15 (+2)	20 (+5)

Saving Throws Dex +8, Con +15, Wis +9, Cha +12
Skills Perception +16, Stealth +8
Damage Resistances fire
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 95-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 88 (16d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Great Wyrm Topaz Dragon

Gargantuan dragon, chaotic neutral

Armor Class 24 (natural armor)
Hit Points 546 (28d20 + 252)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	28 (+9)	22 (+6)	15 (+2)	21 (+5)

Saving Throws Dex +9, Con +17, Wis +10, Cha +13
Skills Perception +18, Stealth +9
Damage Resistances fire
Damage Immunities cold
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Draconic, Primordial
Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe both air and water.

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

Actions

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

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

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 18 (2d8 + 9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Dehydrating Breath (Recharge 5-6). The dragon exhales a watery blast in a 100-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 93 (17d10) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Catastrophic Dragons

The origin and behavior of catastrophic dragons has long been a subject of debate among those learned enough to know about them. They are bringers of destruction, drawn to exceptionally powerful natural disasters (if not the cause of them), but have long since forsaken their draconic nature in favor of the primordial lords.

Primordial Origins. It is suspected that the first catastophic dragons were first created after the fall of Io during the Dawn War. After the dragon god fell, giving way for Bahamut and Tiamat, some dragons turned from these selfish and weak imposters of Io's glory. Surely they were not strong enough to lead the dragons to a victory over the primordials. Thus, the defectors went to the primordials, and the first catastrophic dragons were born.

The dragons were gifted with unrestrained elemental power. They became tools of the primordials, as weapons of mass destruction. But this power came at a cost. The process of transformation was an arduous and painful process during which the dragons were exposed to extreme conditions of elemental power over long periods of time. Many did not survive the transformation. Just as their bodies were reconstituted, so were the minds of the subjects; all were consumed by elemental fury, and even those that weren't driven insane only felt the festering hatred of their primordial lords. When the primordials were eventually overthrown, the remnants of the catastrophic dragons were driven into hiding. Most fled to the elemental planes, while others scattered across the planes. Some slumber on the Material Plane, waiting until a calamity of sufficient size and destructive power wakes and calls them again to action.

It is said that dragons who wish to find this power can still do so, as what remains of the primordial powers is still on the lookout for any potential upset that might give them the upper hand. There aren't any recorded cases of this happening, but that isn't to say that such a thing is impossible. On the other hand, a dragon who endures immense elemental pressure and power on one of the elemental planes might inadvertently undergo the transformation.

Elemental Physiology. At a glance, catastrophic dragons resemble their true dragon counterparts physically: large leathery wings, a reptilian shape, and claws. However, they gave up their true physical forms when they became catastrophic dragons. They are elemental power incarnate, which makes them physically unique among dragonkind.

The form of a catastrophic dragon is little more than an echo of what it once was. They are no longer made of flesh and bone, but of animate elemental matter, like other elementals. Thus, the body of a blizzard dragon is that of solidified snow and ice emanating harsh winds and cold, while the body of a wildfire dragon is a constantly shifting cascade of impenetrable flame. They still age as other dragons, but retain no other similarities in terms of life cycle, and they can't die of old age.

Despite the deterioration of mind, these dragons are just as intelligent as the true dragons they once were; their minds are simply more muddled, and more driven by passion rather than by logic. Most have no tendency toward good or evil, even though their tendencies are destructive.



Each catastrophic dragon takes on a unique form as a result of its elemental power. Some types have a more solid form reminiscent of a true dragon, while others are more fluid: a draconic reptilian form in one moment, and a storm of elemental energy in the next.

Dormant Cataclysms. Catastrophic dragons fall into periods of dormancy. For some types, these periods can be tracked; for example, blizzard dragons tend to only come out during the winter, while remaining dormant throughout spring and summer. Others are less predictable.

During dormancy, a catastrophic dragon's power is low, but the land close by still might feel the effects of its presence. Its power slowly intensifies until it releases into a small version of the dragon's catastrophy, at which point it again enters a state of low power and begins building power again. The dragon might remain dormant for years or centuries, until some trigger (such as a powerful natural disaster) wakes it from its slumber. Depending on the strength of the disaster or the nature of combat it is engaged in, the dragon might go dormant once again when the event is finished. A dormant dragon always wakes when attacked, though usually it senses the disturbance around it and wakes before combat breaks out.

Lairs and Hoards. When a catastrophic dragon goes dormant, it finds a secluded and safe lair in which it can sleep, but these abodes are always temporary. When it wakes, it leaves to again bring wanton destruction. Regional effects might manifest around such a lair. The dragon's type has an enormous impact on its behavior when it comes to lairs; some even set up permanent places of residence.

Because of their nature, catastrophic dragons don't hoard wealth like other dragons. Not only do they not usually have a good place to keep it, but all of their innate draconic needs have been replaced with the primordial urge to spread destruction. When it comes upon magical items of value, it might ignore them or eat them, attempting to absorb their power.

Imprinting. Catastrophic dragons don't reproduce like other dragons. They lack both the means and the drive to mate and bear eggs, but they were given the ability to reproduce through raw elemental power. This reproduction technique is called imprinting. During a catastrophy of significant power, the dragon can imprint a clutch of eggs into the surrounding world. The eggs appear as a result of condensed raw elemental power. The eggs of a catastrophic dragon are incredibly rare and volatile; they fetch extremely high prices, but if handled incorrectly (or intentionally broken), an egg detonates, summoning a miniature version of the catastrophe that birthed it.

Refer to the "Magic Items" section in Part 2 for the statistics of a catastrophic dragon egg.

Catastrophic Dragon Templates. Each type of catastrophic dragon is presented as a template. Each type can only be taken by certain kinds of true dragons. Dragons that meet the prerequisites for the template can take on that catastrophic dragon template. This requirement represents the kind of dragon that anciently turned toward the primordials for this power, and was able to survive the process of transformation (or could feasibly survive it in the present day).

Dragon Feats. If you are using the optional Dragon Feats rules, a catastrophic dragon can't take dragon feats corresponding to its base type. For example, an adult white blizzard dragon can take general feats or blizzard dragon feats, but not white dragon feats.

Avalanche Dragon

The combined power of earth and air incarnate, avalanche dragons only have a draconic appearance in broad outline, with wings of hanging dust and sand, limbs of crashing rock, and fangs and claws of crystal shards. It is constantly shrouded in a thick cloud of smothering debris composed of hanging dush and shifting rock.

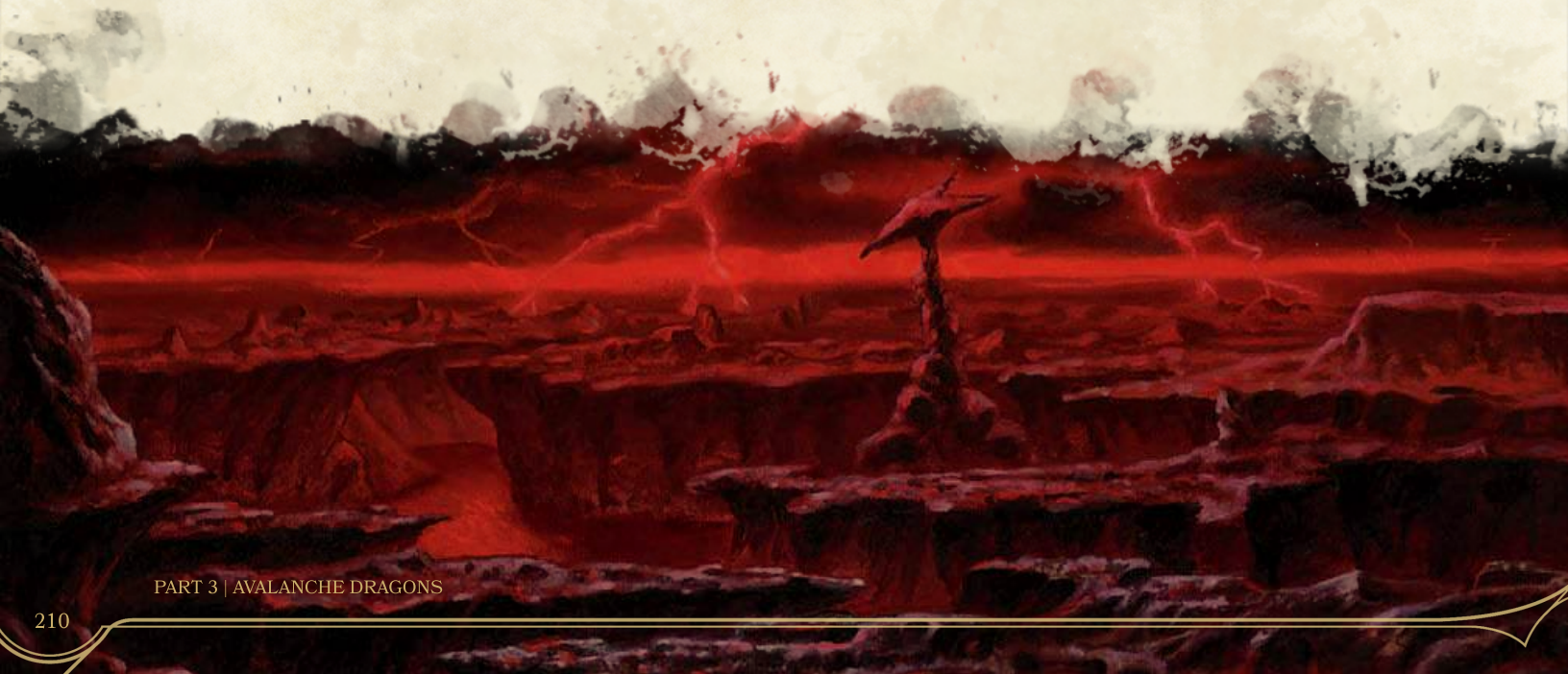
Products of Athuam. Some dragons were taken under the metaphorical wing of Athuam, a powerful primordial of earth, who convinced the dragons that if death itself could be conquered, their fallen god Io could perhaps be resurrected. The dragons drank of Athuam's blood, which infused them with the elemental power of earth, forever transforming them into avalanche dragons.

Enemies of Undead. Even after eons, avalanche dragons still harbor a bitter resentment of all things undead or from the Shadowfell, because of their war on the gods of death and their subjects. The presence of powerful enough undead can raise them from dormancy, and in combat they always favor undead targets over others.

Serene Destruction. As far as catastrophic dragons go, avalanche dragons are the most patient and serene. They love the crashing of stone and falling mountains around them, but they also love their quiet rest. They particularly like waiting on mountain peaks, watching time pass beneath them.

They also boast having extremely long memories, the oldest among them even able to remember bits of Althuam's fall at the hands of Nerull, the original god of death. This also makes them notorious grudge-holders, and each keeps a personal list of offenses and plans to deal with said offenses. In the chaotic mind of an avalanche dragon, even the most benign actions could count as an offense, such as mining too close to the dragon's lair, having an enormous ego, or being blessed with good fortune. Often, the grudge will pass from an individual creature to its friends, community, and descendants.

Mountain Lairs. Avalanche dragons are the most likely of the catastrophic dragons to have a permanent lair, likely due to their patience. They prefer lairs with an excellent view, and often share their lairs with other avalanche dragons or even catastrophic dragons of other kinds, though they prefer earthquake dragons.



Avalanche Dragon Template

When they were first created, true dragons of nearly any type could become an avalanche dragon. The most common were those who already had ties to mountains and the earth, such as copper and blue dragons. Most avalanche dragons are descended from those who were one of those two types.

When a dragon becomes an avalanche dragon, it retains its statistics except as described below. The avalanche dragon loses all of its lair actions and regional effects, as well as its Frightful Presence, Breath Weapon, and Change Shape, and all of its damage resistances (if any), and all traits such as Amphibious or Ice Walk (if any).

Any saving throw DC is equal to the original dragon's Breath Weapon saving throw DC.

Type. The avalanche dragon's type changes from dragon to elemental, and it no longer requires air, food, drink, or sleep. It also can't die of old age.

Alignment. Avalanche dragons are always neutral.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities. The dragon has immunity to poison damage. It retains any immunities it had before the transformation.

Condition Immunities. The dragon can't be paralyzed, petrified, poisoned, or knocked unconscious. It also doesn't suffer from exhaustion. Because of the shifting nature of its form, it also can't be grappled, prone, or restrained.

Senses. The dragon gains tremorsense with a range equal to its blindsense.

Languages. The dragon can speak, read, and write Primordial.

New Trait: Avalanche Aura. Shifting stone and earth debris whirls around the dragon in a 10-foot radius. The area is lightly obscured. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn takes 5 (1d10) bludgeoning damage. If a creature ends its turn in the area, it must succeed on a Dexterity saving throw or be knocked prone.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, it loses that extra damage.

New Action: Boulder Fling. The dragon flings a boulder at a creature within 60 feet of it, and makes a ranged weapon attack roll against the target. The dragon uses Strength for the attack and damage rolls. On a hit, the boulder deals 2d12 bludgeoning damage, and the target must succeed on a Strength saving throw or be knocked prone. If the dragon has a Multiattack, it can substitute this attack for one of its claw attacks.

New Action: Smashing Stone (Recharge 5-6). The dragon magically summons a powerful avalanche to pummel the area around it. Each creature within 30 feet of the dragon must make a Dexterity saving throw. On a failed save, a creature takes magical bludgeoning damage equivalent to the damage dealt by the original dragon's damage-dealing breath weapon. On a successful save, a creature takes half as much damage. The dragon's Avalanche Aura immediately resets to a 10-foot radius.

New Legendary Action: Boulder Fling (Costs 2 Actions). The dragon uses its Boulder Fling.

Regional Effects

The region containing a legendary avalanche dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Small avalanches and landslides seem to happen spontaneously within 10 miles of the lair.
- Earth tremors are common within 6 miles of the lair.
- Strong winds are common within 6 miles of the lair.

Avalanche Dragon Feats

The following feats can only be taken by avalanche dragons.

Avalanche Trample

The dragon gains the following action option:

Avalanche Trample (Recharge 5-6). The dragon moves up to its speed without provoking opportunity attacks, and it can move through other creature's spaces. Each time the dragon moves within 5 feet of another creature for the first time during this movement, it can make a claw attack against that creature.

Blinding Dust

The dragon gains the following trait:

Blinding Dust (Recharge 6). The dragon can use a bonus action on its turn to make the area of its Avalanche Aura become heavily obscured until the start of its next turn.

Debilitating Aura

If a creature is knocked prone by the dragon's Avalanche Aura, it can't end the prone condition on itself until the end of its next turn.

Landslide

The dragon is immune to effects that would reduce its movement speed.

Powerful Aura

When the dragon rolls initiative, its Avalanche Aura immediately grows to a 30-foot radius.

Rain of Stone

If the dragon is flying and dives at least 20 feet before making an attack against a creature on the ground, a shower of stone shrapnel pummels the ground within 20 feet of the dragon. Each creature in that area must make a Dexterity saving throw, taking 11 (2d10) bludgeoning damage on a failed save, or half as much damage on a successful one.

Stone Storm

The maximum radius of the dragon's Avalanche Aura is 60 feet instead of 30 feet, its minimum radius is 20 feet, and it increases in increments of 20 feet instead of 10 feet. In addition, the range of the dragon's Smashing Stone increases to 60 feet.

Blizzard Dragon

Blizzard dragons are the draconic combination of water and air, most common on the Frostfell and in the coldest reaches of the multiverse. Of all catastrophic dragons, they have the most solid draconic form: a body that looks to be made entirely of ice, with eyes that glow with deathly white power. The same menacing glow emanates from its chest and pierces through hairline cracks across its form, like the elemental power within is threatening to burst outward.

Creations of Cold. As dragons turned toward the primordials, those with inclinations toward cold were taken deep into the Frostfell where no heat can reach. There they were encased in pure cold energy, and the primordial magic began to take effect. Eventually, the dragons would hatch anew from the hoarfrost, reborn as blizzard dragons. Umboras was responsible for the transformation of many dragons in this way, but the ones who survived were those who already were immune to cold, such as white and silver dragons.

Frozen Hearts. Blizzard dragons constantly emanate an aura of cold, but the transformation went far deeper than their physical forms; the minds and even the souls of the dragons were twisted until their hearts were as cold as the ice in which they were entombed. They don't feel guilt or remorse of any kind, and are exceptionally cruel, no matter who or what their prey happens to be. They don't care who gets hurt or how; only that they bring the cold blizzard upon everything in their path.

Destructive Allies. If given the opportunity, blizzard dragons will ally themselves with other creatures that have an affinity for cold, such as frost giants or winter wolves, or even sometimes undead. Winter forces in the Feywild occasionally employ them, but keep them away from their main forces because of their unpredictability. They especially align themselves with other creatures that have destructive or tyrannical tendencies. However, they make terrible allies, destroying whatever they want whenever they want, and they feel no remorse for such casualties.



Juvenile Blue Avalanche Dragon

Large elemental, neutral

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 Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP), Primordial

Avalanche Aura. Shifting stone and earth debris whirls around the dragon in a 10-foot radius. The area is lightly obscured. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn takes 5 (1d10) bludgeoning damage. If a creature ends its turn in the area, it must succeed on a DC 16 Dexterity saving throw or be knocked prone.

Actions

Multiattack. The dragon makes three attacks: one with its bite and two with its claws. It can substitute one boulder fling attack for a claw attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

Boulder Fling. *Ranged Weapon Attack:* +9 to hit, range 60 ft., one target. *Hit:* 18 (2d12 + 5) bludgeoning damage.

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

Smashing Stone (Recharge 5-6). The dragon magically summons a powerful avalanche to pummel the area around it. Each creature within 30 feet of the dragon must make a DC 16 Dexterity saving throw, taking 55 (10d10) magical bludgeoning damage on a failed save, or half as much damage on a successful one. The dragon's Avalanche Aura immediately resets to a 10-foot radius.



Blizzard Dragon Template

The only creatures that can survive the transformation into a blizzard dragon are true dragons that are immune to cold damage.

When a dragon becomes a blizzard dragon, it retains its statistics except as described below. The blizzard dragon loses all of its lair actions and regional effects, as well as its Frightful Presence, Breath Weapon, and Change Shape, and all of its damage resistances and immunities (if any), and all traits such as Amphibious or Ice Walk (if any).

Any saving throw DC is equal to the original dragon's Breath Weapon saving throw DC.

Type. The blizzard dragon's type changes from dragon to elemental, and it no longer requires air, food, drink, or sleep. It also can't die of old age.

Alignment. Blizzard dragons are always chaotic neutral.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities. The dragon has immunity to cold and poison damage.

Condition Immunities. The dragon can't be paralyzed, petrified, poisoned, or knocked unconscious. It also doesn't suffer from exhaustion.

Languages. The dragon can speak, read, and write Primordial.

New Trait: Blizzard Aura. Ice and snow whirls around the dragon in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn takes 4 (1d8) cold damage. If a creature ends its turn in the area, it must succeed on a Constitution saving throw or have all of its speeds halved until the end of its next turn.

New Trait: 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 moment.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, it loses that extra damage. Instead, it deals an extra 7 (2d6) cold damage with its bite whenever it hits with it.

New Action: Deep Freeze (Recharge 5-6). The dragon suddenly emanates an incredibly cold aura. Each creature within 30 feet of the dragon must make a Constitution saving throw. On a failed save, a creature takes cold damage equivalent to the damage dealt by the original dragon's damage-dealing breath weapon, and is restrained for 1 minute as it is frozen to the ground. On a successful save, a creature takes half as much damage and isn't restrained. The dragon's Blizzard Aura immediately resets to a 10-foot radius.

A creature restrained in this way can attempt a Strength saving throw at the end of each of its turns, ending the effect on itself on a success. The effect on a creature automatically ends if it takes fire damage.

Regional Effects

The region containing a legendary blizzard dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, it is almost constantly snowing.
- Blizzards are common within 1 mile of the lair.
- Strong winds are common within 6 miles of the lair.

Blizzard Dragon Feats

The following feats can only be taken by blizzard dragons.

Blizzard Winds

Ranged attacks made into the dragon's Blizzard Aura have disadvantage.

Chill Rebuke

The dragon gains the following reaction option:

Chill Rebuke. When a creature within 30 feet of the dragon hits it with an attack, the dragon can force the creature to make a Constitution saving throw. On a failed save, the creature takes 13 (3d8) cold damage.

Cold Assimilation

Whenever the dragon is subjected to cold damage, it takes no damage and instead regains a number of hit points equal to the cold damage dealt. In addition, the radius of the dragon's Blizzard Aura immediately increases by 10 feet (to a maximum of 30 feet), and each creature other than the dragon in the area takes 9 (2d8) cold damage.

Powerful Winds

When a creature fails its saving throw against the dragon's Blizzard Aura, the dragon can push it up to 10 feet in a direction of its choice.

Thick Blizzard

The area of the dragon's Blizzard Aura is lightly obscured. The dragon also gains the following trait:

Thick Blizzard (Recharge 6). As a bonus action on its turn, the dragon can make the area of its Blizzard Aura heavily obscured until the start of its next turn.

Mature Adult White Blizzard Dragon

Huge elemental, chaotic neutral

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 Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities cold, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic, Primordial
Challenge 13 (10,000 XP)

Blizzard Aura. Ice and snow whirls around the dragon in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn takes 4 (1d8) cold damage. If a creature ends its turn in the area, it must succeed on a DC 19 Constitution saving throw or have all of its speeds halved until the end of its next turn.

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 moment.

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

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) cold damage.

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

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

Deep Freeze (Recharge 5-6). The dragon suddenly emanates an incredibly cold aura. Each creature within 30 feet of the dragon must make a DC 19 Constitution saving throw. On a failed save, a creature takes 54 (12d8) cold damage, and is restrained for 1 minute as it is frozen to the ground. On a successful save, a creature takes half as much damage and isn't restrained. The dragon's Blizzard Aura immediately resets to a 10-foot radius.

A creature restrained in this way can attempt a DC 19 Strength saving throw at the end of each of its turns, ending the effect on itself on a success. The effect on a creature automatically ends if it takes fire damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.



Earthquake Dragon

The arrival of an earthquake dragon is forewarned by tremors in the ground. Over the course of days or weeks, those tremors grow more and more violent until buildings start to crumble and people begin to disappear into the gaping maw of the earth.

An earthquake dragon is a creation of earth elemental energy, and has a solid draconic appearance, though its body looks like it has been constructed of rough stone. It is stocky, with a short neck, and a single horn on its nose. Its wings have the appearance of mud wiped smooth, or occasionally of polished granite.

Earthen Menaces. Earthquake dragons are driven by more than a primordial desire to destroy; they are driven to kill anything in their path simply for sport. One leaves towns in ruins and entire populations destroyed for no other reason than that it can. It might make a temporary lair within the ruins it caused, before moving on to another region to do it again.

Petrified Servants. The first earthquake dragons were created by Balcoth, the Groaning King, an ancient primordial with power over earth. The dragons were petrified, but continued to live through the elemental power granted to them. Other primordials have created them in similar ways, but Balcoth was the most influential before his demise.

Intolerant and Temperamental. Earthquake dragons only tolerate loose alliances with other creatures of the earth, such as stone giants or other earth elementals, but even these relationships are strained at best. They quickly grow restless, and don't hesitate to turn on former allies who the dragon believes has outlived its usefulness.

They are especially powerful foes, able to swim through the earth and tear it asunder, sweeping their enemies deep into chasms that hadn't been there only moments before and leaving cities in shambles. Bargaining is possible, but as with alliances, earthquake dragons only honor the terms of a bargain while they feel it is convenient.

Earthquake Dragon Template

Any true dragon can survive the transformation into an earthquake dragon, but evil dragons were the most common subjects.

When a dragon becomes an earthquake dragon, it retains its statistics except as described below. The earthquake dragon loses all of its lair actions and regional effects, as well as its Frightful Presence, Breath Weapon, and Change Shape, all of its damage resistances and immunities (if any), and all traits such as Amphibious or Ice Walk (if any).

Any saving throw DC is equal to the original dragon's Breath Weapon saving throw DC.

Type. The earthquake dragon's type changes from dragon to elemental, and it no longer requires air, food, drink, or sleep. It also can't die of old age.

Alignment. Earthquake dragons are always chaotic evil.

Speed. The dragon loses any speeds other than walking and flying. It gains a burrowing speed equal to half its flying speed.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities. The dragon has immunity to poison damage.

Condition Immunities. The dragon can't be paralyzed, petrified, poisoned, or knocked unconscious. It also doesn't suffer from exhaustion.

Senses. The dragon gains tremorsense with a range equal to its blindsense.

Languages. The dragon can speak, read, and write Primordial.

New Trait: Quaking Earth. The ground quakes in a 10-foot radius centered on the dragon. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn must make a Dexterity saving throw. On a failed save, it is knocked prone. If the save fails by 5 or more, the creature also takes 3 (1d6) bludgeoning damage.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, it loses that extra damage.

New Action: Deep Tremor (Recharge 5-6). The dragon causes the ground around it to quake violently. Each creature within 30 feet of the dragon must make a Dexterity saving throw. On a failed save, a creature takes bludgeoning damage equivalent to the damage dealt by the original dragon's damage-dealing breath weapon, and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The dragon's Quaking Earth immediately resets to a 10-foot radius.

Regional Effects

The region containing a legendary earthquake dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, earth tremors are common.
- Within 6 miles of the lair, wild animals (especially larger ones) are scared off by the dragon's presence.
- Within 1 mile of the lair, fissures occasionally open in the ground.

Earthquake Dragon Feats

The following feats can only be taken by earthquake dragons.

Earth Glide

The dragon can burrow through nonmagical, unworked earth and stone. While doing so, the dragon doesn't disturb the material it moves through.

Earthen Maw

Prerequisite: must be Mature Adult or older. The dragon gains the following action option:

Earthen Maw (Recharge 6). The dragon opens a fissure in the earth. The fissure can be up to 30 feet long, 10 feet wide, and 30 feet deep. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A fissure that opens beneath a structure causes it to automatically collapse.

Petrify

The dragon gains the following action option:

Petrify (Recharge 6). Each prone creature within 30 feet of the dragon must make a Constitution saving throw. On a failed save, it is restrained as it begins to turn to stone. While a creature is restrained in this way, it can't end the prone condition. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or similar magic.

Powerful Quaking

The area of the dragon's Quaking Earth is difficult terrain.

Strength of the Earth

The dragon can't be knocked prone or moved against its will.

Sudden Quake

If the dragon is flying and dives at least 20 feet before landing, each creature on the ground and within 30 feet of it must succeed on a Dexterity saving throw or fall prone.

Adult Black Earthquake Dragon

Large elemental, chaotic evil

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

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

Saving Throws Dex +6, Con +8, Wis +4, Cha +7
Skills Perception +8, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 30 ft., darkvision 120 ft., tremorsense 30 ft., passive Perception 18
Languages Common, Draconic, Primordial
Challenge 11 (7,200 XP)

Quaking Earth. The ground quakes in a 10-foot radius centered on the dragon. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn must make a DC 16 Dexterity saving throw. On a failed save, it is knocked prone. If the save fails by 5 or more, the creature also takes 3 (1d6) bludgeoning damage.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

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

Deep Tremor (Recharge 5-6). The dragon causes the ground around it to quake violently. Each creature within 30 feet of the dragon must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 54 (12d8) bludgeoning damage, and is knocked prone. On a successful save, a creature takes half as much damage and isn't knocked prone. The dragon's Quaking Earth immediately resets to a 10-foot radius.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Tornado Dragon

Converted by primordials of the air, or even by Yan-C-Bin himself, tornado dragons are extremely powerful forces of air, originally created to serve their primordial masters. Many remain loyal to the primordials that birthed them, acting as their servants and bringing about destruction as their will commands. Others seek to escape from their influence, retreating into dark corners of the multiverse or even combating primordials themselves in order to break their shackles.

A tornado dragon is only vaguely draconic in shape, formed of black clouds and howling wind. Lightning flashes from its wings and in its eyes, and its voice is the roar of thunder that echoes across the battlefield. In the midst of a storm, it's difficult to tell where the dragon ends and the storm begins.

Wild as the Wind. Just like the primordials who created them, tornado dragons are wild and unpredictable. Despite their elemental nature, which keeps them from needing to eat, they still act on the primal instinct to hunt, but they don't differentiate between humanoids and other small creatures. All are prey in the dragon's eyes, and since it lacks a physical form to consume the creatures it kills, the carcasses are left out to rot.

These dragons avoid heavily settled lands, preferring more expansive landscapes. They similarly avoid mountains, chasms, and caves, preferring savannahs, deserts, and plains, and roam across the world far and wide, never staying in one place for long.

Erratic Fury. As most dragons (especially the catastrophic variety), tornado dragons don't suffer even the slightest provocation, meeting it with a sudden fury of tooth and claw as the storm explodes around it. Yet, as eager as they are to enter the fray, they are equally as eager to leave it. They have no interest in fighting foes stronger than they, quickly leaving battle if they know they are overpowered. Smaller creatures are easier to kill, without the risk of death. They are smarter than to explode at especially powerful creatures, particularly other dragons.

Tornado Dragon Template

Any true dragon can survive the transformation into a tornado dragon, but chaotic dragons were the most common subjects.

When a dragon becomes a tornado dragon, it retains its statistics except as described below. The tornado dragon loses all of its lair actions and regional effects, as well as its Frightful Presence, Breath Weapon, and Change Shape, all of its damage resistances and immunities (if any), and all traits such as Amphibious or Ice Walk (if any).

Any saving throw DC is equal to the original dragon's Breath Weapon saving throw DC.

Type. The tornado dragon's type changes from dragon to elemental, and it no longer requires air, food, drink, or sleep. It also can't die of old age.

Alignment. Tornado dragons are always chaotic evil.

Speed. The dragon loses any speeds other than walking and flying.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities. The dragon has immunity to lightning, poison, and thunder damage.

Condition Immunities. The dragon can't be paralyzed, petrified, poisoned, or knocked unconscious. It also doesn't suffer from exhaustion. Because of the insubstantial nature of its form, it also can't be grappled, prone, or restrained.

Languages. The dragon can speak, read, and write Primordial.

New Trait: Air Form. The dragon can enter a creature's space and stop there. It can also move through a space as narrow as 1 inch without squeezing if air could pass through that space.

In addition, all of the dragon's melee attacks deal bludgeoning damage, rather than the damage type they dealt before. It no longer possesses sharp claws or teeth, but can still attack with its insubstantial form.

New Trait: Whirling Winds. Storm-strength winds whirl around the dragon in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. The area is lightly obscured, but the dragon ignores this effect. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn must make a Strength saving throw. On a failed save, the creature takes 4 (1d8) bludgeoning damage and is pushed up to 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

If the dragon moves over sand, dust, loose dirt, small gravel, or similar terrain, the wind sucks up the material and forms a cloud of debris within the radius. The cloud heavily obscures its area, and remains until the dragon moves out of such terrain. In addition, while such a cloud persists, the damage incurred by the aura increases by 4 (1d8).

Lightning Storm (Recharge 5-6). The wind around the dragon charges with thunder and lightning. Each creature within 30 feet of the dragon must make a Dexterity saving throw. On a failed save, a creature takes lightning or thunder damage (the dragon's choice) equivalent to the damage dealt by the original dragon's damage-dealing breath weapon. On a successful save, a creature takes half as much damage. The dragon's Whirling Winds immediately resets to a 10-foot radius.

Regional Effects

The region containing a legendary tornado dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, strong winds are common.
- Within 6 miles of the lair, the sky is nearly always overcast with dark clouds.
- Within 1 mile of the lair, dark clouds swirl centered on the lair. Rain rarely falls, but lightning and thunder are common.

Tornado Dragon Feats

The following feats can only be taken by tornado dragons.

Blinding Winds

A creature that fails its saving throw against the dragon's Whirling Winds is also blinded until the start of its next turn.

Storm Coil
Whenever the dragon is subjected to lightning or thunder damage, the radius of its Whirling Winds aura immediately increases by 10 feet (to a maximum of 30 feet), and each creature other than the dragon in the area takes 9 (2d8) damage of the same type as the triggering damage.

Tornado
The dragon gains the following action option:

Tornado (1/Short Rest). The dragon summons the powerful fury of a tornado. The tornado lasts for 1 minute or until the dragon dies. While the tornado persists, a creature that fails its saving throw against the dragon's Whirling Winds is thrown up to 30 feet away, taking 3 (1d6) bludgeoning damage for every 10 feet it traveled and landing prone. It also takes double damage from damage incurred by Whirling Winds (not including the damage from being thrown) until the end of the current turn.

Twister Unleashed
The maximum radius of the dragon's Whirling Winds is 60 feet instead of 30 feet, its minimum radius is 20 feet, and it increases in increments of 20 feet instead of 10 feet. In addition, the range of the dragon's Lightning Storm increases to 60 feet.

Whirlwind's Fury
The dragon gains the following action option:

Whirlwind's Fury (Recharge 5-6). The dragon's speed doubles until the end of the current turn. Any time the dragon moves through a creature's space for the first time on this turn, the dragon can make a claw attack against that creature. If the attack hits, the creature must succeed on a Strength saving throw or be knocked prone.

Wings of the Wind
The dragon's fly speed increases by 20 feet.

Ancient Copper Tornado Dragon
Huge elemental, chaotic evil

Armor Class 21 (natural armor)
Hit Points 350 (20d20 + 140)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Perception +17, Stealth +8
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities lightning, poison, thunder
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 21 (33,000 XP)

Air Form. The dragon can enter a creature's space and stop there. It can also move through a space as narrow as 1 inch without squeezing if air could pass through that space.

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

Whirling Winds. Storm-strength winds whirl around the dragon in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. The area is lightly obscured, but the dragon ignores this effect. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn must make a DC 22 Strength saving throw. On a failed save, the creature takes 4 (1d8) bludgeoning damage and is pushed up to 10 feet away from the dragon. On a successful save, the creature takes half as much damage and isn't pushed.

If the dragon moves over sand, dust, loose dirt, small gravel, or similar terrain, the wind sucks up the material and forms a cloud of debris within the radius. The cloud heavily obscures its area, and remains until the dragon moves out of such terrain. In addition, while such a cloud persists, the damage incurred by the aura increases by 4 (1d8).

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) bludgeoning damage.

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

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

Lightning Storm (Recharge 5-6). The wind around the dragon charges with thunder and lightning. Each creature within 30 feet of the dragon must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 63 (14d8) lightning or thunder damage (the dragon's choice). On a successful save, a creature takes half as much damage. The dragon's Whirling Winds immediately resets to a 10-foot radius.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Typhoon Dragon

The embodiment of the storm and scourges of the coastline, typhoon dragons are wantonly destructive and kill indiscriminately. They delight in destruction for its own sake, and love the sight of the coastline after unleashing all of their power upon it.

A typhoon dragon is distinctly draconic in shape, but its long and sinuous body is strangely fluid. It appears to be made completely of water, and it even ripples as the dragon moves. However, when enveloped in water, the dragon becomes completely invisible, as if it becomes a part of the waves. In the midst of a storm, thick rain can similarly disguise its presence. The crest of a tidal wave might only bear a crest of white foam that vaguely represents a dragon's head, or the amorphous outline of the dragon might appear in the midst of a storm, only to disappear a moment later.

Hurricane Incarnate. The coming of a typhoon dragon is warned similarly to that of a hurricane: rough winds, and intermittent rain. The two strike similarly as well, both leaving paths of destruction in their wake and leaving none alive. The power of a typhoon dragon isn't to be trifled with, just like the hurricane that it emulates.

These dragons first appeared when some dragons, enraged at Io's fall, turned to the ocean as a source of power. They recognized its chaotic and unconquerable nature, and sought to capture it so that they might avenge their fallen god. Primordials such as Solkara, the Crushing Wave, helped them achieve this goal by trapping them deep within the seas of the Elemental Plane of Water. Long after their bodies had been crushed and their flesh sloughed away, they rose from the ocean reborn as typhoon dragons.

Strange Curiosities. Despite their love for destruction just for the fun of it, typhoon dragons can be momentarily distracted by their intense and unpredictable curiosity. Efforts to appeal to this curiosity most often fail, especially in the midst of combat, as there is no telling what will peak a particular dragon's curiosity. A dragon might be overcome with fascination when it come upon an undersea ruin or shipwreck, or when it hears a peculiar accent begging for mercy. Any number of things could potentially have this effect, like a cultural tradition, a piece of interesting architecture, a beautifully crafted sword, or an unfamiliar race. Even if something does manage to snag its attention, the dragon's curiosity might last only a few questions. On the other hand, it could send it on a sort of quest or crusade to learn all that it can about its new obsession.

Underwater Hideouts. Whenever they need to rest or enter a state of dormancy, typhoon dragons try to find a suitable lair underwater. Their watery form keeps them well hidden in such environments, and they might go decades or centuries without being discovered. They especially prefer underwater trenches or caves in mountain ranges far beneath the waves.

Typhoon Dragon Template

Any true dragon can survive the transformation into a typhoon dragon, but dragons with an affinity for water were the most common subjects, such as bronze and green dragons.

When a dragon becomes a typhoon dragon, it retains its statistics except as described below. The typhoon dragon loses all of its lair actions and regional effects, as well as its Frightful Presence, Breath Weapon, and Change Shape, all of its damage resistances and immunities (if any), and all traits such as Amphibious or Ice Walk (if any).

Any saving throw DC is equal to the original dragon's Breath Weapon saving throw DC.

Type. The typhoon dragon's type changes from dragon to elemental, and it no longer requires air, food, drink, or sleep. It also can't die of old age.

Alignment. Typhoon dragons are always chaotic evil.

Speed. The dragon loses any speeds other than walking and flying. It gains a swimming speed equal to its flying speed.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities. The dragon has immunity to acid and poison damage.

Condition Immunities. The dragon can't be paralyzed, petrified, poisoned, or knocked unconscious. It also doesn't suffer from exhaustion. Because of the shifting nature of its form, it also can't be grappled, prone, or restrained.

Languages. The dragon can speak, read, and write Primordial.

New Trait: Freeze. If the dragon takes cold damage, it partially freezes; its speeds are reduced by 20 feet until the end of its next turn.

New Trait: Storm Aura. A rainstorm rages around the dragon in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. The area is lightly obscured, and Wisdom (Perception) checks that rely on hearing made in the area have disadvantage, but the dragon ignores these effects. The heavy wind and rain in the area makes it difficult terrain, and ranged weapon attacks made into the area have disadvantage.

New Trait: Water Form. The dragon can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, it loses that extra damage.

New Action: Raging Storm (Recharge 5-6). The storm around the dragon suddenly intensifies. Each creature within 30 feet of the dragon must make a Dexterity saving throw. On a failed save, a creature takes acid damage equivalent to the damage dealt by the original dragon's damage-dealing breath weapon. On a successful save, a creature takes half as much damage. The dragon's Storm Aura immediately resets to a 10-foot radius.

Regional Effects

The region containing a legendary typhoon dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, strong winds are common.
- Within 6 miles of the lair, the sky is nearly always overcast with clouds.
- Within 1 mile of the lair, it is almost constantly raining.

Typhoon Dragon Feats

The following feats can only be taken by typhoon dragons.

Acid Absorption

Whenever the dragon is subjected to acid damage, it takes no damage and instead regains a number of hit points equal to the acid damage dealt.

Growing Storm

Whenever the dragon is subjected to acid damage, the radius of its Storm Aura immediately increases by 10 feet (to a maximum of 30 feet), and each creature other than the dragon in the area takes 9 (2d8) acid damage.

Mighty Hurricane

Prerequisite: Storm Winds.

The dragon gains the following action option:

Mighty Hurricane (Recharge 6). The dragon rips up mighty winds. Each creature within 60 feet of the dragon must make a Strength saving throw. On a failed save, a creature is flung up to 30 feet in a random direction, taking 3 (1d6) bludgeoning damage for every 10 feet it traveled and landing prone. On a successful save, a creature is pushed up to 10 feet in a random direction, but doesn't take damage and isn't knocked prone.

Powerful Storm

The maximum radius of the dragon's Storm Aura is 60 feet instead of 30 feet, its minimum radius is 20 feet, and it increases in increments of 20 feet instead of 10 feet. In addition, the range of the dragon's Raging Storm increases to 60 feet.

Storm Winds

A creature that starts its turn in the dragon's Storm Aura or enters the area for the first time on its turn must make a Strength saving throw. On a failed save, the creature is knocked prone and pushed up to 10 feet in a direction of the dragon's choice.

Whelm

While the dragon has a creature grappled, and that creature is at least one size smaller than the dragon, that creature is restrained and can't breathe unless it can breathe water. The dragon can have only one creature grappled in this way, and grappling a creature in this way doesn't require the use of the dragon's limbs.

At the start of each of the dragon's turns, the grappled creature takes 9 (2d8) bludgeoning damage. As an action, a creature within 5 feet of the dragon can pull a creature or an object out of it by succeeding on a Strength (Athletics) contest against the dragon.

Bronze Typhoon Dragon Wyrmling

Small elemental, chaotic evil

Armor Class 17 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., fly 60 ft., swim 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 Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities acid, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Draconic, Primordial
Challenge 2 (450 XP)

Freeze. If the dragon takes cold damage, it partially freezes; its speeds are reduced by 20 feet until the end of its next turn.

Storm Aura. A rainstorm rages around the dragon in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. The area is lightly obscured, and Wisdom (Perception) checks that rely on hearing made in the area have disadvantage, but the dragon ignores these effects. The heavy wind and rain in the area makes it difficult terrain, and ranged weapon attacks made into the area have disadvantage.

Water Form. The dragon can enter a hostile creature's space and stop there. It can move through a space as narrow as 1 inch wide without squeezing.

Actions

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

Raging Storm (Recharge 5-6). The storm around the dragon suddenly intensifies. Each creature within 30 feet of the dragon must make a DC 12 Dexterity saving throw. On a failed save, a creature takes 16 (3d10) acid damage. On a successful save, a creature takes half as much damage. The dragon's Storm Aura immediately resets to a 10-foot radius.



Volcanic Dragon

Volcanic dragons are arguably the most rampantly destructive of all catastrophic dragons, but they tend to veil their desire for destruction within the justifications of a moral end. Such ends might be the subjugation of a people, the rulership or freedom of a kingdom, or the destruction of a certain type of terrible monster. No matter what it pretends is its cause, a volcanic dragon's true motive is complete devastation. The creed of all volcanic dragons says, "All things burn, and nothing burns more sweetly than flesh."

The body of a volcanic dragon has a core of molten stone, but its hide has hardened into smooth black rock because of its contact with the air. This rocky skin is constantly cracking and reforming as magma bubbles up from inside its body, mimicking the motion of lava flows deep within active volcanoes. The dragon's resulting appearance is that of a lithe black reptilian form split with ever-shifting lines of orange and red, and its wings have the appearance of open flame. Its eyes burn like orbs of lava.

Cleansed of Weakness. When Io fell, some dragons felt only fury at the weakness of their god, and therefore at their own weakness. They wanted the power that slew their deity, and went searching for it. The primordials of fire and earth, Vezzuvu the Burning Mountain as the most influential, came to their aid. The dragons were instructed to bathe themselves in the lava within their domains, and their weak flesh would burn away to endow them with a more powerful form. Few survived the transformation, but those that did became the first volcanic dragons.

Volcanic Destroyers. Volcanic dragons are always spiteful and foul-tempered, and don't wait to listen to what anyone has to say before burning them alive. However, they have been known to ally themselves with creatures who share their hatred for all living things. Creatures such as salamanders, other elementals, and even demons have been allies with these dragons at some time or another. If a creature can survive long enough to give the dragon an offer, it might pause to listen, but it only ever accepts if the bargain involves mass destruction

Volcanic Dragon Template

Only a true dragon with immunity to fire damage can become a volcanic dragon. Any other creature doesn't survive the transformation process.

When a dragon becomes a volcanic dragon, it retains its statistics except as described below. The volcanic dragon loses all of its lair actions and regional effects, as well as its Frightful Presence, Breath Weapon, and Change Shape, all of its damage resistances and immunities (if any), and all traits such as Amphibious or Ice Walk (if any).

Any saving throw DC is equal to the original dragon's Breath Weapon saving throw DC.

Type. The volcanic dragon's type changes from dragon to elemental, and it no longer requires air, food, drink, or sleep. It also can't die of old age.

Alignment. Volcanic dragons are always chaotic evil.

Speed. The dragon loses any speeds other than walking and flying.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities. The dragon has immunity to fire and poison damage.

Condition Immunities. The dragon can't be paralyzed, petrified, poisoned, or knocked unconscious. It also doesn't suffer from exhaustion.

Languages. The dragon can speak, read, and write Primordial.

New Trait: Volcanic Aura. The dragon's body radiates noxious fumes and intense heat in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn takes 3 (1d6) fire damage. If a creature ends its turn in the area, it must succeed on a Constitution saving throw or take 7 (2d6) poison damage and be unable to take reactions until the start of its next turn.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, it loses that extra damage. Instead, it deals an extra 7 (2d6) fire damage with its bite whenever it hits with it.

New Action: Explosion (Recharge 5-6). The dragon suddenly creates a fiery explosion. Each creature within 30 feet of the dragon must make a Dexterity saving throw. On a failed save, a creature takes fire damage equivalent to the damage dealt by the original dragon's damage-dealing breath weapon, and takes 7 (2d6) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and doesn't take damage at the start of each of its turns. The dragon's Volcanic Aura immediately resets to a 10-foot radius.

A creature taking fire damage at the start of each of its turns can attempt the save again at the end of each of its turns, ending the effect on itself on a success. The effect on a creature ends if it or another creature takes an action to put out the flames.

Regional Effects

The region containing a legendary volcanic dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, earth tremors are common.
- Within 6 miles of the lair, wildfires start spontaneously.
- Within 1 mile of the lair, vents in the earth spontaneously open and spew ash, lava, or noxious gases.

Young Adult Red Volcanic Dragon

Huge elemental, chaotic evil

Armor Class 18 (natural armor)
Hit Points 200 (16d12 + 96)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	22 (+6)	15 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +10, Wis +4, Cha +8
Skills Perception +8, Stealth +4
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, paralyzed, petrified, poisoned, unconscious
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic, Primordial
Challenge 12 (8,400 XP)

Volcanic Aura. The dragon's body radiates noxious fumes and intense heat in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn takes 3 (1d6) fire damage. If a creature ends its turn in the area, it must succeed on a DC 18 Constitution saving throw or take 7 (2d6) poison damage and be unable to take reactions until the start of its next turn.

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Explosion (Recharge 5-6). The dragon suddenly creates a fiery explosion. Each creature within 30 feet of the dragon must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 59 (17d6) fire damage, and takes 7 (2d6) fire damage at the start of each of its turns. On a successful save, a creature takes half as much damage and doesn't take damage at the start of each of its turns. The dragon's Volcanic Aura immediately resets to a 10-foot radius.

A creature taking fire damage at the start of each of its turns can attempt the save again at the end of each of its turns, ending the effect on itself on a success. The effect on a creature ends if it or another creature takes an action to put out the flames.

Volcanic Dragon Feats

The following feats can only be taken by volcanic dragons.

Fiery Fissure

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Fiery Fissure (Recharge 6). The dragon opens a fissure in the earth, which spews hot flame and noxious gases. The fissure can be up to 30 feet long, 5 feet wide, and 10 feet deep. A creature standing on a spot where a fissure opens must succeed on a Dexterity saving throw or fall in. A creature that successfully saves moves with the fissure's edge as it opens.

A creature that starts its turn within 10 feet of the fissure or moves there for the first time on its turn must make a Constitution saving throw. On a failed save, the creature takes 3 (1d6) fire damage and 3 (1d6) poison damage. If the creature is inside the fissure, it automatically fails the save and the damage doubles.

Fire Absorption

Whenever the dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Fissure Eruption

Prerequisite: Fiery Fissure.

Any fissures that the dragon creates using its Fiery Fissure ability also channel the dragon's Explosion action option.

Whenever the dragon uses its Explosion, the area within 10 feet of a fissure is included in the Explosion's area of effect.

Flare

Whenever the dragon is subjected to fire damage, the radius of the dragon's Volcanic Aura immediately increases by 10 feet (to a maximum of 30 feet), and each creature other than the dragon in the area takes 7 (2d6) fire damage.

Lava Vent

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Lava Vent (1/Short Rest). The dragon chooses an unoccupied space within 60 feet of it. That space turns into a lava vent, and lava immediately seeps outward onto the ground in a 10-foot radius centered on the vent. The lava is difficult terrain, and a creature that starts its turn in the lava or moves there for the first time on its turn takes 21 (6d6) fire damage.

Molten Skin

The dragon can heat its body to turn its hide into molten lava. The dragon can use a bonus action on its turn to resume or negate this ability. While this ability is active, whenever a creature within 5 feet of the dragon hits it with a melee attack, the attacking creature takes 7 (2d6) fire damage.

Wildfire Dragon

Though wildfire dragons are eager to unleash their ever-hungry flame, they are also the mildest and most judicious of the catastrophic dragons. While most others (especially volcanic and typhoon dragons) bring destruction just for the fun of it, wildfire dragons are methodical about their work. The inferno they bring is essential to the life cycle of the environment and the world as a whole, and they take joy in their work of destruction. Not joy in the taking of life, but joy in the fulfillment of a higher calling, and in the cleansing heat of their flame.

Wildfire dragons don't have a solid form. Within a roaring wildfire, a faintly draconic form might be seen beneath the smoke, intangible and wreathed in cinders and ash, only to disappear back into the inferno and again become one with the all-consuming flame.

Imix's Trickery. The dragons who watched Io fall were overtaken with a burning rage and desire for revenge. Only the mightiest of Io's children were present for the deity's demise; these were the most ancient of red and gold dragons. Together they chased after Io's killer into Imix's domain, through a portal which granted entrance, but no exit. There they were trapped and their bodies burned away as Imix worked his magic upon them, but even after the destruction of their bodies, the newly born wildfire dragons felt only hatred for Imix and the other primordials. Outraged that he couldn't control them, Imix released them into the multiverse.

The wildfire dragons were created unwillingly, unlike the other catastrophic dragons, and the surviving wildfire dragons still remember those days when their god fell and they were trapped by Imix. They still feel an insufferable rage toward all primordials and their servants, and do everything in their power to destroy them when they come upon them.

Cleansing Conflagration. Despite their unfortunate origins, wildfire dragons have found a useful place for themselves within the multiverse, and that is as a force of cleansing and renewal. It is the way of all things to die and be reborn, and so the dragons take to burning all that lives so that they can watch it grow once more. To them, their fire is sacred and essential to the cycle of life, death, and rebirth. Many venerate Garyx, as they share the Firelord's outlook.

Even though they take pleasure in unleashing their flame, they also like to watch and wait, often for many humanoid generations, before the time comes again for them to cleanse the land.

Prairies and Forests. Wildfire dragons prefer to live in hot, dry places, but they settle wherever they believe their cleansing fire is needed. Most often, this is in prairies and overgrown forests. After it is finished "cleansing," it stays in the same area, basking in the ash and cinders that remain. Thusly, they are also one of the few catastrophic dragons that stays in one area permanently (or for as long as it feels is needed there).

Wildfire Dragon Template

Only a red or gold dragon can become a wildfire dragon. Any other creature doesn't survive the transformation process.

Any saving throw DC is equal to the original dragon's Breath Weapon saving throw DC.

When a dragon becomes a wildfire dragon, it retains its statistics except as described below. The wildfire dragon loses all of its lair actions and regional effects, as well as its Frightful Presence, Breath Weapon, and Change Shape, all of its damage resistances and immunities (if any), and all traits such as Amphibious or Ice Walk (if any).

Type. The wildfire dragon's type changes from dragon to elemental, and it no longer requires air, food, drink, or sleep. It also can't die of old age.

Alignment. Wildfire dragons are always neutral.

Speed. The dragon loses any speeds other than walking and flying.

Damage Resistances. The dragon has resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Damage Immunities. The dragon has immunity to fire and poison damage.

Condition Immunities. The dragon can't be paralyzed, petrified, poisoned, or knocked unconscious. It also doesn't suffer from exhaustion. Because of the insubstantial nature of its form, it also can't be grappled, prone, or restrained.

Languages. The dragon can speak, read, and write Primordial.

New Trait: Fire Form. The dragon can move through a space as narrow as 1 inch without squeezing if fire could pass through that space. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. In addition, the dragon can enter a hostile creature's space and stope there. The first time it enters a creature's space on a turn, that creature takes 7 (2d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 7 (2d6) fire damage at the start of each of its turns.

All of the dragon's melee attacks deal fire damage, rather than whatever damage type they dealt before.

New Trait: Illumination. The dragon sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

New Trait: Water Susceptibility. For every 5 feet the dragon moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

New Trait: Withering Aura. The dragon emanates unbearable heat in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn must make a Constitution saving throw. On a failed save, the creature takes 7 (2d6) fire damage and gains one level of exhaustion. On a successful save, the creature takes half as much damage and doesn't gain exhaustion.

New Action: Heat Wave (Recharge 5-6). A wave of intense heat blasts outward from the dragon. Each creature within 30 feet of the dragon must make a Constitution saving throw. On a failed save, a creature takes fire damage equivalent to the damage dealt by the original dragon's damage-dealing breath weapon. On a successful save, a creature takes half as much damage. The dragon's Withering Aura immediately resets to a 10-foot radius.

Regional Effects

The region containing a legendary wildfire dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 10 miles of the lair, the weather is usually warm or hot (assuming the season permits).
- Within 6 miles of the lair, the weather is nearly always sunny.
- Within 1 mile of the lair, fires spontaneously start, but stay contained.

Wildfire Dragon Feats

The following feats can only be taken by wildfire dragons.

Devouring Flame

Whenever the dragon reduces a creature to 0 hit points, it can make a claw attack as a bonus action.

Enveloping Flame

The dragon gains the following action option:

Enveloping Flame (Recharge 5-6). The dragon hurls a ball of flame at a point within 120 feet of it that it can see. Each creature within 20 feet of that point must make a Dexterity saving throw, taking fire damage on a failed save, or half as much damage on a successful one. The damage is equal to half of the damage dealt by the original dragon's damage-dealing breath weapon.

Fire Absorption

Whenever the dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt. In addition, the radius of its Withering Aura immediately increases by 10 feet (to a maximum of 30 feet), and each creature other than the dragon in the area takes 7 (2d6) fire damage.

Feed the Fire

Whenever the dragon is subjected to fire damage, its attacks deal an additional 7 (2d6) fire damage on a hit until the end of its next turn.

Incinerate

A creature reduced to 0 hit points as a result of taking fire damage from the dragon's traits or attacks dies and is reduced to a pile of ash.

Spreading Inferno

The dragon gains the following action option:

Spreading Inferno (Recharge 5-6). The dragon's speed doubles until the end of the current turn. Any time the dragon moves through a creature's space for the first time on this turn, the dragon can make a claw attack against that creature.

Wildfire

Whenever the dragon uses its movement to move on the ground, it leaves a trail of fire that is 5 feet wide in the path it traveled. A creature other than the dragon that starts its turn in the trail must make a Dexterity saving throw, taking 7 (2d6) fire damage on a failed save, or half as much damage on a successful one. A creature must also make the save every time it enters the trail's area. The trail lasts until the start of the dragon's next turn.

Great Wyrm Gold Wildfire Dragon

Colossal elemental, neutral

Armor Class 24 (natural armor)
Hit Points 635 (31d20 + 310)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	14 (+2)	31 (+10)	19 (+4)	17 (+3)	29 (+9)

Saving Throws Dex +10, Con +18, Wis +11, Cha +17
Skills Insight +10, Perception +19, Persuasion +17, Stealth +10
Damage Resistances bludgeoning, piercing, and slashing damage from nonmagical weapons
Damage Immunities fire, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Common, Draconic, Primordial
Challenge 27 (105,000 XP)

Fire Form. The dragon can move through a space as narrow as 1 inch without squeezing if fire could pass through that space. A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage. In addition, the dragon can enter a hostile creature's space and stope there. The first time it enters a creature's space on a turn, that creature takes 7 (2d6) fire damage and catches fire; until someone takes an action to douse the fire, the creature takes 7 (2d6) fire damage at the start of each of its turns.

Illumination. The dragon sheds bright light in a 30-foot radius and dim light in an additional 30 feet.

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

Water Susceptibility. For every 5 feet the dragon moves in water, or for every gallon of water splashed on it, it takes 1 cold damage.

Withering Aura. The dragon emanates unbearable heat in a 10-foot radius. At the end of each of the dragon's turns, this aura's radius increases by 10 feet, to a maximum of 30 feet. A creature other than the dragon that starts its turn in the area or moves there for the first time on its turn must make a DC 26 Constitution saving throw. On a failed save, the creature takes 7 (2d6) fire damage and gains one level of exhaustion. On a successful save, the creature takes half as much damage and doesn't gain exhaustion.

Actions

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

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 22 (2d10 + 11) fire damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 18 (2d6 + 11) fire damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 20 (2d8 + 11) fire damage.

Heat Wave (Recharge 5-6). A wave of intense heat blasts outward from the dragon. Each creature within 30 feet of the dragon must make a DC 26 Constitution saving throw. On a failed save, a creature takes 82 (15d10) fire damage. On a successful save, a creature takes half as much damage. The dragon's Withering Aura immediately resets to a 10-foot radius.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 20 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 18 (2d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Planar Dragons

It is not known exactly how many species of dragon roam the multiverse; just when sages think they have discovered the last one, some new variety emerges from the depths of another plane. Almost every plane has at least one true dragon species native to it, though the origins of these dragons have been (and still are) under heavy debate. Many sages argue that they are descended from one of the ten original true dragon types in the Material Plane, and that the nature of the new plane transformed them over eons. For some planar dragons, this lineage is obvious (pact dragons, for example). For others, evidence can be provided, but it cannot be known for sure. Mirage dragons are suspected to be descendants of primordial green dragons, but even they do not know whether it is truth or farce. Others were likely created by other dragon gods, or, in the case of deathmask dragons, created as some sort of mockery or imitation (which isn't unusual for horrific creations of the Abyss).

Regardless of their origins, all planar dragons covet wealth (just like any other dragon), acquiring massive hoards over the span of many years. Likewise, they each have an enormous ego, occasionally exacerbated by the plane they hail from or by the power that they derive from it.

The goals and ideals of planar dragons vary even more than those of the chromatics and metallics for many reasons, foremost of which is the lack of a distict connection to a particular deity. Very few honor any god like their metallic or chromatic cousins do (Bahamut and Tiamat, respectively). The nature of each plane also has a way of shaping each planar dragon's way of thinking, and in some cases their goals and ideals.

In general, planar dragons very rarely come to the Material Plane, by far preferring their home plane. As a result, few creatures know they exist, and even if they do, they likely don't care. The chances of encountering one are next to zero (barring outstanding circumstances), unless one takes to extraplanar travel.

Creating a Planar Dragon. The number of planar dragons is even more numerous than the number of true dragons on the Material Plane. Including stat blocks for each of them at every age category would be, frankly, unnecessary and downright unmanageable. For this reason, stat blacks for them are not included in this supplement.

It is far easier to modify existing monster stat blocks than to create new ones (and takes up far less space). Each of the planar dragons in this section includes a dragon type already with a stat block (whether in this book or the 5th Edition *Monster Manual*). If you desire to use any of the following planar dragons, modify the stat block of the existing dragon in the ways detailed in the description, as if it was a template.

When modifying a dragon, keep the dragon's legendary resistances and legendary actions, but do not keep any other traits, such as Amphibious or Ice Walk. Each planar dragon also includes a new breath weapon. For the new breath weapon, use the statistics of the base dragon's breath weapon, modified as directed according to: shape, damage type, and the ability used for the saving throw.



Arboreal Dragons

Arboreal dragons are unique from other dragons in that they do not have horns, spikes, or back ridges of any kind. Their wings are huge in relation to their bodies and flutter in the wind like gossamer, and their streamlined bodies leave behind a sparkling mist when they walk or fly. Despite their fragile appearance, they are powerful defenders of just causes and are fiercely devoted to promoting freedom and goodness for all.

These dragons hold holy crusaders and noble heroes in the highest regard, and are often found assisting such creatures in their crusades. When not in such company, they can be found enjoying wine and song with elves, eladrin, fey, treants, or other nature-friendly creatures.

Creating an Arboreal Dragon

When creating an arboreal dragon, use a black dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic good.

Skills. The dragon is proficient in Insight, Investigation, Stealth, and Survival, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to acid and thunder damage.

Languages. The dragon speaks Celestial, Draconic, Elven, and Sylvan.

New Action: Bite. The dragon doesn't deal extra acid damage with its Bite attack.

New Action: Thorn Breath (Recharge 5-6). The dragon has one breath weapon, which replaces the breath weapon of the base dragon. The dragon exhales a cone of razor-sharp thorns with the same range and damage as the base dragon's Acid Breath, though its shape is a cone and it deals magical piercing damage instead of acid damage. Creatures in the area can attempt a Dexterity saving throw, taking half as much damage on a successful save.

Traits. The dragon does not keep any traits possessed by the base dragon.

Preferred Spells. Arboreal dragons tend to prefer the following spells: *awaken*, *druidcraft*, *entangle*, *faerie fire*, *goodberry*, *grasping vine*, *Otto's irresistible dance*, *plant growth*, *polymorph*, *telekinesis*, *true polymorph*.

An Arboreal Dragon's Lair

Arboreal dragons live on the plane of Arborea, and prefer to make their lairs out of nature however they can. Enormous trees are a favorite, though they have been known to, over several years, grow entire cave complexes out of living foliage. Such lairs are deceptively strong, with thick walls of living trees and vines, and quite beautiful. An arboreal dragon's lair is always decorated with large flowers, fruits, or other colorful foliage.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- Silvery mist surrounds a creature that the dragon can see. That creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until the end of the creature's next turn.
- The dragon chooses a point on the ground or on a strong piece of foliage, such as a wall of thorns or a tree trunk. A Medium flower suddenly sprouts and blooms on that point, and then releases a green cloud of toxic gas. Each creature aside from the dragon within 10 feet of the flower must make a DC 15 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and is poisoned until the end of its next turn. On a successful save, it takes half as much damage and isn't poisoned.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.

Regional Effects

The region containing a legendary arboreal dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The land for 6 miles around the lair is covered in a light effervescent mist. This mist sparkles in the presence of light, and in darkness seems to glow faintly. Area in the mist is always lightly obscured and, in the absence of light, is dimly lit.
- The dragon can control the foliage within 1 mile of the lair however it wants. It can cause new plants to sprout, existing plants to shift and grow, and can cause them to flower or sprout thorns.
- Flowers and foliage within 6 miles of the lair are much brighter and more colorful than normal.

If the dragon dies, these effects fade over the course of 1d10 days, though plants remain as they have grown.

Arboreal Dragon Feats

Each of the following feats can only be taken by arboreal dragons.

Change Shape

Prerequisite: must be Young or older.

The dragon magically polymorphs into a fey, humanoid, or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Enchantment Immunity

The dragon automatically succeeds on saving throws made to resist effects caused by a spell from the school of enchantment.

Momentum Mist

Prerequisite: must be Young Adult or older.

The sparkling mist that the dragon leaves in its wake has magical properties. Whenever the dragon uses its movement, the sparkling mist persists in the path it took. If a creature friendly to the dragon starts its turn in the mist or enters the mist for the first time on its turn, its walking speed (and flying speed if it has one) increase to match the dragon's speeds. If a creature hostile to the dragon starts its turn in the mist or enters the mist for the first time on its turn, its speeds are halved. The mist and its effects last until the start of the dragon's next turn.

Nature Dragon

The dragon is immune to difficult terrain and effects that would restrain it or reduce its movement speed, if those effects are caused by plants, such as an *entangle* or *plant growth* spell.

Poison Acclimatization

The dragon gains immunity to poison damage and to the poisoned condition.

Adult Arboreal Dragon

Large dragon, chaotic good

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

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

Saving Throws Dex +6, Con +8, Wis +4, Cha +7
Skills Insight +4, Investigation +5, Perception +8, Stealth +6, Survival +4
Damage Immunities acid, thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Celestial, Draconic, Elven, Sylvan
Challenge 11 (7,200 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Thorn Breath (Recharge 5-6). The dragon exhales razor-sharp thorns in a 50-foot cone. Each creature in that line must make a DC 16 Dexterity saving throw, taking 54 (12d8) magical piercing damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

Astral Dragons

Astral dragons are guardians of the Astral Plane. They view any creatures nonnative to the Astral Plane to be offensive to the beauty of their home, though they do not usually jump to violence as an initial reaction, preferring to banish such creatures to their home planes with their Dismissal Breath. After all, it is much easier to banish a living body than to dispose of a corpse. They do not like speaking with creatures who they believe are not native to the Astral Plane, but they converse freely with creatures that call the Astral Plane home.

These dragons hate the githyanki and wage an endless war upon them, trying time and again to drive them out of the plane. Astral dragons hate pact dragons (red dragons allied with the githyanki) even more than the githyanki themselves, as they see the dragons as invaders and the ultimate befoulers of the plane.

An astral dragon has very long trailing horns, similar in shape to massive antennae. Its body and limbs are narrow and sleek, and its wings are long; its scales are off-white and opalescent.

Creating an Astral Dragon

When creating an astral dragon, use a copper dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral.

Skills. The dragon is proficient in Arcana, Deception, Insight, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon has no damage immunities.

Languages. The dragon speaks Common and Draconic.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Dismissal Breath. The dragon exhales a line of magically charged energy, with the same range as the base dragon's Acid Breath. Each creature caught in the area that isn't native to the Astral Plane must succeed on a Charisma saving throw or be instantly transported back to a random location on its home plane of existence.

Astral Wind Breath. The dragon exhales scouring astral wind in a cone with the same range and damage as the base dragon's Acid Breath, though it deals psychic damage instead of acid damage. Creatures in the area can attempt an Intelligence saving throw, taking half as much damage on a successful save.

Traits. The dragon does not keep any traits possessed by the base dragon. It also doesn't retain the Change Shape action.

New Trait: Astral Familiarity. The dragon's speed in the Astral Plane is treated as if its Intelligence score is 10 points higher than it really is.

New Trait: Sever Silver Cord. If the dragon scores a critical hit against a creature traveling through the Astral Plane by means of the *astral projection* spell, the dragon can cut the target's silver cord instead of dealing damage.

Preferred Spells. Astral dragons tend to prefer the following spells: *banishment*, *enhance ability*, *feeblemind*.

An Astral Dragon's Lair

Unlike other dragons, astral dragons don't have a personal lair, as they consider the entire Astral Plane to be their home. However, a family or flight of astral dragons might claim a large piece of solid matter on the plane as their own, and

Juvenile Astral Dragon

Medium dragon, neutral

Armor Class 17 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Arcana +6, Deception +5, Insight +4, Perception +7, Stealth +4
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 7 (2,900 XP)

Astral Familiarity. The dragon's speed in the Astral Plane is treated as if its Intelligence score is 26.

Sever Silver Cord. If the dragon scores a critical hit against a creature traveling through the Astral Plane by means of the astral projection spell, the dragon can cut the target's silver cord instead of dealing damage.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

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

Dismissal Breath. The dragon exhales magical energy in a 40-foot line that is 5 feet wide. Each creature in that line that isn't native to the Astral Plane must succeed on a DC 14 Charisma saving throw or be instantly transported to a random location on its home plane of existence.

Astral Wind Breath. The dragon exhales scouring astral wind in a 40-foot cone. Each creature in that area must make a DC 14 Intelligence saving throw, taking 40 (9d8) psychic damage on a failed save, or half as much damage on a successful one.

store their treasure in a single hoard within the island. If this is the case, the dragons take turns guarding the treasure while the others roam the plane, searching for invaders.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon summons powerful psychic winds to whip through the lair. Each creature in the lair aside from the dragon must make a DC 15 Intelligence saving throw. On a failed save, a creature takes 11 (2d10) psychic damage. On a failure by 5 or more, the damage increases to 22 (4d10). If the creature fails by 10 or more, it is also stunned until the end of its next turn.
- The dragon summons astral winds to whip through the lair. The dragon chooses the direction of the wind. Until initiative count 20 of the following round, ranged attacks made in the winds are made with disadvantage, and any creature moving against the wind must spend 1 extra foot of movement for each foot moved.
- The dragon attempts to immobilize a creature by exerting null gravity on it. The dragon chooses a creature within 60 feet of it that it can see. That creature must succeed on a DC 15 Intelligence saving throw or be unable to move by nonmagical means until the end of its next turn.

Regional Effects

Because of the nature of the Astral Plane, the presence of a legendary astral dragon has no effect on the surrounding area. However, an astral dragon always knows the direction and approximate distance to its lair.

Astral Dragon Feats

Each of the following feats can only be taken by astral dragons.

Astral Permeation

The dragon's Astral Wind breath ignores resistance to psychic damage.

Detect Extraplanar

As an action, the dragon can focus on a creature that it can see. The dragon then knows the creature's home plane of existence.

Null Gravity Aura

Prerequisite: must be Juvenile or older.

The dragon can use an action to exude an aura that nullifies gravity. The aura has a radius of 10 feet times the numeric equivalent of the dragon's age category. There is no gravity within this area. Creatures within the area only float, unless they have a flying speed or a magical means of movement. The dragon is unaffected by this aura and can move as normal.

Null Momentum

Prerequisite: Null Gravity Aura, must be Mature Adult or older.

The dragon's Null Gravity Aura also prevents creatures from moving by thought within the Astral Plane.

Axial Dragons

Axial dragons are the draconic embodiment of law. They devote their lives to the perfection of their mind and body (as each dragon believes itself to be the perfect dragon), and to the perfection of the multiverse as a whole. Each dragon has different standards of perfection, and so each focuses on a different aspect of what perfection could mean. Some focus on purity, some on order, some on symmetry; some pursue the correction or destruction of half-breeds, flawed gemstones, blasphemous ideals, illogical philosophies, or any number of other "worthy" pursuits. Whatever its personal beliefs, an axial dragon always has a personal crusade in mind.

The flawless body of an axial dragon is both perfectly symmetrical and proportioned. It is sleek and its horns and scales always shine as if recently polished. It has two pairs of strong, fan-like wings. As a wyrmling, the dragon has light blue scales and that gradually turn to deep purple by the time the dragon is adult. No matter what sort of wounds the dragon incurs, it never scars when it heals; axial dragons are the healthiest and most robust of all dragons.

In combat, an axial dragon manages to turn every fight into a training session as it betters itself and its skills. It attacks with deadly accuracy and terrifyingly effective tactics.

Creating an Axial Dragon

When creating an axial dragon, use a silver dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is lawful neutral.

Skills. The dragon is proficient in Arcana, Insight, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to acid and fire damage.

Languages. The dragon speaks Celestial, Common, Draconic, and Infernal.

New Action: Force Breath (Recharge 5-6). The dragon has one breath weapon, which replaces the breath weapon of the base dragon. The dragon exhales a cone of force energy with the same range and damage as the base dragon, though it deals force damage instead of cold damage. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

Traits. The dragon does not keep any traits possessed by the base dragon. It also doesn't retain the Change Shape action.

New Trait: Perfect Body. The dragon is immune to disease.

Preferred Spells. Axial dragons tend to prefer the following spells: *forcecage*, *magic circle*, *plane shift*, *true seeing*, *true strike*.

An Axial Dragon's Lair

Axial dragons reside upon Mechanus, the plane of law. They are occasionally hired by (or intentionally seek out employment with) Primus or its Inevitables within the city of Sigil, or occasionally within the Hall of Concordance itself. They make excellent enforcers of contracts and the law, though an axial dragon is rarely more effective than a Marut.

An axial dragon's lair reflect's the dragon's depiction of perfection. The lair might be perfectly symmetrical, consist of only right angles, be constructed entirely of adamantine, be *exactly* the right size, or some other thing that the dragon finds perfectly logical and makes no concessions about.

The dragon is just as picky about its hoard. It knows the value of wealth and keeps everything that comes to it, but only the most perfect of items are deemed worthy to be put into the dragon's true hoard. The dragon might keep only perfectly cut gemstones, magic items forged within the modron city of Regulus, or any worthy item that matches the dragon's definition of "perfect." Everything else the dragon trades to attain more perfect items.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon ends one condition on itself, as long as it is not unconscious.
- The dragon casts *wall of force*. The wall lasts until initiative count 20 of the following round. The dragon doesn't have to maintain concentration on this effect.
- The dragon utters an arcane word condemning those of chaos. Each creature that is chaotic-aligned and within 60 feet of the dragon must succeed on a DC 15 Charisma saving throw or take 11 (2d10) psychic damage.

Regional Effects

The region containing a legendary axial dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The land within 6 miles of the lair organizes itself. Trees may be in perfect rows, rocks may be in the shape of cubes, or other unnatural phenomena.
- Within 1 mile of the lair, lawful creatures gain a +1 bonus on saving throws, and chaotic creatures suffer a -1 penalty on saving throws.
- Creatures within 1 mile of the lair are immune to disease. Any disease afflicting a creature is suppressed until the creature leaves the area.

If the dragon dies, these effects fade over the course of 1d6 days, though the land remains organized as it is.

Axial Dragon Feats

Each of the following feats can only be taken by axial dragons.

Dragon of Judgement

Prerequisite: Dragon of Law, must be Mature Adult or older.
The dragon can use its Dragon of Law feat to replace an attack roll or saving throw of another creature, as long as it is within 60 feet of the creature and can see it.

Dragon of Law

Once per round, the dragon can choose to treat any attack roll or saving throw it makes as if it had rolled a 10.



Perfect Body II

Prerequisite: must be Young or older.

The dragon gains immunity to cold damage.

Perfect Body III

Prerequisite: Perfect Body II, must be Young Adult or older.

The dragon gains immunity to poison damage and to the poisoned condition.

Perfect Body IV

Prerequisite: Perfect Body III, must be Mature Adult or older.

The dragon gains immunity to spells and other magical effects that would alter or change its form. It also gains immunity to effects that would kill it outright, such as a *power word kill*.

Perfect Body V

Prerequisite: Perfect Body IV, must be Elder or older.

The dragon gains immunity to critical hits. Any critical hit against the dragon becomes a normal hit.

Perfect Mind

The dragon is immune to magical mind-affecting effects, such as being charmed or dominated, and its thoughts, motives, and alignment cannot be detected by magic.

Battle Dragons

Battle dragons are valorous creatures that live for honorable and magnificent combat. They roam the landscapes of Ysgard, searching for worthy opponents against whom they can prove their strength and skill; however, they do not choose opponents arbitrarily. Because of their good nature, they tend to make many alliances with other good creatures and hunt down neutral or evil ones. Occasionally, in the rare case that they can't find other opponents, two dragons may battle. This is usually for sport, and the dragons rely on the power of the Heroic Domains to heal or resurrect them if need be.

Battle dragons are notorious optimists and can find the silver lining in literally any situation. This behavior is often contagious to the dragon's allies, inspiring courage and valor within them. They are natural leaders and are extremely powerful weapons of war, and they gladly devote themselves to worthy causes against evils of any kind.

A battle dragon's scales have a dull brown sheen until it takes to the air, when its scales gleam like the finest gold. Its neck, head, and horns are narrow and sleek, and its body is muscular and built for lasting combat. They are usually trained to use armor, and they often train with (and against) artificial weapons, simply so they can hone their skill.

Old Axial Dragon

Huge dragon, lawful neutral

Armor Class 20 (natural armor)
Hit Points 333 (23d12 + 184)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	10 (+0)	26 (+8)	17 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +6, Con +14, Wis +7, Cha +11
Skills Arcana +9, Insight +7, Perception +13, Stealth +6
Damage Immunities acid, fire
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Celestial, Common, Draconic, Infernal
Challenge 19 (22,000 XP)

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

Perfect Body. The dragon is immune to disease.

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Force Breath (Recharge 5-6). The dragon exhales force energy in a 70-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 63 (14d8) force damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Creating a Battle Dragon

When creating a battle dragon, use a bronze dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral good.

Speeds. The dragon doesn't have a swim speed.

Skills. The dragon is proficient in Performance and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to thunder damage.

Languages. The dragon speaks Celestial, Common, and Draconic.

New Action: Breath Weapon. The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Sonic Breath. The dragon exhales a cone of sonic energy, with the same range and damage as the base dragon's Lightning Breath, though it deals thunder damage instead of lightning damage and its shape is a cone instead of a line. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

Fear Breath. The dragon exhales mind-affecting fear gas in a cone with the same range as the base dragon's Repulsion Breath. Creatures in the area must succeed on a Wisdom saving throw or become frightened of the dragon for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Traits. The dragon does not keep any traits possessed by the base dragon. It also doesn't retain the Change Shape action.

Preferred Spells. Battle dragons tend to prefer the following spells: *aid*, *protection from evil and good*, *heroes' feast*, *shield*.

A Battle Dragon's Lair

Battle dragons lair near battlefiels on Ysgard, or other areas where they can always find creatures to engage in glorious combat. Most of their time is spent outside of their lair; that is, unless the dragon intentionally chooses a place where it knows it will be challenged. In this case, the dragon waits within its lair for waves of challengers to pit itself against.

A battle dragon's hoard is mostly composed of the spoils of its many battles, including weapons, armor, and magic items from its fallen opponents.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon's optimism and valor push it to move faster in the thick of combat. For this round, the dragon gains a +5 bonus to its initiative. If this would raise its initiative to 20 or higher, it instead takes its turn immediately.
- The dragon's love of glorious combat grants it the ability to attack more often. The dragon gains one additional Legendary Action that can only be used during this round. If it is not used by initiative count 20 of the following round, it is lost.

Regional Effects

The region containing a legendary battle dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 1 mile of the dragon's lair have advantage on saving throws made to resist being frightened. This does not apply against any of the dragon's spells or abilities.
- Creatures within 6 miles of the lair are unusually optimistic and reckless.

If the dragon dies, these effects fade over the course of 1d6 days, though the land remains organized.

Battle Dragon Feats

Each of the following feats can only be taken by battle dragons.

Battle Dragon Training

Prerequisite: must be Adult or older.

The dragon has trained extensively with armor. It gains proficiency in light, medium, and heavy armor.

Battle Fury

The dragon gains the following action option:

Battle Fury (1/Day). For the next minute, the dragon enters an enraged battle fury. While in this state, the dragon has advantage on Strength saving throws and ability checks, its melee weapon attacks deal extra damage equal to half of its Constitution modifier (rounded down), and the dragon has resistance to bludgeoning, piercing, and slashing damage. These effects end early if the dragon is incapacitated.

Battle-Hardened Scales

Prerequisite: Hard Scales.

The dragon gains a +1 bonus to AC.

Battle Valor

Whenever the dragon reduces a creature to 0 hit points, it gains a number of temporary hit points equal to its number of hit dice.

Frightful Vigor

The dragon has advantage on attack rolls against creatures that are frightened of it.

Inspire Courage

The dragon gains the following action option:

Inspire Courage (1/Day). The dragon roars to inspire courage in itself and its allies. For the next minute, the dragon and each creature of its choice that can see or hear it gains a +1 bonus to attack rolls and saving throws.

War Dragon

Prerequisite: must have a Multiattack.

The dragon can make an additional claw attack as a part of its Multiattack.



Mature Adult Battle Dragon

Huge dragon, neutral good

Armor Class 19 (natural armor)
Hit Points 212 (17d12 + 102)
Speed 40 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, Performance +9, Stealth +5
Damage Immunities thunder
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Celestial, Common, Draconic
Challenge 15 (13,000 XP)

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

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Sonic Breath. The dragon exhales sonic energy in a 90-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 66 (12d10) thunder damage on a failed save, or half as much damage on a successful one.

Fear Breath. The dragon exhales mind-affecting gas in a 30-foot cone. Each creature in that area must make a DC 19 Wisdom saving throw. On a failed save, a creature is frightened of the dragon for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

Beast Dragons

Beast dragons are savage hunters that relish the taste of blood. They constantly prowl the Beastlands in search of food, and once they have the scent of prey, they never let it escape until they or their quarry is dead. A beast dragon typically tries to hunt beasts or other creatures that it believes will test its skill; many prefer to hunt dinosaurs for this reason, though intelligent prey is a beast dragon's favorite kind. Even so, a beast dragon will never attack good-hearted creatures, unless it is defending itself. Evil creatures, however, incur the wrath of a beast dragon, and if it catches rumors of an evil creature, it will relentlessly hunt down the threat until its extinction.

These dragons are magnificent predators with powerfully muscled bodies and rough scales. A beast dragon's back, neck, and lower jaw are covered in bony spikes, and it has a large jagged horn pointing forward on top of its head. Its scales range in color from earthy brown to olive green.

Beast dragons are highly social, but because of the lack of more intelligent life on the Beastlands, they usually end up forging strong relationships with other beasts. They make use of their Beast Form ability to blend in with them so that they can hunt or mate with them. The Beastlands is riddled with half-dragons that can trace their ancestry to beast dragons.

Creating a Beast Dragon

When creating a beast dragon, use a white dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral good.

Skills. The dragon is proficient in Athletics, Nature, Stealth, and Survival, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to cold and lightning damage.

Languages. The dragon speaks Draconic.

New Action: Bite. The dragon doesn't deal extra cold damage with its Bite attack.

New Action: Cold/Lightning Breath. The dragon has one breath weapon, which replaces the breath weapon of the base dragon. The dragon exhales a cone of raw energy with the same range and damage as the base dragon, though it deals half of its damage as cold damage, and the other half as lightning damage. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

New Action: Gore. A Young or older beast dragon's horn is strong enough that the dragon can make attacks with it. When the dragon uses its Multiattack, instead of a bite attack, the dragon can make a gore attack with the large horn on its head. The dragon uses Strength for the attack and damage rolls. On a hit, the dragon's horn deals 2d12 piercing damage.

Traits. The dragon does not keep any traits possessed by the base dragon.

New Trait: Beast Speech. The dragon can communicate verbally with beasts and comprehend their speech or other methods of communication.

New Trait: Charge. A Young or older beast dragon can charge effectively with its horn. If the dragon moves at least 20 feet straight toward a creature, and then hits that creature with a gore attack on the same turn, the attack deals an extra 13 (2d12) piercing damage.

New Trait: Keen Sight and Smell. The dragon has advantage on Wisdom (Perception) checks that rely on sight or smell.

Preferred Spells. Beast dragons tend to prefer the following spells: *animal friendship*, *beast bond*, *beast sense*, *conjure animals*, *jump*, *regenerate*.

A Beast Dragon's Lair

Beast dragons always lair in the Beastlands, in a place with plenty of nearby hunting grounds (which is virtually anywhere in the Beastlands). However, because of the social nature of a beast dragon, it spends hardly any of its time in its lair, preferring to spend its time for days or weeks as a member of a predatory pack. When not disguised as a beast, it travels as far as it needs to find a quarry worthy of testing its immense strength and hunting prowess.

The lair of a beast dragon is simplistic, with only as many chambers as it needs. Its hoard lacks silver and gold and other riches, because of the lack of more civilized life in the Beastlands, and so is mostly made up of hunting trophies of all kinds. It may possess some items (magical or not) taken from the corpses of evildoers that have drawn its ire.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon chooses one creature that it can see or hear, and marks that creature as its quarry for the next minute. If the dragon hits its quarry with a melee weapon attack, it gains a +2 bonus to the damage roll. This effect ends if the dragon is incapacitated, or if it uses this lair action again.
- The dragon automatically detects the exact location of all creatures in its lair that are within 120 feet of it.
- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.

Regional Effects

The region containing a legendary beast dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of the lair, beasts of all kinds serve as the dragon's eyes and ears.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means.
- The dragon has advantage on Wisdom (Perception) and Wisdom (Survival) checks to track and find creatures that are within 6 miles of its lair.

If the dragon dies, these effects end immediately.

Beast Dragon Feats

Each of the following feats can only be taken by beast dragons.

Beast Form

Prerequisite: must be Juvenile or older.

The dragon gains the following action option:

Beast Form. The dragon magically polymorphs into a beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Experienced Hunter

The dragon adds double its proficiency bonus to any Nature or Survival ability check that it makes.

Powerful Charge

Prerequisite: must be Young or older.

If the dragon moves 30 feet or more straight toward a creature on its turn, it can make a gore attack against that creature as a bonus action.



Savage Hunter

The dragon rolls critical hits on a roll of 19 or 20 on the d20.

Young Adult Beast Dragon

Large dragon, neutral good

Armor Class 17 (natural armor)
Hit Points 152 (16d10 + 64)
Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	7 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4
Skills Athletics +7, Nature +1, Perception +6, Stealth +3, Survival +3
Damage Immunities cold, lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Draconic
Challenge 8 (3,900 XP)

Beast Speech. The dragon can communicate verbally with beasts and comprehend their speech or other methods of communication.

Charge. If the dragon moves at least 20 feet straight toward a creature, and then hits that creature with a gore attack on the same turn, the attack deals an extra 13 (2d12) piercing damage.

Keen Sight and Smell. The dragon has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws. It can make a gore attack instead of a bite attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

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

Gore. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold/Lightning Breath (Recharge 5-6). The dragon exhales raw energy in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 22 (5d8) cold damage and 27 (6d8) lightning damage on a failed save, or half as much damage on a successful one.

Blight Dragons

Prowling the dark, wasted places of the Shadowfell are the dreaded blight dragons who spread destruction and death wherever they go. Even the other dark denizens of the Shadowfell avoid them, as their very presence drains life and light from all that surrounds them.

A blight dragon is quite similar in appearance to a brown dragon, though its body and spines are more slender. Its scales are shades of rust-red.

Blight dragons delight in the destruction they cause, and in some cases will have several lairs or move their lair often, just to watch the surrounding land decay. They are cruel and malicious, and love killing their prey (or their challengers) slowly and painfully so that they can watch the will to live slowly leave the unfortunate soul. Each has a dark impulse to leech the life from every living thing it finds.

Creating a Blight Dragon

When creating a blight dragon, use a green dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil.

Speeds. The dragon doesn't have a swim speed.

Skills. The dragon is proficient in Deception and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to fire and necrotic damage. It doesn't retain the base dragon's damage or condition immunities.

Languages. The dragon speaks Draconic.

New Action: Bite. The extra poison damage dealt by the dragon's bite attack is instead necrotic damage.

New Action: Blight Breath. The dragon has one breath weapon, which replaces the breath weapon of the base dragon. The dragon exhales a cone of withering energy with the same range and damage as the base dragon, though it deals half of its damage as fire damage, and the other half as necrotic damage. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

Traits. The dragon does not keep any traits possessed by the base dragon.

Preferred Spells. Blight dragons tend to prefer the following spells: *Abi-Dalzim's horrid wilting*, *bestow curse*, *blight*, *chill touch*, *circle of death*, *false life*.

A Blight Dragon's Lair

When it first settles, a blight dragon will choose a place with as much indigenous life as possible, so that by the time the dragon is Adult, it has already caused as much destruction as possible with only its presence. As it ages, it has to travel farther and farther away from its lair to find food because of the wasteland it creates.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon chooses a creature that it can see within 120 feet of it and wills the life out of that creature. That creature must make a DC 15 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.
- The dragon chooses a point on the ground that it can see within 120 feet of it. Reddish-brown mist spreads in a 20-foot radius sphere centered on that point. Each creature in the mist other than the dragon must make a DC 15 Charisma saving throw. Whenever a creature that fails this saving throw makes an attack roll or saving throw, it must roll a d4 and subtract the number rolled from the attack roll or saving throw. This effect lasts until initiative count 20 on the next round.
- The dragon chooses a point on the ground that it can see within 120 feet of it. Wispy black mist swirls in a 20-foot radius sphere centered on that point. A creature that starts its turn in the mist or moves there for the first time on its turn must make a DC 15 Constitution saving throw. On a failed save, the creature gains vulnerability to necrotic damage until the start of its next turn. The mist persists for 1 minute, until the dragon uses this lair action again, or until the dragon dies.

Regional Effects

The region containing a legendary blight dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The land within 1 mile of the dragon's lair is an utter wasteland. Plants and beasts can't grow or live here.
- If a creature finishes a long rest within 6 miles of the lair, it must make a DC 15 Wisdom saving throw. Undead and constructs automatically succeed this save. On a failed save, the creature gains one level of exhaustion.
- If a creature with any levels of exhaustion comes within 1 mile of the lair, the dragon immediately becomes aware of the creature's presence and location.

If the dragon dies, these effects fade over the course of 1d10 days, though the area may remain a wasteland for years afterward.

Blight Dragon Feats

Each of the following feats can only be taken by blight dragons.

Aura of Ruin

Prerequisite: must be Adult or older.

The dragon exudes an aura that saps the life out of anything too close to it. Any creature that starts its turn within 10 feet of the dragon or enters the area for the first time on its turn takes 5 (1d10) necrotic damage. Nonmagical plants that aren't creatures wither and die within this aura.

Dust Storm

The dragon gains the following action option:

Dust Storm (Recharge 5-6). The dragon summons a cloud of dust with a 10 foot radius centered on it, which lasts until the start of the dragon's next turn. The dragon is lightly obscured in the cloud. A creature that starts its turn in the dust or moves there for the first time on its turn must make a Constitution saving throw. On a failed save, the creature is blinded as dust whips into its eyes.

The saving throw DC equals the save DC of the dragon's Frightful Presence.

The dragon can use this action as a Legendary Action, if it has legendary actions, by spending 2 legendary actions.

Life Leech

Whenever the dragon deals necrotic damage as a result of its Bite attack or Aura of Ruin, the dragon regains a number of hit points equal to the necrotic damage dealt.

Rotting Breath

Prerequisite: must be Juvenile or older.

A creature who fails its saving throw against the dragon's Blight Breath also takes 11 (2d10) necrotic damage at the beginning of each of its turns. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Will-Sapping Breath

Prerequisite: must be Mature Adult or older.

A creature who fails its saving throw against the dragon's Blight Breath also takes a penalty to attack rolls and saving throws until the start of the dragon's next turn. This penalty is equal to the dragon's Charisma modifier.

Elder Blight Dragon

Huge dragon, chaotic evil

Armor Class 20 (natural armor)
Hit Points 312 (25d12 + 150)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	19 (+4)	15 (+2)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +8, Cha +10
Skills Deception +10, Perception +14, Stealth +7
Damage Immunities fire, necrotic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic
Challenge 20 (25,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 9 (2d8) necrotic damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Blight Breath (Recharge 5-6). The dragon exhales withering energy in a 80-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Chaos Dragons

Chaos dragons are the energies of chaos given an organic form, and are the very definition of unpredictable. They make terrible allies because of this nature (which a sect of the githzerai learned the hard way).

No two chaos dragons look exactly alike, and it is said that they change their appearance over time because of their chaotic nature. Each has powerfully muscled limbs and a serpentine neck and tail, with a short head and mighty wings, though each also has unique scale patterns, markings, and colors that change throughout its life.

The demeanor of a chaos dragon can change in the blink of an eye, usually for no reason at all. They have no inclination toward good or evil (although many arbitrarily choose a side), but all of them seek to tear down law and structured society of any kind. A good chaos dragon may use positive means to bring about change, while evil ones are merely violent and murderous. In any case, a chaos dragon is so chaotic and impatient that it can never complete plans that take more than a few years to come to fruition. Because of this, they are easily outsmarted (or out-waited) by other creatures (including other dragons), but at the same time, their sheer unpredictability can take even the smartest of foes off-guard. In short, they are utterly unpredictable and, as a result, other forms of life avoid them.

Creating a Chaos Dragon

When creating a chaos dragon, use a brass dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic good, chaotic neutral, or chaotic evil. Though chaos dragons are always chaotic, they have no particular inclination toward good or evil.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon has no damage immunities.

Languages. The dragon speaks Abyssal, Celestial, and Draconic.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapons of the base dragon:



Energy Breath. The dragon exhales a line of chaotic energy, with the same range and damage as the base dragon's Fire Breath, though the damage it deals is random. Whenever the dragon uses this breath weapon, roll a d10. On a roll of 1-2, it deals acid damage; 3-4 is cold; 5-6 is lightning; 7-8 is fire; and 9-10 is thunder. Creatures in the area can attempt a Dexterity saving throw, taking half as much damage on a successful save.

Confusion Breath. The dragon exhales mind-affecting confusion gas in a cone with the same range as the base dragon's Sand Breath. Creatures in the area must succeed on a Wisdom saving throw or become confused, as if it had failed the saving throw against the *confusion* spell. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Traits. The dragon does not keep any traits possessed by the base dragon. It also doesn't retain the Change Shape action.

New Trait: Chaotic Will. The dragon's will is that of chaos, and as such cannot be controlled. The dragon is immune to compulsory effects of any kind, to the *confusion* spell, and to being charmed or dominated.

Preferred Spells. Chaos dragons tend to prefer the following spells: *confusion*, *divine word*, *mislead*.

A Chaos Dragon's Lair

Chaos dragons reside on the plane of Limbo, amid its ever-changing chaos, and they revel in it. A chaos dragon is always able to make a lair for itself in the chaos, but it changes the lair's layout almost daily, and rarely keeps the same lair for more than a few days. At the end of this time, the dragon allows its lair to dissolve into chaos, and then searches for a new place on the volatile plane.

The dragon never worries about transporting its hoard, as it can create a new one the same way it creates its lair: by transforming the existing matter in Limbo to a pile of gold coins, an enormous diamond, or some other nonmagical treasure. As a result, such objects are of little value to a chaos dragon (though it might keep a few around). Instead, they covet magical items of all kinds above all else, because of their immunity to being altered.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon alters the material that composes its lair. It chooses a section of matter that composes its lair that is no larger than a 20-foot cube. The matter in that cube changes to another nonliving form of the dragon's choice. The change completes on initiative count 20 of the following round. Possible forms could include: ice, molten lava, quicksand, fog, smoke, or stone, though the dragon can choose any nonliving form that it wants.
- The dragon chooses a point it can see within 120 feet of it, and causes a random chaotic explosion at that point. Each creature within 20 feet of the explosion must make a DC 15 Dexterity saving throw or take 10 (3d6) damage. The damage type is determined randomly by rolling a d10: 1-2 results in acid; 3-4 results in cold; 5-6 results in fire; 7-8 results in lightning; 9-10 results in thunder. The dragon is immune to this damage.

- The dragon chooses one creature that it can see within 120 feet of it. That creature must make a DC 15 Wisdom saving throw or be affected as if by a *confusion* spell.

Regional Effects

The region containing a legendary chaos dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- While in Limbo, the dragon can move, alter and stabilize the plane's chaotic matter to make a suitable lair for itself. If you are using the optional rule "Power of the Mind" (*Dungeon Master's Guide*, page 61) the dragon adds double its proficiency bonus to Intelligence checks made to move, alter, or stabilize matter within Limbo. In any case, the dragon can create a suitable living place for itself. While the dragon lives, its lair cannot be altered by any other creature, though the dragon can change it as it wills.
- If a creature stabilizes any area within 1 mile of the dragon's lair, the dragon immediately becomes aware of the creature's presence and the location of the stabilized area.
- Creatures within 6 miles of the lair may experience frequent and sudden mood swings. The smallest changes may suddenly make a creature sob uncontrollably, explode into rage, or burst into giddy laughter.

If the dragon dies, these effects end immediately. Its lair completely deteriorates into chaotic energies and random substances over the course of 1d4 hours.

Chaos Dragon Feats

Each of the following feats can only be taken by chaos dragons.

Chaos Hammer

Prerequisite: must be Mature Adult or older.

The dragon gains the following action option:

Chaos Hammer (Recharge 5-6). The dragon calls upon the energies of chaos itself to battle the enemies of chaos. All lawful creatures within 30 feet of the dragon must make a Charisma saving throw. On a failed save, a creature takes 21 (6d6) force damage and has disadvantage on attack rolls against chaotic creatures until the end of its next turn.

The saving throw DC equals the save DC of the dragon's Frightful Presence.

Chaotic Immunity

Prerequisite: must be Juvenile or older.

Whenever the dragon takes acid, cold, fire, lightning, or thunder damage, roll a d8. On a roll of 7 or 8, the dragon is immune to that damage type, including the instigating damage, until the end of its next turn.

Pervasive Chaotic Will

Prerequisite: must be Adult or older.

Whenever the dragon is subjected to a spell or effect that would charm, dominate, or otherwise compel it, and the source of the effect is a creature, that creature must make a Wisdom saving throw against its own save DC. On a failed save, the creature is instead subjected to the effect as if it had originated from the dragon.

Protection from Law

The dragon gains the following reaction option:

Protection from Law (1/Round). When a lawful creature makes an attack against the dragon, the dragon can subtract 1d10 from the attack roll, potentially causing the attack to miss. The dragon can use this ability after the roll has been made, but before any of the roll's effects have been applied.

Very Young Chaos Dragon

Small dragon, chaotic neutral

Armor Class 16 (natural armor)
Hit Points 45 (7d8 + 14)
Speed 35 ft., burrow 15 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	11 (+0)	11 (+0)	13 (+1)

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

Chaotic Will. The dragon is immune to compulsory effects of any kind, to the *confusion* spell, and to being charmed or dominated.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage.

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

Energy Breath. The dragon exhales chaotic energy in a 25-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 21 (6d6) damage on a failed save, or half as much damage on a successful one. Each time the dragon uses this option, the damage type is determined randomly by rolling a d10: 1-2 results in acid damage, 3-4 results in cold damage, 5-6 results in lightning damage, 7-8 results in fire damage, and 9-10 results in thunder damage.

Confusion Breath. The dragon exhales confusion gas in a 20-foot cone. Each creature in that area must succeed on a DC 12 Wisdom saving throw or become confused, as it if had failed the saving throw against the *confusion* spell. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Concordant Dragons

Where axial dragons are the draconic personification of law, concordant dragons are the draconic personification of balance. Each concordant dragon secretly keeps watch over all of dragonkind, continually ensuring that dragons are not increased or diminished in a potentially disastrous manner.

These dragons work closely with the inhabitants of their home plane, the Concordant Domain of the Outlands, to prevent any one ethos from dominating another throughout the whole of the multiverse. Of course, the ethos that they are most concerned with are good, evil, chaos, and law; thusly, concordant dragons are likely the most neutral party that can be found in the multiverse.

A concordant dragon has scales the color of lead, and gives off a faint green glow. It has a bulky appearance with crude, blocky features. Four horns curl from the back of its head, though the outer horns are quite short, and it has two large tusk-like teeth on its lower jaw.

Creating a Concordant Dragon

When creating a concordant dragon, use a bronze dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral.

Speeds. The dragon has no swim speed.

Skills. The dragon retains the base dragon's skills.

Damage Immunities. The dragon has immunity to poison damage and to the poisoned condition.

Languages. The dragon speaks Common and Draconic.

New Action: Antithetical Breath (Recharge 5-6). The dragon has one breath weapon: a line of antithetical energy, which has the same range and damage as the base dragon's Lightning Breath, though it deals force damage instead of lightning damage. The amount of damage a creature takes from this breath weapon depends on the creature's alignment. If one aspect of the creature's alignment is neutral, it has resistance to this damage. If the creature is neutral or unaligned, it is immune to this damage. Otherwise, the creature takes the full amount of damage. There is no saving throw to take half damage.

For example, a lawful good cleric, a chaotic neutral warlock, and a neutral ranger are caught in the breath weapon. The cleric would take full damage, the warlock would have resistance to that damage, and the ranger would be immune to that damage, because of their alignments.

Traits. The dragon does not keep any traits possessed by the base dragon. It also doesn't retain the Change Shape action.

Preferred Spells. Concordant dragons tend to prefer the following spells: *detect evil and good*, *detect magic*, *detect thoughts*, *dispel evil and good*, *invisibility*, *scrying*, *nondetection*, *true seeing*.

A Concordant Dragon's Lair

Concordant dragons make their lairs on the Concordant Domain of the Outlands, which serves as a central hub to all of the Outer Planes. A dragon may proclaim itself (or be assigned) as a guardian over a specific portal or section of the plane, to ensure the complete balance of ethos in that area.

A concordant dragon's need for balance comes out in its love of treasure; its hoard is always perfectly organized and perfectly balanced. "Balance" is a term unique to each dragon, however; one dragon may have a balance between silver and gold coins, another may have a balance between books and magic items, and another may have a balance between coins across all eras and cultures.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon targets a creature within 60 feet of it that it can see. If the target's alignment is not neutral, it must succeed on a DC 15 Wisdom saving throw or be affected as if by a *hold person* spell. This effect lasts until initiative count 20 of the following round.
- The dragon foresees balance in the near future. Until initiative count 20 on the following round, the dragon can treat any attack roll or saving throw made by itself or another creature within 60 feet of it as if it had rolled a 10. The dragon can only replace two rolls throughout the round.
- The dragon summons an extraplanar ally to help it. A creature of the dragon's choice, which has a CR no greater than 4 and a home plane other than the Material Plane, appears in an unoccupied space of the dragon's choice within 60 feet of it. The creature is friendly to the dragon, rolls initiative, and acts on that initiative count. The creature disappears after one minute, when it is reduced to 0 hit points, or if the dragon uses this lair action again.

Regional Effects

The region containing a legendary concordant dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 1 mile of the lair become distinctly aware of their own alignment, and may begin to doubt themselves.
- If a creature finishes a long rest within 1 mile of the lair, the creature must make a DC 15 Wisdom saving throw or have its alignment shift one step closer to neutral. Undead, fiends, and celestials automatically succeed the saving throw. A *greater restoration* spell or similar magic restores a creature's original alignment.
- The land for 6 miles around the lair becomes balanced, according to the dragon's unique definition of the term "balance."

If the dragon dies, these effects end immediately.

Concordant Dragon Feats

Each of the following feats can only be taken by concordant dragons.

Detect Alignment

As an action, the dragon can target a creature within 120 feet of it. It does not have to be able to see the creature, but it must know of the creature's presence. The dragon then learns the target's alignment, unless the target is shielded from divination, such as by a *mind blank* spell.

Temporal Stasis

Prerequisite: must be Ancient or older. The dragon gains the following action option:

Temporal Stasis (Recharge 5-6). The dragon chooses a creature that is within 60 feet of it and attempts to freeze it in temporal stasis. That creature must make a Wisdom saving throw. The DC for this saving throw equals the save DC of the dragon's Frightful Presence. On a failed save, that creature is trapped in a state of suspended animation. For the creature, time ceases to flow. It is incapacitated and restrained, its conditions are suppressed, and it stops aging. In addition, no force or effect can harm it. This effect persists for one minute, until it is dispelled (as with *dispel magic*, DC 18), or until the dragon ends the effect as a bonus action. The dragon can have only one creature affected by this ability at a time. If it affects a second creature with this ability, the effects end for the first creature.

The dragon can target itself with this ability. If it does, the effect lasts indefinitely, until dispelled (DC 18), or until the dragon ends the effect as a bonus action.

True Balance

Prerequisite: must be Old or older.

The dragon gains the following reaction:

True Balance. When it takes damage from another creature by any means, the dragon can force the attacker to make a Wisdom saving throw. The DC for this saving throw equals the save DC of the dragon's Frightful Presence. On a failed save, the creature takes the same damage.

Truesight

Prerequisite: must be Mature Adult or older.

The dragon gains truesight with a range of 120 feet.

Adult Concordant Dragon

Huge dragon, neutral

Armor Class 18 (natural armor)
Hit Points 189 (18d10 + 90)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	13 (+1)	18 (+4)

Saving Throws Dex +5, Con +10, Wis +6, Cha +9
Skills Insight +6, Perception +11, Stealth +5
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21
Languages Common, Draconic
Challenge 13 (10,000 XP)

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Antithetical Breath (Recharge 5-6). The dragon exhales antithetical energy in an 80-foot line that is 5 feet wide. Each creature in that line takes 60 (11d10) force damage. If one aspect of the creature's alignment is neutral, it has resistance to this damage. A creature who is neutral or unaligned is immune to this damage.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

Deathmask Dragons

Deathmask dragons are more dragon than demon, but only just. They are mindlessly violent toward any and all life, including the demons that share their domain. Any being they kill, they devour, and as they consume, they grow. Their bodies are made up of the souls they have devoured; faces leer and wail from between the dragon's scales, bemoaning their hellish existence. These dragons are unique in that they do not age with time; they grow as they devour souls, gaining strength as they absorb the essence of their victims.

A deathmask dragon has a nightmarish visage, with scales of deep purple, grey, or black as dark as the Abyss from which it comes. Dozens of reptilian legs support its long, serpentine body. Its head is wide and its tail is slender, and several pairs of black wings extend from its body.

Because of its demonic nature, a slain deathmask dragon instantly reforms in the Abyss. The only way to truly destroy it is to seek it out in the Abyss and kill it there.

Creating a Deathmask Dragon

When creating a deathmask dragon, use a green dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil.

Skills. The dragon is proficient in Deception, Intimidation, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Resistances. The dragon is resistant to cold and lightning damage.

Damage Immunities. The dragon is immune to fire, necrotic, and poison damage, and is immune to the poisoned condition.

Languages. The dragon speaks Abyssal and Draconic.

New Action: Necrotic Breath (Recharge 5-6). The dragon has one breath weapon, which replaces the breath weapon of the base dragon: a cone of deathly energy, with the same range and damage as the base dragon's Poison Breath, though it deals necrotic damage instead of poison damage. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

Traits. The dragon does not retain any traits possessed by the base dragon.

New Trait: Devour Soul. The dragon can devour the soul of a creature who has been dead for less than 1 hour. To do so, the dragon must spend 1 minute consuming the creature's remains. The soul is then devoured by the dragon, becoming a part of its horrid form, and cannot be returned to life by any means short of a *wish* spell, but even then only after the dragon has been killed.

New Trait: Hybrid Nature. The dragon has two creature types: dragon and fiend (demon). It can be affected by a game effect if it works on either of its creature types.

Preferred Spells. Deathmask dragons usually lack the discipline to learn how to cast spells. In the rare case that a deathmask dragon can cast spells, it tends to prefer spells such as *finger of death* or *raise dead*.



A Deathmask Dragon's Lair

Deathmask dragons lair throughout the endless layers of the Abyss, wherever they can find a place with sufficient souls to devour, yet is adequately secluded. Many powerful demons, including some demon lords, keep these dragons as guardians for their lairs; the only problem is making sure the dragon has enough treasure in its hoard and souls to devour to keep it compliant.

Rarely, a deathmask dragon can make its way to the Material Plane, usually by convincing a cult to summon it. In these cases, the dragon most often attempts to conceal its presence as well as it can, to keep its true nature hidden.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row.

- Faces leer from between the dragon's scales, and their mad babbling grows to a roar. Each creature within 30 feet of the dragon must make a DC 15 Wisdom saving throw, taking 16 (3d10) psychic damage on a failed save, or half as much damage on a successful one.
- The dragon chooses one creature within 60 feet of it that it can see. That creature must succeed on a DC 15 Wisdom saving throw or have its mind filled with the wailing voices of the souls the dragon has devoured. A creature so affected suffers a bout of short-term madness (roll on the Short-Term Madness table on page 259 in the 5th Edition *Dungeon Master's Guide*). An affected creature can attempt the save again at the end of each of its turns, ending the madness early on a success.
- The dragon summons an ally to assist it in its fight. A demon, whose challenge rating can be no higher than 4, appears in an unoccupied space within 30 feet of the dragon. The demon is friendly to the dragon, rolls initiative, and acts on that initiative count. The demon disappears after one minute, when it is reduced to 0 hit points, or if the dragon uses this lair action again.

Regional Effects

The region containing a legendary deathmask dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures attempting to take a long rest within 6 miles of the lair experience eerie whispers and wails in their dreams, and must make a DC 15 Wisdom saving throw. On a failed save, the creature gains no benefit from finishing the long rest.
- Ghostly apparitions of the creatures the dragon has devoured appear within 1 mile of the lair. They always walk toward the dragon's lair, but dissipate after a few seconds and cannot be interacted with.
- Within 1 mile of the lair, sounds mimicking those of helpless people can be heard around corners or behind obstacles. A woman's voice may cry for help, or a man's voice may scream in agony.

If the dragon dies, these effects end immediately.

Deathmask Dragon Feats

Each of the following feats can only be taken by Deathmask dragons.

Devouring Breath

Prerequisite: must be Mature Adult or older.

A creature reduced to 0 hit points by the dragon's Necrotic Breath is killed instantly and its soul is devoured by the dragon, as with its Devour Soul trait.

Mask of Dread

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Mask of Dread. The dragon chooses a creature within 60 feet of it that can see it. That creature must make a Wisdom saving throw. The DC for this saving throw equals the save DC of the dragon's Frightful Presence. On a successful save, the creature takes 7 (2d6) psychic damage. On a failed save, the creature takes 7 (2d6) psychic damage immediately and every time it damages the dragon until the start of the dragon's next turn.

The dragon can use this action as a Legendary Action, if it has legendary actions, by spending 2 legendary actions.

Multi-Legged

Prerequisite: must have Multiattack.

Whenever the dragon uses its Multiattack, instead of making two claw attacks, it can make a claw attack against each creature within its reach.

In addition, the dragon has advantage on Strength and Dexterity saving throws made against effects that would knock it prone or move it against its will.

Spider Climb

The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Wail of Death

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Wail of Death (Recharge 5-6). The dragon releases a ghastly wail. Creatures that can hear the wail and are within 30 feet of the dragon must make a Wisdom saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one. A creature who fails the saving throw also takes 7 (2d6) psychic damage whenever it deals damage to another creature with a spell or attack until the end of its next turn.

The DC for this saving throw equals the save DC of the dragon's Breath Weapon.

Deathmask Dragon Wyrmling

Small dragon, chaotic 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 Deception +3, Intimidation +3, Perception +4, Stealth +3
Damage Resistances cold, lightning
Damage Immunities fire, necrotic, poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14
Languages Abyssal, Draconic
Challenge 2 (450 XP)

Devour Soul. The dragon can devour the soul of a creature who has been dead for less than 1 hour. To do so, the dragon must spend 1 minute consuming the creature's remains. The soul is then devoured by the dragon, becoming a part of its horrid form, and cannot be returned to life by any means short of a *wish* spell, but even then only after the dragon has been killed.

Hybrid Nature. The dragon has two creature types: dragon and fiend (demon). It can be affected by a game effect if it works on either of its creature types.

Actions

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

Necrotic Breath (Recharge 5-6). The dragon exhales deathly energy in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Elysian Dragons

Elysian dragons claim to be protectors over the tranquil peace of Elysium. However, it would seem that they only really care that they (and all those around them) have as many long and pleasurable days as possible. Each elysian dragon believes that happiness and pleasure are inexorably linked, and therefore believes that the more one eats, drinks, and otherwise indulges its appetites, the happier it becomes. As a result of this paradigm, elysian dragons overeat and overdrink themselves into obesity, and are known to be excessively prolific, breeding at an alarmingly fast rate. Indeed, the number of half-dragons begotten of elysian dragons is more than that of every other known planar dragon combined.

A typical elysian dragon has a wide, squat body, and is nearly always obese. The dragon's fat pushes out its scales, which gives it an unkempt look. A tall, spiny frill runs from the top of the dragon's head to the start of its short, fat tail. The smell of fermenting grain often accompanies the dragon; whether this is innate or a result of excessive drinking is unknown.

When it comes to treasure, elysian dragons rarely are able to keep any amount of wealth for long enough to accumulate what could passably be called a "hoard." As soon as any wealth comes its way, the dragon spends, eats, or drinks it away. The rare elysian dragon that actually accumulates wealth is only able to keep it until the next time it hosts a party.

Elysian dragons are reluctant to fight at all. If attacked or pressed into combat, an elysian dragon is always offended that someone would ruin its party, not to mention attempt to harm it. They attempt to end combat as quickly as possible, with as little bloodshed as possible. Even in combat, the dragon remains jolly and upbeat, cracking jokes and speaking conversationally with its opponents.

Creating an Elysian Dragon

When creating an elysian dragon, use a nickel dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral good.

Speeds. The dragon has no swim speed.

Skills. The dragon is proficient in Insight, Persuasion, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to poison and thunder damage, and is immune to the poisoned condition.

Languages. The dragon speaks Celestial, Common, Draconic, and Sylvan.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Sonic Breath. The dragon exhales a line of sonic energy, with the same range and damage as the base dragon's Caustic Breath, though it is a line instead of a cone and deals thunder damage instead of acid damage. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

Inebriation Breath. The dragon exhales a cloud of sickening green gas in a cone with the same range as the base dragon's Caustic Breath. Creatures caught in the cloud of gas must make a Constitution saving throw. On a failed save, the creature is poisoned for one hour. While poisoned in this way, a creature is upbeat and happy, and has advantage on saving throws against being frightened. Creatures immune to poison automatically succeed the save.

Traits. The dragon does not keep any traits possessed by the base dragon.

New Action: Shrink. The dragon reduces its body size by up to three size categories. It retains its shape and all of its other statistics (except for its reach, which shrinks to match the new size); it is just a smaller version of itself. This effect lasts until the dragon uses an action to return to its normal size.

Preferred Spells. Elysian dragons tend to prefer the following spells: *calm emotions*, *charm person*, *create food and drink*, *dominate person*, *dominate monster*, *heroes' feast*, *heroism*, *polymorph*, *stinking cloud*, *Tasha's hideous laughter*, *vicious mockery*.

An Elysian Dragon's Lair

Elysian dragons' home plane is Elysium, and they prefer to lair in or near towns, where they have easy access to lots of food and drink. The typical dragon always has an enormous larder (which is, ironically, nearly always empty), along with several servants to further encourage the dragon's laziness. An elysian dragon is an excellent master, however, and ensures that its servants live long and pleasurable lives.

Most prefer to live in great halls constructed by humanoids. Size isn't an issue; for smaller homes, an elysian dragon will use its Shrink ability to squeeze in.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- Greenish mist swirls around a creature that the dragon can see within 60 feet of it. That creature must make a DC 15 Wisdom saving throw. On a failed save, the creature is charmed by the dragon until initiative count 20 of the following round.
- Silvery mist swirls around a creature that the dragon can see within 60 feet of it. That creature must make a DC 15 Charisma saving throw. On a failed save, the creature is stunned as it is overcome by complete euphoria. This effect lasts until initiative count 20 of the following round.
- The dragon belches or flatulates loudly, creating a 20-foot radius sphere of nauseating gas centered on the dragon. The gas behaves as if created with the *stinking cloud* spell, and lasts until initiative count 20 on the next round.

Regional Effects

The region containing a legendary elysian dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 1 mile of the lair are noticeably more upbeat and joyful, and their physical appetites are increased.
- Alcoholic drinks kept within 1 mile of the lair for at least 24 hours become much stronger than they would normally be.
- Creatures that finish a long rest within 1 mile of the lair must make a DC 15 Wisdom saving throw. On a failed save, a creature wants only to fulfil its physical appetites, and becomes apathetic toward all other pursuits.

If the dragon dies, these effects fade over the course of 1d10 days.

Elysian Dragon Feats

Each of the following feats can only be taken by elysian dragons:

Heroism

When the dragon rolls initiative, it gains a number of temporary hit points equal to its number of hit dice.

Holy Power of Elysium

The dragon is filled with the heroic power of elysium. It has resistance to necrotic and radiant damage.

Inebriated

The dragon is constantly drunk, or its mind is addled by its excessive consumption of physical pleasures. It has advantage on saving throws against effects that would charm or dominate it, and against being frightened.

Young Adult Elysian Dragon

Large dragon, neutral good

Armor Class 17 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	19 (+4)	11 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +3, Cha +4
Skills Insight +4, Perception +7, Persuasion +4, Stealth +3
Damage Immunities poison, thunder
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Celestial, Common, Draconic, Sylvan
Challenge 8 (3,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 12 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Sonic Breath. The dragon exhales sonic energy in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 49 (14d6) thunder damage on a failed save, or half as much damage on a successful one.

Inebriation Breath. The dragon exhales a cloud of sickening green gas in a 40-foot cone. Each creature in that area must make a DC 15 Constitution saving throw against poison. On a failed save, a creature is poisoned for one hour and has advantage on saving throws made against being frightened.

Shrink. The dragon reduces its body size by up to three size categories. It retains its shape and all of its other statistics; it is just a smaller version of itself. This effect lasts until the dragon uses an action to return to its normal size.

Ethereal Dragons

Ethereal dragons are shy and inquisitive, and spend most of their lives floating through the Ethereal Plane, spying on those who are "stuck" on the Material Plane. Of all planar dragons, they are the most likely to be encountered on the Material Plane, because of the time they spend in the Border Ethereal. Their spying inevitably leads to theivery attempts as the dragon finds things that it covets, but it always returns to its home plane as quickly as it is able.

Ethereal dragons' scales are pearly white, grey, or sometimes brown, leading to their nickname of "moonstone dragons." Despite their eternal floating in the Ethereal, they are stocky and well-built, though their wings are relatively small.

Ethereal dragons prefer to avoid combat at all costs, and always shift into the Ethereal Plane to avoid a conflict. If forced into combat, it tries to run or disable its foes before it resorts to killing.

Creating an Ethereal Dragon

When creating an ethereal dragon, use a steel dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon has no damage immunities.

Languages. The dragon speaks Draconic.

New Action: Force Breath (Recharge 5-6). The dragon has one breath weapon, which replaces the breath weapon of the base dragon. The dragon exhales a cone of force energy with the same range as the base dragon's Poison Breath, though it deals force damage instead of poison damage. If the dragon is on the Material Plane, creatures in the area in the Ethereal Plane are also affected. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

Traits. The dragon does not keep any traits possessed by the base dragon. It also doesn't retain the Change Shape action.

New Action: Ethereal Shift. The dragon enters the Border Ethereal, or returns to the Material Plane from the Border Ethereal.

New Trait: Ethereal Stealth. While on the Ethereal Plane, the dragon doubles its proficiency bonus on Dexterity (Stealth) checks.

New Trait: Ethereal Vision. While on the Material Plane, the dragon can see creatures on the Ethereal Plane as if they were visible. While on the Ethereal Plane, the dragon can see normally out to the range of its darkvision, and its blindsense functions normally on that plane, regardless of visual limits.

New Trait: Hover. The dragon can hover in the air without having to move.

Preferred Spells. Ethereal dragons tend to prefer the following spells: *astral projection*, *blink*, *dimensional anchor*, *etherealness*, *Leomund's secret chest*.

An Ethereal Dragon's Lair

Ethereal dragons prefer to lair on the Border Ethereal bordering the Material Plane, because there are more riches that are easier to get on the Material Plane, though they have been known to build lairs bordering any of the Inner Planes. For the location, an ethereal dragon often chooses the ethereal reflection of a cavern or castle; the presence of other creatures doesn't bother the dragon because of their inability to see into the Ethereal Plane. Rarely, what is suspected to be a ghost or poltergiest could actually be an ethereal dragon living in the basement.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon chooses a creature within 60 feet of it that it is aware of. That creature must make a DC 15 Charisma saving throw. On a failed save, the creature is transported to the Border Ethereal until initiative count 20 of the following round. If the creature is already on the Border Ethereal, it is instead transported to the plane it is bordering.
- The dragon casts *wall of force*. The wall lasts for as long as the dragon maintains concentration for up to 1 minute, or until the dragon uses this lair action again.
- The dragon chooses a creature within 60 feet of it that it is aware of, and attacks it with ethereal energy. That creature must succeed a DC 15 Wisdom saving throw or take 10 (3d6) force damage.



Regional Effects

The region containing a legendary ethereal dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Because of how frequently the dragon travels between planes, the veil between the plane and the Border Ethereal wears thin. Portals may open to the Border Ethereal within the dragon's lair.
- Within 1 mile of the lair, ghostly apparitions of the dragon or other ethereal creatures flicker in and out of peripheral vision. Upon investigation, there is never anything there.
- Within 6 miles of the lair, ethereal cyclones (see page 49 of the *Dungeon Master's Guide*) never occur unless the dragon wills them to.

If the dragon dies, these effects end immediately.

Ethereal Dragon Feats

Each of the following feats can only be taken by ethereal dragons.

Ethereal Cyclone

Prerequisite: must be Ancient or older.

The dragon gains the following action option:

Ethereal Cyclone (1/Day). In order to use this ability, the dragon must be on the Ethereal Plane. The dragon creates an ethereal cyclone centered on itself. All other creatures that are within 120 feet of the dragon and on the Ethereal Plane are thrown 1d10 miles in a random direction.

Ethereal Jaunt

The dragon gains the following reaction option:

Ethereal Jaunt. When the dragon is hit by a weapon attack, the dragon fades partially into the Border Ethereal. The triggering attack misses.

Ethereal Strike

While on the Material Plane, the dragon can target and deal damage to targets that are on the Ethereal Plane as if they were material. This does not allow the dragon to damage material targets while on the Ethereal Plane.

Elder Ethereal Dragon

Huge dragon, neutral

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	23 (+6)	15 (+2)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +12, Wis +8, Cha +9
Skills Perception +14, Stealth +6
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24
Languages Draconic
Challenge 20 (25,000 XP)

Ethereal Stealth. While it is on the Ethereal Plane, the dragon doubles its proficiency bonus on Dexterity (Stealth) checks.

Ethereal Vision. While on the Material Plane, the dragon can see creatures on the Ethereal Plane as if they were visible. While on the Ethereal Plane, the dragon can see normally out to the range of its darkvision, and its blindsense functions normally on that plane, regardless of visual limits.

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Ethereal Shift. The dragon enters the Border Ethereal, or returns to the Material Plane from the Border Ethereal.

Force Breath (Recharge 5-6). The dragon exhales poisonous gas in an 80-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 67 (15d8) force damage on a failed save, or half as much damage on a successful one. If the dragon is on the Material Plane, creatures in the area in the Ethereal Plane are also affected.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Frostforged Dragon

Frostforged dragons are white dragons who have been abducted by demons for use in the endless Blood War. They are subjected to terrible torments and modifications, such as armor nailed into their hides, to serve as weapons of destruction for the demons. They rarely live long, either killed by their demonic masters or driven to death in war. These poor brutes are most often juveniles and young adults; demons lack the power and cooperation to defeat and subjugate a mature or ancient dragon.

Creating a Frostforged Dragon

When creating a frostforged dragon, use a white dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to cold damage.

Languages. The dragon speaks Abyssal and Draconic.

Breath Weapon. The dragon retains its breath weapon.

Traits. The dragon retains its traits.

New Trait: Hatred of Demons. The dragon longs for freedom that it can never have, because of the multitudes of demons that surround it. If it is targeted by a spell or effect that would charm or dominate it, and the creature attempting the charm is not a demon, the dragon has disadvantage on the saving throw. If the dragon fails the saving throw, it immediately begins attacking the nearest demon, regardless of what the spell or effect would have it do.

New Trait: Spikes of Pain. A demon adjacent to the dragon can use a bonus action to spur the dragon onward toward a violent end. The dragon takes 4 (1d8) piercing damage, and can use its reaction to make one claw attack.

Preferred Spells. Because of their torture, frostforged dragons lack the mental fortitude to cast spells.

A Frostforged Dragon's Lair

Frostforged dragons do not have a personal hoard or lair, because of their subjugation to demons. Therefore, they do not have any lair actions or regional effects.

Frostforged Dragon Feats

Each of the following feats can only be taken by frostforged dragons. These dragons don't choose these feats for themselves, however; their demon masters outfit and torture them to make them machines of war. They retain any feats they had before becoming a frostforged dragon, but after their torment, cannot choose any feats other than the ones on this list. In addition, these feats don't count against the number of feats the dragon can take.

Armor Plates

Cold-forged iron plates have been nailed into the dragon's hide. The dragon gains a +1 bonus to AC.

Broken Mind

The dragon has already undergone so much torment that it lacks the ability to think for itself, having become a mindless monster. As a result, it is resistant to psychic damage, and automatically fails saving throws against effects that would charm or dominate it. The dragon cannot use its Legendary Resistance to succeed on these saving throws.

Cold Iron Armor

The dragon has advantage on saving throws against spells and other magical effects that deal damage.

Pain Frenzy

The dragon gains the following reaction option:

Pain Frenzy. If the dragon takes more than 30 damage in one turn, it can use its reaction to make one claw attack against each creature within its reach. A creature hit by one of these attacks must succeed on a Strength saving throw (DC equals 8 + the dragon's proficiency bonus + the dragon's Strength modifier) or be knocked prone.

Frostforged Dragon Wyrmling

Tiny dragon, chaotic evil

Armor Class 16 (natural armor)
Hit Points 32 (5d8 + 10)
Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

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

Hatred of Demons. If the dragon is targeted by a spell or effect that would charm or dominate it, and the creature attempting the charm is not a demon, the dragon has disadvantage on the saving throw. If the dragon fails the saving throw, it immediately begins attacking the nearest demon, regardless of what the spell or effect would have it do.

Spikes of Pain. A demon adjacent to the dragon can use a bonus action to spur the dragon onward. The dragon takes 4 (1d8) piercing damage, and can use its reaction to make one claw attack.

Actions

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

Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Gloom Dragons

Many planar travelers mistake gloom dragons to be undead abominations. Though they are indeed abominations, they are far from undead. They represent the apathetic loss of hope that grips the plane they stalk: Hades.

Though they are powerful beasts, gloom dragons prefer to scavenge what other creatures have already killed. As Hades serves as a battlefield in the eternal Blood War, they rarely have to travel far to find suitable sustenance in the form of dead fiends.

A gloom dragon is gaunt and skeletal, and has a large beak-like snout resembling a vulture's. Large plates run down its spine, each shaped roughly like a tombstone and bearing the name of a creature the dragon has consumed. Its scales alternate in uneven patterns of cracked white and black.

If a creature offers the dragon any resistance to being eaten, the dragon instantly retreats to formulate an ambush or to regroup. If the creature proves too strong for the dragon's Apathetic Breath or Aura of Gloom, the dragon leaves to find easier prey. A gloom dragon will never stand its ground, unless defending its lair or its young.

Creating a Gloom Dragon

When creating a gloom dragon, use a sapphire dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral evil.

Skills. The dragon is proficient in Insight, Religion, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Resistances. The dragon has no damage resistances.

Damage Immunities. The dragon has no damage immunities.

Languages. The dragon speaks Abyssal, Common, Draconic, and Infernal.

New Action: Apathetic Breath (Recharge 5-6). The dragon has one breath weapon, which replaces the breath weapon of the base dragon. The dragon exhales a cone of gas with the same range as the base dragon's Thunder Breath, though it is a cone instead of a line. Each creature caught in the gas must make a Wisdom saving throw. On a failed save, a creature succumbs to apathy for 1 minute. While in this state, an affected creature is incapacitated and doesn't defend itself. At the end of each of its turns and every time it takes damage, an affected creature can attempt the save again, ending the effect on itself on a success.

Traits. The dragon does not keep any traits possessed by the base dragon.

New Trait: Death Scent. The dragon can pinpoint the location of any creature that has died within the past 24 hours, as long as the dragon is within 1 mile of the corpse.

New Trait: Eternal Consumption. Whenever a gloom dragon consumes a creature that is Large or smaller, a new tombstone plate grows on the dragon's back. The tombstone plate records the consumed creature's name and place of death. Only a carefully worded *wish* spell can return such an unfortunate creature to life, and even then only after the dragon has been killed.

Preferred Spells. Gloom dragons tend to prefer the following spells: *hallow*, *hold monster*, *hold person*, *sleep*.

A Gloom Dragon's Lair

Upon the Gray Wastes of Hades, gloom dragons make their lairs next to battlefields or other places where dead creatures are easy to come by. Otherwise, they lair near the River Styx. They occasionally clash with styx dragons over territory, but always allow the styx dragon to claim victory; combat with them proves too risky for the more frail gloom dragons.

Because of its choice of location and preferred diet, a gloom dragon can usually amass an impressive hoard of treasure, but not in the form of coins and gems. The dragon picks weapons and armor of all kinds from the fiends it scavenges on and waylays travelers on the River Styx. The dragon takes anything and everything it can, but focuses especially on magic items, as nonmagical items lose their luster within the bleak landscape of Hades. Some have been known to hoard powerful artifacts for centuries or millenia.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon emanates an aura of despair. Each creature within 30 feet of the dragon must make a DC 15 Charisma saving throw. On a failed save, a creature becomes aware of its own mortality and how futile their fight is. For that round, that creature takes a -10 penalty to initiative.
- The dragon magically forces one creature that it can see within 60 feet of it to meet its gaze. That creature must make a DC 15 Wisdom saving throw. On a failed save, that creature is overcome with despair, and suffers disadvantage on all attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- The dragon chooses a point on the ground that it can see within 60 feet of it. Gray mist swirls in a 20-foot radius sphere centered on that point. Each creature in the mist when it appears must make a DC 15 Constitution saving throw, taking 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing a legendary gloom dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 6 miles of the lair become apathetic. Living creatures may forget to eat or drink, and/or lose motivation or forget what they are doing.
- Eerie green-gray mist persists for 1 mile around the lair, lightly obscuring the ground and all objects and creatures within it.
- The dragon automatically knows when a creature dies within 1 mile of its lair, and learns its exact location.

If the dragon dies, these effects end immediately.

Gloom Dragon Feats

Each of the following feats can only be taken by gloom dragons:

Aura of Gloom

Prerequisite: must be Juvenile or older.

An aura of greenish mist roils in a 10-foot radius around the dragon. A creature that starts its turn in the aura must make a Wisdom saving throw. On a failed save, the creature is frightened of the dragon until the start of its next turn. A creature that succeeds the save is immune to the dragon's Aura of Gloom for the next 24 hours.

The DC for this saving throw equals the save DC of the dragon's Breath Weapon.

Deep Slumber

Prerequisite: must be Mature Adult or older.

The dragon gains the following action option:

Deep Slumber (1/Short Rest). The dragon casts the *sleep* spell at 9th level, without expending a spell slot or requiring material components.

Unholy Dragon

The dragon gains unholy power from its home plane. It gains immunity to necrotic damage.

Wasting Bite

Prerequisite: must be Adult or older.

A creature hit by the dragon's bite attack must make a Constitution saving throw. The DC for this saving throw equals the save DC of the dragon's Breath Weapon. On a failed save, the creature contracts grey wasting.

While infected with grey wasting, the creature doesn't gain the benefits of a long rest. Each time the creature finishes a long rest, it can repeat the saving throw. On a failed save, its Charisma score is reduced by 1d4. A creature whose Charisma score is reduced to 0 dies. If the creature succeeds on the check three times, it recovers from the disease. The successes need not be consecutive.

Mature Adult Gloom Dragon

Huge dragon, neutral evil

Armor Class 18 (natural armor)
Hit Points 195 (17d12 + 85)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	21 (+5)	16 (+3)	14 (+2)	15 (+2)

Saving Throws Dex +5, Con +9, Wis +6, Cha +6
Skills Insight +6, Perception +10, Religion +7, Stealth +5
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20
Languages Abyssal, Common, Draconic, Infernal
Challenge 12 (8,400 XP)

Death Scent. The dragon can pinpoint the location of any creature that has died within the past 24 hours, as long as the dragon is within 1 mile of the corpse.

Eternal Consumption. Whenever the dragon eats a creature that is Large or smaller, a new tombstone plate grows on the dragon's back. The tombstone plate records the consumed creature's name and place of death. Only a carefully worded wish spell can return such an unfortunate creature to life, and even then only after the dragon has been killed.

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:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Apathetic Breath (Recharge 5-6). The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or succumb to apathy for 1 minute. While in this state, an affected creature is incapacitated and doesn't defend itself. At the end of each of its turns and every time it takes damage, an affected creature can attempt the save again, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

Howling Dragons

Within the wind-carved tunnels of Pandemonium lurk the howling dragons: insane creatures who revel in the ceaseless noise that is their home plane. They are brilliant and conniving, though quite insane, so their plans are often overly convoluted or occasionally built on flawed logic. Without their insanity, they would be a much more prevalent threat.

Howling dragons are so named because of their breath weapons, both of which are horribly frightening and loud, but which also set the dragons apart from other species. These dragons are unique because their breath weapon has a practical use other than annihilating opponents in combat; howling dragons actually use their breath to communicate with each other and other creatures within Pandemonium. It is one of the few naturally created sounds that can be heard over the winds on that plane.

The scales of a howling dragon are dark, mottled purple, and it has large yellow eyes with tiny pupils, giving it a feral appearance. A frill of spines sprouts from the base of its skull, and its body is long and slender.

Creating a Howling Dragon

When creating a howling dragon, use an emerald dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil or chaotic neutral.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to thunder damage, and isn't resistant to fire damage.

Languages. The dragon speaks Draconic.

New Action: Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapons:

Howling Breath. The dragon's howling breath has the same range, damage, and saving throw as the base dragon's Thunder Breath. Creatures that fail the save aren't deafened.

Maddening Wail. The dragon unleashes a maddening wail in a cone of the same size as its Howling Breath. Each creature in that area must succeed on a Wisdom saving throw or become afflicted with a random short-term madness (as on page 259 of the *Dungeon Master's Guide*). Each affected creature develops a different kind of madness, and can attempt the save again at the end of each of its turns, ending the madness early on a success.

Traits. The dragon does not keep any traits possessed by the base dragon.

New Trait: Pandemonium Adaptation. The dragon has adapted to the environment of Pandemonium, and is immune to any adverse effects of its winds or other phenomena. In addition, the dragon's breath weapons can always be heard above the winds of Pandemonium by creatures within 120 feet of it. Other howling dragons can detect the sound from as far as 1 mile away. On the Material Plane, the sound can be heard within 6 miles of the dragon.

Preferred Spells. Howling dragons tend to prefer the following spells: *Tasha's hideous laughter*, *wind wall*, *confusion*, *gust of wind*, *phantasmal killer*, *shatter*, *weird*.

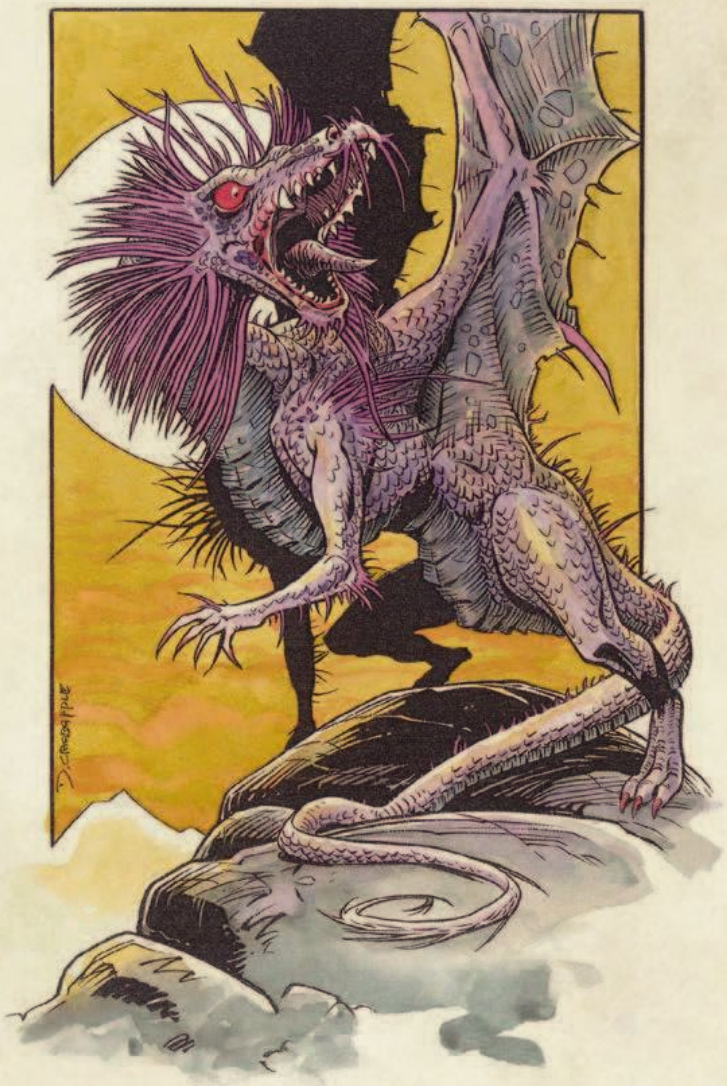
A Howling Dragon's Lair

Howling dragons prefer isolated, twisting tunnels for their lairs. When they make their way to the Material Plane, they prefer similar terrain, and so end up far underground in the Underdark.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon creates howling winds that blow through the lair. Nothing can be heard above the winds except for the dragon's breath weapon. The winds last for 1 minute or until the dragon dies.
- One creature of the dragon's choice that it can see and that is within 120 feet of it must make a DC 15 Charisma saving throw. On a failed save, the creature is afflicted with a random short-term madness (roll on the Short Term Madness Table in the *Dungeon Master's Guide*). This madness only lasts until initiative count 20 on the next round.
- One creature of the dragon's choice that it can see and that is within 120 feet of it must make a DC 15 Wisdom saving throw. On a failed save, the creature is charmed by the dragon until initiative count 20 on the next round. While the creature is charmed in this way, the dragon chooses how the creature uses its actions.



Regional Effects

The region containing a legendary howling dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The land within 1 mile of the lair is constantly scoured by howling winds. Within this area, Wisdom (Perception) checks that rely on hearing are made with disadvantage.
- The dragon's insane visage can be seen in rock formations or passing clouds within 1 mile of the lair.
- Within 6 miles of the lair, mad wails and eerie howls can be heard every so often as the dragon voices its insanity.

If the dragon dies, these effects fade over the course of 1d10 days, though the wails and howls cease immediately.

Howling Dragon Feats

Each of the following feats can only be taken by howling dragons.

Insane

The dragon's sanity left it long ago. As a result, it is resistant to psychic damage, and immune to all kinds of madness.

Labyrinthine Recall

The dragon can perfectly recall any path it has travelled.

Lithe Form

The dragon counts as one size smaller when determining a space it could fit through.

Adult Howling Dragon

Large dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 199 (19d10 + 95)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	18 (+4)	12 (+1)	17 (+3)

Saving Throws Dex +4, Con +9, Wis +5, Cha +7
Skills Perception +9, Stealth +4
Damage Immunities thunder
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 11 (7,200 XP)

Pandemonium Adaptation. The dragon is immune to any adverse effects of Pandemonium's winds or other phenomena. In addition, the dragon's breath weapons can always be heard above the winds of Pandemonium by creatures within 120 feet of it. Other howling dragons can detect the sound from as far as 1 mile away. On the Material Plane, the sound can be heard within 3 miles of the dragon.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Howling Breath. The dragon exhales a thunderous howl in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 56 (16d6) thunder damage on a failed save, or half as much damage on a successful one.

Maddening Wail. The dragon unleashes a maddening wail in a 50-foot cone. Each creature in that area must succeed on a DC 17 Wisdom saving throw or become afflicted with a random short-term madness (roll on the Short-Term Madness table on page 259 of the 5th Edition *Dungeon Master's Guide*). An affected creature can attempt the save again at the end of each of its turns, ending the madness afflicting it on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 16 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.

Wail of Pandemonium

Prerequisite: must be Juvenile or older.

When the dragon uses its Maddening Wail breath weapon, each creature that fails the saving throw by 5 or more becomes afflicted with a random long-term madness instead of a short-term madness. Each creature that fails the saving throw by 10 or more becomes afflicted with a random indefinite madness instead of a long-term madness. In addition, a creature who acquires long-term or indefinite madness in this way cannot attempt the save again at the end of each of its turns. *Lesser restoration* can cure long-term madness, but *greater restoration* or similar magic is required to cure indefinite madness.

Mirage Dragons

Amid the fantastical glens of the Feywild, mirage dragons spend their time hunting, playing tricks, or basking in particularly sunny glades. They are reclusive by nature, but when in the presence of other creatures, love to pull pranks and other deceptions.

The body of a mirage dragon is reminiscent of a green dragon's (from which they are likely descended): long limbs and a long neck and tail, and nearly always wearing a grin. Its scales are the color of emerald or turquoise, and it has soft feathers of brilliant plumage behind its jaw, giving it a large colorful mane. Its wings are peculiar in that they are quite small and feathered, though the dragon has no trouble flying.

Not only is the body of a mirage dragon like a green dragon's, but its intelligence is similar as well. Mirage dragons have proven to be just as clever as greens, though far less sinister and malicious; their plots more often involve trickery for the sake of fun rather than for the sake of gain. Even so, their "pranks" can range from harmless and hilarious to devious and deadly. Oftentimes, the dragon doesn't know the difference.

Though reclusive, mirage dragons enjoy the company of eladrin, who usually share the dragon's sense of humor and take its practical jokes in stride. Really, they appreciate any company that reacts well to their clever trickery, and almost never attack unless provoked or greatly insulted.

Creating a Mirage Dragon

When creating a mirage dragon, use a blue dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic neutral.

Speeds. The dragon has no burrowing speed.

Skills. The dragon is proficient in Deception, Insight, Persuasion, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to poison and psychic damage, and to the poisoned condition.

Languages. The dragon speaks Draconic, Elven, and Sylvan.

New Action: Psychic Breath (Recharge 5-6). The dragon has one breath weapon, which replaces the breath weapon of the base dragon. The dragon exhales a blast of mindbending psychic energy in a cone with the same range and damage as the base dragon's Lightning Breath, though its shape is a cone and it deals psychic damage rather than lightning damage. Creatures in the area can attempt a Wisdom saving throw, taking half as much damage on a successful save.

If the breath weapon's range is longer than 90 feet, it becomes 90 feet.

Traits. The dragon does not keep any traits possessed by the base dragon.

New Action: Bite. The dragon retains its Bite action option, but it deals extra poison damage instead of lightning damage.

Preferred Spells. Mirage dragons tend to prefer nearly any spell from the Illusion or Enchantment schools, but gravitate especially toward *confusion* and *invisibility* spells. Particularly powerful dragons might choose *prismatic spray* or *prismatic wall*.

One of a mirage dragon's favorite ploys is to cast *disguise self* and make itself appear like a different dragon type.

A Mirage Dragon's Lair

Mirage dragons live away from civilization, though they can be found in the company of eladrin or other merry-making denizens of the Feywild. Even the lairs of young mirage dragons are hidden or guarded by powerful illusions of the dragon's making, and its lair is riddled with secret passages and illusions.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon creates an illusory duplicate of itself, which appears in its space and lasts until initiative count 20 of the next round. On its turn, the dragon can move the illusory duplicate a distance equal to its walking speed (no action required). The first time a creature or object interacts physically with the dragon (for example, hitting it with an attack), there is a 50 percent chance that it is the illusory duplicate that is being affected, not the dragon itself, in which case the illusion disappears.
- Mist surrounds a single humanoid within 120 feet of the dragon that it can see. That creature must succeed on a DC 15 Wisdom saving throw or be affected as if by a *confusion* spell.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.

Regional Effects

The region containing a legendary mirage dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of the lair, the dragon can alter the appearance of the terrain at will, as if casting *mirage arcane*. This effect otherwise has all the same restrictions as the spell.
- Within 6 miles of the lair, birds have plumage that is far brighter and more colorful than normal, and flowers are brighter and grow much larger than normal.
- Secluded groves of trees within 1 mile of the lair form portals to the Feywild (or to the Material Plane, if the dragon is already in the Feywild), allowing creatures from that plane to dwell nearby.

If the dragon dies, these effects fade over the course of 1d10 days, though birds and flowers already affected remain as they are.

Mirage Dragon Feats

The following feats can only be taken by mirage dragons.

Change Shape

Prerequisite: must be Mature Adult or older.

The dragon gains the following action option:

Change Shape. The dragon magically polymorphs into a fey, humanoid, or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Confusion Breath

Prerequisite: must be Juvenile or older.

Any creature that fails its saving throw against the dragon's breath weapon is also subjected to the effects of a *confusion* spell, as if it had failed the saving throw for that spell. This effect lasts until the start of the dragon's next turn.

Dragon Disguise

Prerequisite: must be Adult or older.

The dragon can innately cast the *disguise self* spell at will, without expending a spell slot. When it casts the spell in this way, it can make itself appear as any other true dragon type.

While disguised in this way, the dragon can make its breath weapon appear as the breath weapon appropriate for that dragon type. A breath weapon so changed deals damage of the type appropriate to the percieved breath weapon, but retains all of its other traits (such as the shape and save type).

For example, a mirage dragon disguises itself as a blue dragon and then uses its breath weapon. If it so chooses, its breath can deal lightning damage instead of psychic damage. However, the breath retains its conical shape, and affected creatures still make a Wisdom saving throw to take half damage. Perceptive or knowledgable players will realize that something is amiss.

Elusive Foe

The dragon gains the following reaction option:

Elusive Foe (Recharge 5-6). When it is hit by an attack, the dragon can teleport up to 30 feet away to an unoccupied space that it can see. The triggering attack misses.

Lingering Poison

A creature that takes poison damage from the dragon's bite attack must make a Constitution saving throw. The DC for this saving throw equals the save DC of the dragon's Breath Weapon. On a failed save, the creature takes poison damage equal to the instigating damage at the beginning of each of its turns. An affected creature can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Magical Gaze

The dragon gains the following action option:

Magical Gaze. The dragon targets one creature within 60 feet of it that it can see, and magically forces that creature to meet its gaze. That creature must make a Wisdom saving throw. The DC for this saving throw equals the save DC of the dragon's Frightful Presence. On a failed save, the dragon can affect it in one of the following ways of its choice:

Charming Gaze. The target is charmed by the dragon for one minute. While charmed in this way, the target regards the dragon as a trusted friend and ally. The effect ends after one minute, or when the dragon or one of its allies deals any damage to the target.

Confusing Gaze. The target suffers the effect of a *confusion* spell without making a saving throw. This lasts until the start of the dragon's next turn. The dragon does not have to maintain concentration on this effect.

Phantasmal Gaze. The target is subjected to illusions of its worst nightmares and takes 11 (2d10) psychic damage.

If the dragon has legendary actions, it also gains the following legendary action:

Magical Gaze. The dragon uses its Magical Gaze, and must choose either the Confusing Gaze or Phantasmal Gaze effect. It can only use this legendary action once per round.

Mirage

Prerequisite: must be Mature Adult or older.

The dragon gains the following action option:

Mirage (1/Day). The dragon magically alters the terrain and creates any illusion it wants (with the same restrictions as *mirage arcane*) in a 40-foot cube centered on it. The area is difficult terrain for all creatures except the dragon. A creature who starts its turn in the area or moves there for the first time on its turn must make on a Wisdom saving throw, taking 13 (2d12) psychic damage on a failed save, or half as much damage on a successful one. A creature within the area also suffers as if under the effects of a *slow* spell, regardless of whether or not it succeeded the save. The dragon is immune to all of these effects.

This effect lasts for as long as the dragon maintains concentration (as if concentrating on a spell), for up to 1 minute.

The DC for this saving throw equals the save DC of the dragon's Breath Weapon.

Phantom Harrier

Prerequisite: must be Mature Adult or older.

As a bonus action, the dragon can designate one creature. An illusion of the dragon's creation distracts that creature so that it takes a -2 penalty to all attack rolls and saving throws. This effect lasts until the start of the dragon's next turn.

Sleep Poison

Prerequisite: Lingering Poison, must be Young Adult or older.

The dragon's attacks ignore resistance to poison. When the dragon rolls poison damage, it can treat any 1 rolled on a damage die as a 2.

In addition, any creature that fails the saving throw against the dragon's Lingering Poison trait twice in a row falls unconscious as they drift into poison-induced slumber. Constructs and undead are immune to this effect.

A creature sleeping in this manner remains asleep for 1d4 hours, until another creature takes an action to wake it, or until it takes damage from any source other than the dragon's Lingering Poison trait (though the creature can still make saving throws against that poison as normal).

Spider Climb

The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Teleport

The dragon gains the following trait:

Teleport (Recharge 5-6). The dragon can teleport to an unoccupied space that it can see, to a distance up to its movement speed on foot. This teleportation does not require any action, but instead expends the dragon's movement.

Wyrm Mirage Dragon

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)
Hit Points 555 (30d20 + 240)
Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+8)	19 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills Deception +12, Insight +10, Perception +17, Persuasion +12, Stealth +7
Damage Immunities poison, psychic
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Draconic, Elven, Sylvan
Challenge 24 (62,000 XP)

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

Actions

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 11 (2d10) poison damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Psychic Breath (Recharge 5-6). The dragon exhales mind-bending energy in a 90-foot cone. Each creature in that line must make a DC 23 Wisdom saving throw, taking 93 (17d10) psychic damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Oceanus Dragons

Oceanus dragons are the Upper Plane reflection of styx dragons, just as the River Oceanus is the reflection of the River Styx. The River Oceanus connects many of the Upper Planes, and the oceanus dragons patrol its depths, helping along those with good intentions or destroying those with evil hearts.

An oceanus dragon looks like a winged serpent, with short limbs and webbed fingers. Its scales are often lighter shades of brass, yellow, or gold, or sometimes darker brown. Its body is peculiarly devoid of horns or spikes except for a spined dorsal ridge down its back.

Creating an Oceanus Dragon

When creating an oceanus dragon, use a bronze dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral good.

Speeds. The dragon's flying speed is equal to half of the base dragon's flying speed, and it has a swimming speed equal to the base dragon's flying speed.

Skills. The dragon is proficient in History, Insight, Religion, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to lightning damage.

Languages. The dragon speaks Celestial, Draconic, and Primordial.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Lightning Breath. The dragon retains the base dragon's Lightning Breath.

Tranquility Breath. The dragon exhales a cone of relaxing gas with the same range as the base dragon's Lightning Breath, though its shape is a cone. Each creature in that area must succeed on a Wisdom saving throw or be stunned for one minute as it relaxes into bliss. An affected creature can attempt the save again at the end of each of its turns.

Traits. The dragon only retains the Amphibious trait, and no other traits.

Preferred Spells. Oceanus dragons tend to prefer the following spells: *control water*, *control winds*, *daylight*, *detect evil and good*, *divine word*, *holy aura*, *maelstrom*, *power word heal*, *wall of light*, *water breathing*, or *water walk*.

An Oceanus Dragon's Lair

Oceanus dragons most often live in hidden caves located on the riverbank of the Oceanus or underneath its rolling waters, on any of the Upper Planes through which the river passes.



Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- A body of water that the dragon can see within 120 feet of it surges outward with a grasping tide. Any creature on the ground within 20 feet of the water must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- The dragon creates a strong current in a body of water within 120 feet of it that it can see. The dragon chooses the direction of the current. Until initiative count 20 of the following round, any creature without a swimming speed cannot move against the current. If the creature has a swimming speed, it can swim into the current, but every foot it moves costs it 1 extra foot of movement.
- A bright flash of light spreads in a 30-foot radius sphere centered on a point the dragon chooses within 120 feet of it. Any creature that is in the sphere when it appears must make a DC 15 Dexterity saving throw, taking 10 (3d6) radiant damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing a legendary oceanus dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Evil creatures within 6 miles of the lair have the constant feeling they are being watched.
- Good creatures within 6 miles of the lair have a constant feeling of peace and content.
- Water within 1 mile of the lair sparkles more than usual underneath light, and has a slightly golden hue.

If the dragon dies, these effects fade over the course of 1d10 days.

Oceanus Dragon Feats

The following feats can only be taken by oceanus dragons.

Detect Evil

Evil rests on the dragon's senses like a noxious odor. The dragon gains the following action option:

Detect Evil. The dragon magically detects the approximate distance and direction of each evil creature that is within one mile of it. If an evil creature is within 100 feet of it, the dragon knows its exact location.

Alternatively, the dragon learns the alignment of up to 5 creatures that are within 30 feet of it that it can see.

Smite

Prerequisite: must be Juvenile or older.

The dragon can channel divine power to destroy the foes of good. Three times per day, when the dragon hits with a melee weapon attack, it can choose to make that attack a Smite. If it does so, that attack deals extra radiant damage equal to the number of hit dice the dragon has. If the target is a fiend or undead, the extra radiant damage doubles.

Underwater Breath

Prerequisite: must be Juvenile or older.

When the dragon uses its breath weapon underwater, it becomes more powerful. If the dragon uses its Lightning Breath underwater, the line widens by 5 feet, its length doubles, and it deals an extra 9 (2d8) lightning damage. If the dragon uses its Tranquility Breath underwater, creatures within the area have disadvantage on the initial saving throw.

Juvenile Oceanus Dragon

Large dragon, neutral good

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 40 ft., fly 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6
Skills History +5, Insight +4, Perception +7, Religion +5, Stealth +3
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Celestial, Draconic, Primordial
Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

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

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Tranquility Breath. The dragon exhales relaxing gas in a 60-foot cone. Each creature in that area must make a DC 15 Wisdom saving throw. On a failed save, the creature is stunned as it relaxes into bliss for 1 minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Pact Dragons

Pact dragons were, eons ago, red dragons that formed a pact with the githyanki. In appearance, they are nearly identical to red dragons, though they are slightly smaller, their scales are darker, and their eyes are bright white. They are always encountered with the githyanki, prowling the Astral Sea.

Creating a Pact Dragon

When creating a pact dragon, use a red dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil.

Skills. The dragon is proficient in Insight and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to fire and psychic damage.

Languages. The dragon speaks Deep Speech, Draconic, and Gith.

Breath Weapon. The dragon retains its breath weapon.

Traits. The dragon retains its traits.

Preferred Spells. Pact dragons prefer spells that red dragons usually prefer, or others that revolve around psychic power, such as *detect thoughts* or *telekinesis*.

A Pact Dragon's Lair

Pact dragons do not have a personal hoard or lair, because of their pact with the githyanki. Therefore, they do not have any lair actions or regional effects.

Pact Dragon Feats

Each of the following feats can only be taken by pact dragons.

Aggressive Charger

As a bonus action, the dragon can move up to its speed toward a hostile creature it can see. If it does so and the dragon ends its turn adjacent to a hostile creature, the dragon's rider can make a melee weapon attack against the creature as a reaction.

Astral Jaunt

The dragon gains the following action option:

Astral Jaunt (Recharge 6). The dragon temporarily enters the Astral Plane. The dragon, as well as its rider and anything it is wearing or carrying, teleports up to 60 feet away to an unoccupied space that it can see.

The dragon can use this action as a Legendary Action, if it has legendary actions, by spending 2 legendary actions.

Pledged Mount

If the dragon's rider takes damage from a weapon attack, the dragon can use its reaction to become the target of the attack. If the attack roll would hit, the dragon takes the damage as normal.

Skirmisher

If the dragon moves 20 feet or more on its turn, each of its melee weapon attacks deals an extra 4 (1d8) damage until the end of the current turn.

Adult Pact Dragon

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	11 (+0)	20 (+5)

Saving Throws Dex +5, Con +11, Wis +5, Cha +10
Skills Insight +5, Perception +10, Stealth +5
Damage Immunities fire, psychic
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Deep Speech, Draconic, Gith
Challenge 15 (13,000 XP)

Actions

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 6 (1d12) fire damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 50-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.



Pyroclastic Dragons

Pyroclastic dragons are superheated monsters of terrifying power comparable to the volcanoes they emulate. Their fury is just as subtle as a volcanic eruption; they can be calm and seemingly dormant, and then suddenly erupt into an explosion of immense elemental power.

A pyroclastic dragon is heavily muscled and solidly built, making it appear immovable. Its scales resemble fractured obsidian layered over molten magma, forming a mottled pattern of red, orange, and shining black all over its body, though its wings are the color of ash.

Not much is known about the personality of pyroclastic dragons other than their unbrided rage. Creatures don't spend enough time with them (alive) to find out.

Creating a Pyroclastic Dragon

When creating a pyroclastic dragon, use a blue dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil.

Speeds. The dragon has no burrowing speed.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to fire damage.

Languages. The dragon speaks Draconic and Primordial.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Ash Breath. The dragon exhales a cone of superheated ash with the same range and damage as the base dragon's Lightning Breath, though its shape is a cone and it deals fire damage instead of lightning damage. Creatures in the area can attempt a Dexterity saving throw, taking half as much damage on a successful save.

Disintegrating Breath. The dragon exhales a line of destructive energy with the same range and damage as the base dragon's Lightning Breath, though it deals force damage instead of lightning damage. In addition, a creature reduced to 0 hit points by this damage disintegrates into ash. Creatures in the area can attempt a Constitution saving throw, taking half as much damage on a successful save.

Traits. The dragon does not keep any traits possessed by the base dragon.

Preferred Spells. Pyroclastic dragons tend to prefer the following spells: *fire storm*, *incendiary cloud*, *meteor swarm*, *produce flame*, *pyrotechnics*, *shatter*, *wall of flame*, *wall of stone*.

A Pyroclastic Dragon's Lair

Pyroclastic dragons love the ravaged landscapes of Gehenna, but have been known to occasionally live in the volcanic regions of the Plane of Fire or the Material Plane. Wherever they live, they always ensure there is a steady supply of lava to bathe in. To deter intruders, entrances may be concealed behind falls of lava or underneath oozing magma fows.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around a point of the dragon's choice that it can see within 120 feet of it. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

Regional Effects

The region containing a legendary pyroclastic dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Lava flows and other volcanic activity is common within 1 mile of the lair.
- Ash nearly constantly falls within 6 miles of the lair.
- Within 1 mile of the lair, portals to the Elemental Plane of Fire spontaneously form, allowing creatures from that plane to dwell nearby.

If the dragon dies, these effects fade over the course of 1d10 days.

Pyroclastic Dragon Feats

Each of the following feats can only be taken by pyroclastic dragons.

Eruption

Prerequisite: must be Mature Adult or older.

The dragon gains a new breath weapon option:

Eruption. The dragon exhales a cone of lava with the same area as its Ash Breath. Each creature in that area must make a Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one. Lava remains in the eruption's area for the next 3 (1d6) rounds. A creature that starts its turn there or enters the area for the first time on its turn takes 33 (6d10) fire damage. Additionally, for every foot a creature moves in the lava, it costs 1 additional foot of movement. The dragon is immune to these effects.

Fire Absorption

Prerequisite: must be Mature Adult or older.

Whenever the dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Fire Incarnate

Prerequisite: must be Adult or older.

A creature that starts its turn within 10 feet of the dragon or enters that area for the first time on its turn takes 4 (1d8) fire damage. In addition, any nonmagical weapon that hits the dragon is affected by the sheer heat of the dragon's body. After dealing damage, the weapon is affected as if by a *heat metal* spell, without requiring concentration from the dragon (though it must still use a bonus action to deal damage on subsequent turns). Nonmagical ammunition is instead immediately destroyed, after dealing damage. Magical weapons that hit the dragon three times within 1 minute are also affected in this way. The effect lasts for 1 minute or until the weapon is dropped.

Sure-footed

The dragon has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Young Pyroclastic Dragon

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 119 (14d8 + 56)
Speed 35 ft., fly 70 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	13 (+1)	11 (+0)	16 (+3)

Saving Throws Dex +3, Con +7, Wis +3, Cha +6
Skills Perception +6, Stealth +3
Damage Immunities fire
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 16
Languages Draconic
Challenge 6 (2,300 XP)

Actions

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d10 + 8) piercing damage plus 4 (1d8) lightning damage.

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

Ash Breath. The dragon exhales superheated ash in a 50-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save, or half as much damage on a successful one.

Disintegrating Breath. The dragon exhales destructive energy in a 50-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Constitution saving throw, taking 44 (8d10) force damage on a failed save, or half as much damage on a successful one. A creature reduced to 0 hit points by this damage disintegrates into ash.

Radiant Dragons

A radiant dragon shines with a heavenly glow, and its scales gleam like molten white gold. Its voice rings like heavenly thunder, and its bearing is awesome to those who display nobility and justice, but terrible to those who are evil. Its wings are relatively small, and it has several spikes on the end of its tail. Antler-like horns grow from the base of its skull, a long horn protrudes from its nose, and its jaws are notably beak-like.

A radiant dragon proves a staunch ally to the forces of good, but a fierce destroyer of all evil. When possible, it tries to diffuse situations by using its Light Breath. Normally they are merciful and benevolent, but they do not hesitate to annihilate those undeserving of their mercy.

Creating a Radiant Dragon

When creating a radiant dragon, use a gold dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is lawful good.

Skills. The dragon is proficient in Insight, Religion, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to radiant damage.

Languages. The dragon speaks Celestial, Common, and Draconic.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Force Breath. The dragon exhales a line of powerful force energy with the same range and damage as the base dragon's Fire Breath, though its shape is a line and it deals force damage instead of fire damage. Creatures in the area can attempt a Dexterity saving throw, taking half as much damage on a successful save.

Light Breath. The dragon exhales a cone of bright light with the same range as the base dragon's Weakening Breath. Each creature in that area must succed on a Constitution saving throw or be blinded for one minute. A creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Traits. The dragon does not keep any traits possessed by the base dragon. It also loses the dragon's Change Shape action option.

New Trait: Radiant Glow. The dragon radiates bright light in a 30-foot radius, and dim light for an additional 30 feet. The dragon can suppress or activate this ability at will as a bonus action.

Preferred Spells. Radiant dragons tend to prefer the following spells: *cure wounds*, *daylight*, *heal*, *light*, *prismatic wall*, *sunburst*.

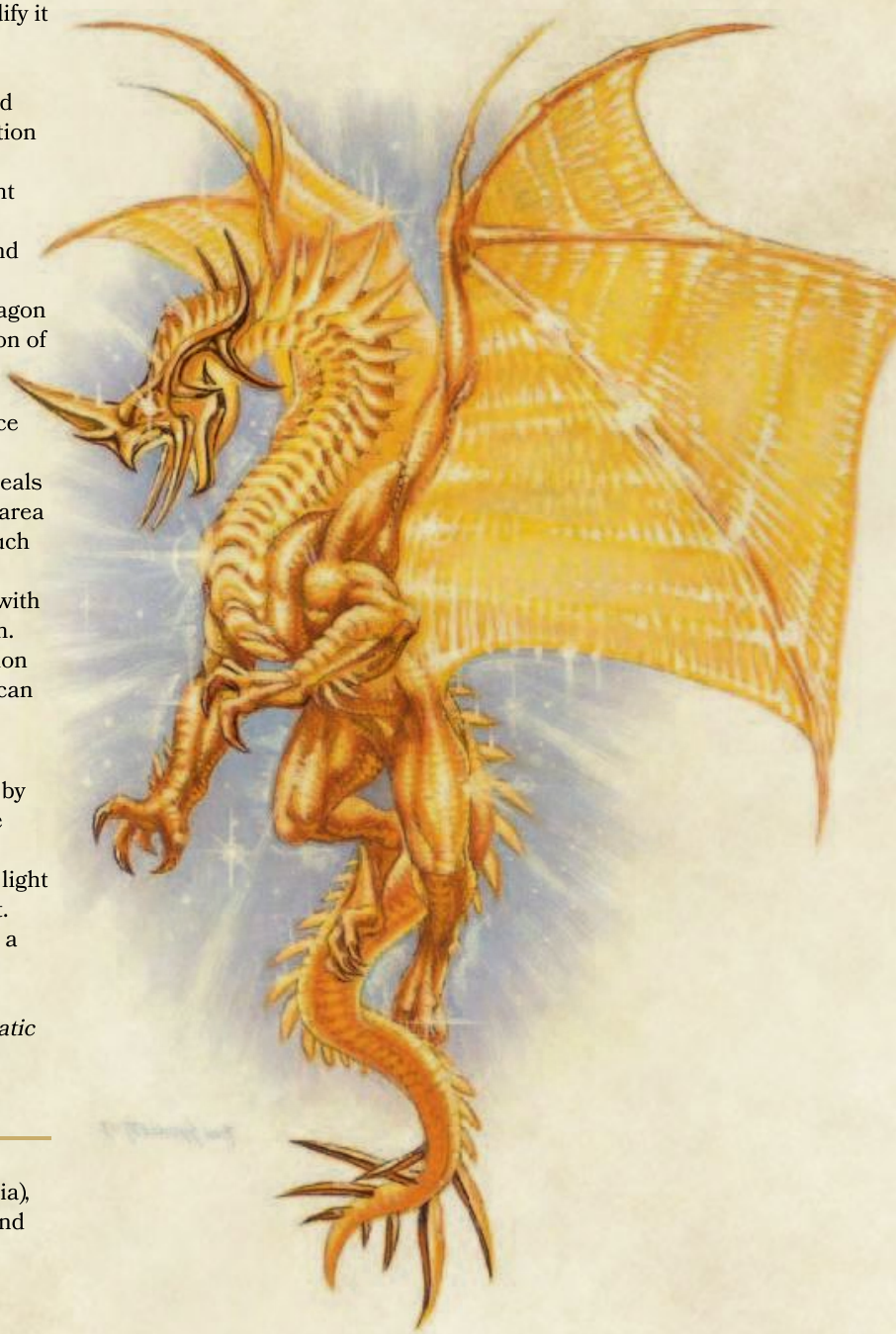
A Radiant Dragon's Lair

A radiant dragon always chooses a lair that has plenty of sunlight (which isn't difficult to come by on Mount Celestia), and places its valuables in places where they will catch and refract that light, often creating a dazzling array of colors throughout the dragon's lair.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon casts *wall of light*. The wall lasts for one minute, until the dragon dies, or until the dragon uses this lair action again.
- The dragon chooses a point on the ground that it can see within 120 feet of it. A bright 50-foot tall cylinder of light with a 10-foot radius shines down on that point. Each creature in the cylinder other than the dragon must make a DC 15 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one.
- The dragon and each of its allies within 60 feet of it can add 1d4 to all attack rolls, saving throws, and ability checks that they make until initiative count 20 on the next round.



Regional Effects

The region containing a legendary radiant dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Springs of holy water naturally form within 1 mile of the lair. If taken from the spring, the water loses its magic after 1d4 days. If an evil creature comes within 60 feet of one of these springs, the dragon immediately learns of the creature's presence and location.
- Evanescent, sparkling mists pervade the area for 1 mile around the lair. They do not limit visibility, but are entrancingly beautiful.
- Within 6 miles of the lair, the sky is always clear and sunlight seems brighter than normal.

If the dragon dies, these effects fade over the course of 1d10 days. Springs stay where they are, but the water ceases to be holy after 1d4 days.

Radiant Dragon Feats

Each of the following feats can only be taken by radiant dragons.

Dispel Darkness

As an action, the dragon can automatically dispel any spell or effect causing a darkness effect within 60 feet of it.

Healing Touch

The dragon has a pool of healing power that replenishes after it finishes a long rest. With that pool, it can restore a total number of hit points equal to its age category x 10. As an action, the dragon can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in the pool.

Radiant Breath

Whenever the dragon uses its Light Breath, it can choose to make the breath deal damage. On a failed save, a creature takes radiant damage equal to half of the damage dealt by its force breath. On a successful save, a creature takes half of that damage.

Great Wyrm Radiant Dragon

Colossal dragon, lawful good

Armor Class 24 (natural armor)
Hit Points 635 (31d20 + 310)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
32 (+11)	14 (+2)	31 (+10)	19 (+4)	17 (+3)	29 (+9)

Saving Throws Dex +10, Con +18, Wis +11, Cha +17
Skills Insight +10, Perception +19, Religion +12, Stealth +10
Damage Immunities radiant
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29
Languages Celestial, Common, Draconic
Challenge 27 (105,000 XP)

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

Radiant Glow. The dragon radiates bright light in a 30-foot radius, and dim light for an additional 30 feet. The dragon can suppress or activate this ability at will as a bonus action.

Actions

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

Bite. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 22 (2d10 + 11) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 18 (2d6 + 11) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 25 ft., one target. *Hit:* 20 (2d8 + 11) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 25 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Force Breath. The dragon exhales force energy in a 100-foot line that is 5 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw, taking 82 (15d10) force damage on a failed save, or half as much damage on a successful one.

Light Breath. The dragon exhales bright light in a 100-foot cone. Each creature in that area must succeed on a DC 26 Constitution saving throw or be blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 20 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 18 (2d6 + 11) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Rust Dragons

Rust dragons as a whole strongly resemble metallic dragons from the Material Plane, but with a tarnished or rusted appearance. They are, however, most like white dragons in demeanor; they don't scheme, seek out and destroy enemies, or even exert control over lesser beings. In most cases, they attack simply because they are hungry.

The scales of a rust dragon are pitted and pockmarked, and lined with corrosive color. The appearance of the dragon varies, but always closely resembles any metallic dragon. Sages speculate as to why this could be; the most popular theories involve the idea that rust dragons were at one time metallics devoted to Bahamut, but then shirked their duty and were punished by becoming tarnished, both body and mind. This theory links them to ferrous dragons. Other sages attempt to draw connections between these dragons and rust monsters, but the two creatures don't appear to have any similarites other than their affinity for rust.

Rust dragons are native to Acheron, where they can feed on the enormous cubes of iron upon which the plane is built. They tend to avoid the major warmongering conflicts that tear across the plane, and instead clean up the aftermath by consuming the weapons and armor of the fallen. They can eat meat, but much prefer to feast on rusted iron or other ferrous metals. However, they have been known to consume flesh to "cleanse the palate" between ores.

Outside of its lair, the dragon will not bother to engage or stay in combat with those that prove to be more troube than they're worth. Even within its lair, it will turn and abandon its hoard if it must to save its own skin.

Creating a Rust Dragon

When creating a rust dragon, use a copper dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil or chaotic neutral.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon has no damage immunities.

Languages. The dragon speaks Draconic.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Acid Breath. The dragon retains the base dragon's Acid Breath.

Rusting Breath. The dragon exhales a cone of reddish-brown liquid with the same range as the base dragon's Slowing Breath. Any unattended nonmagical metal items are destroyed. Nonmagical metal weapons caught in the area take a permanent and cumulative -1 to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical metal armor and shields caught in the area take a permanent and cumulative -1 to AC. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Creatures in the area can attempt a Dexterity saving throw, avoiding all of these effects on a success.

Traits. The dragon does not keep any traits possessed by the base dragon. It loses the dragon's Change Shape action option.



New Trait: Metal Resistance. The dragon is resistant to bludgeoning, piercing, and slashing damage from metal weapons, whether the weapon is magical or not.

New Trait: Metal Sense. The dragon automatically detects the presence and general direction of metal within 120 feet of it.

Preferred Spells. Rust dragons tend to prefer the following spells: *cloudkill*, *fog cloud*, *stinking cloud*, *stone shape*, *wall of stone*.

A Rust Dragon's Lair

Acheron's ferrous landscape is covered with battlefields and rusted pockmarks. A rust dragon often makes its lair literally by rusting and then eating its way down under the surface. The dragon's path is rarely organized, so their lairs tend to be winding nonsensical labyrinths with tunnels that double back, go in circles, or lead nowhere. The dragon's lair is always expanding as it eats through the iron, and its hoard is scattered throughout the tunnels at the dragon's whims.

On the Material Plane, the dragon seeks out a chain of natural caverns that are rich in ore, or more commonly finds a mine and drives out the miners.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon chooses a nonmagical metal object that it can see within 60 feet of it. If the object is a weapon, it takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. If the object is armor or a shield, it takes a permanent and cumulative -1 penalty to AC. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. If the object is unattended, it instead rusts away and is destroyed instantly.

Mature Adult Rust Dragon

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)
Hit Points 184 (16d12 + 80)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8
Skills Perception +12, Stealth +6
Damage Resistances bludgeoning, piercing, and slashing from metal weapons
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Draconic
Challenge 14 (11,500 XP)

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

Metal Sense. The dragon automatically detects the presence and general direction of metal within 120 feet of it.

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

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.

Rusting Breath. The dragon exhales reddish-brown liquid in a 60-foot cone. Any unattended nonmagical metal items in the area are destroyed. Nonmagical metal weapons caught in the area take a permanent and cumulative -1 to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical metal armor and shields caught in the area take a permanent and cumulative -1 to AC. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed. Creatures in the area can attempt a DC 18 Dexterity saving throw, avoiding all of these effects on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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

- The dragon chooses a point on the ceiling that it can see within 120 feet of it. The ceiling in a 20-foot radius around that point rusts quickly, and a cloud of red dust falls downward. Each creature other than the dragon that is underneath that section of the ceiling must succeed on a DC 15 Dexterity saving throw or be blinded until the end of its next turn.
- The dragon chooses a point on the ground that it can see within 120 feet of it. Iron spikes sprout from the ground in a 10-foot radius around that point. Each creature other than the dragon in that area must make a DC 15 Dexterity saving throw, taking 13 (3d8) piercing damage on a failed save, or half as much damage on a successful save.

Regional Effects

The region containing a legendary rust dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 1 mile of the lair constantly feel as though something is crawling on (or under) their skin, though nothing is actually there.
- Unattended metal within 6 miles of the lair, including raw ore and manufactured objects, begins to rust, even if it is not a ferrous metal. The rust appears over a long rest, is easily cleaned, and does not adversely affect the object.
- Vermin (such as rats and large insects) within 6 miles of the lair serve as spies for the dragon.

If the dragon dies, these effects fade over the course of 1d10 days.

Rust Dragon Feats

Each of the following feats can only be taken by rust dragons.

Empowered Rust

Prerequisite: must be Mature Adult or older.

Any ability that the dragon has that can rust weapons or armor (such as its Rusting Breath or Rusting Bite) can affect magical weapons and armor made of metal. Magical weapons and armor take penalties and are destroyed as if they were nonmagical. Artifacts remain immune to any rusting effects.

Rusting Bite

If the dragon hits a creature with a bite attack, and the creature is wearing nonmagical metal armor, the armor takes a permanent and cumulative -1 penalty to AC. Armor reduced to an AC of 10 is destroyed.

Rusting Scales

Prerequisite: must be Adult or older.

Any nonmagical weapon made of metal that hits the dragon corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed.

Rust Scent

The dragon automatically detects the presence and location of any rusting metal within 1 mile of it.

Styx Dragons

Haunting the depths of the River Styx are the styx dragons. Their affinity to darkness and evil energy has led to the development of other names for them, including shadowdrakes and darkwyrms. They are one of the few creatures immune to the effects of the Styx, and swim across its waters searching for fiends or other creatures to feed on. Some are employed by devils or demons to guard sections of the Styx from trespassers or invaders, but most are their own masters, floating and killing along the river at their leisure (though they know better than to trouble the merraenoloths).

After spending eons in the depths of the River Styx, the anatomy of styx dragons has changed dramatically to adapt to their environment. The body of a styx dragon is extremely long and serpentine, and its flipper-like claws are nearly vestigial in appearance and usage. Its wings are too small to carry it in the air, but help to propel it at incredible speeds in the water. Two long horns curve back from its head, and a tall dorsal spine helps it maneuver while swimming. Its tail ends in two bladed whip-like ends, and its scales range in color from dark brown to rusty red.

Styx dragons aren't as adept at close quarters combat as some of their cousins, because of their lack of claws. However, in the water, they are dangerous combatants. Their tails are powerful weapons, and when facing multiple opponents, they prefer to constrict a single opponent and swim away to deal with them one at a time. An encounter with a styx dragon can be lethal for even the most experienced of planar travelers.

Creating a Styx Dragon

When creating a styx dragon, use a black dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Unusual Build. The dragon's claws are too small for them to be effective in combat, and its wings are too small for it to fly. In addition, its tail splits into two bladed whip-like appendages. As a result, the dragon loses its Claw and Tail action options, as well as its Tail Legendary Action. Instead, it gains the Constrict, Tail Blade, and Slam action options, and the Constrict and Slam legendary actions. In addition, its Wing Attack legendary action is replaced by a new Wing Attack legendary action. All new options are detailed below.

Alignment. The dragon's alignment is neutral evil.

Speeds. The dragon has a burrowing speed of 10 feet and a swimming speed of 80 feet. It has no flying speed.

Skills. The dragon is proficient in History, Insight, Religion, and Stealth, and adds double its proficiency bonus to Perception checks.

Damage Resistances. The dragon is resistant to cold and necrotic damage.

Damage Immunities. The dragon is immune to acid and poison damage, and to the poisoned condition.

Languages. The dragon speaks Abyssal, Draconic, and Infernal.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Acid Breath. The dragon retains the base dragon's Acid Breath.

Stupefying Breath. The dragon exhales a cone of stupefying gas with the same range as the base dragon's Acid Breath, though its shape is a cone instead of a line. Each creature in the cone must succeed on a Wisdom saving throw or be stunned for one minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

New Action: Multiattack. *Prerequisite: must already have Multiattack.* This Multiattack option replaces the Multiattack of the base dragon:

The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its tail blades. Both tail blade attacks must be made against the same target.

New Action: Constrict. *Melee Weapon Attack.* The statistics for this attack are identical to the base dragon's Tail action, but it deals 3d8 damage rather than 2d8 damage. A creature hit by this attack is grappled and restrained (escape DC equals 8 + the dragon's Strength modifier + the dragon's proficiency bonus), and the dragon can't make Constrict or Tail Blade attacks against another target.

New Action: Slam. This action option replaces the base dragon's Tail action.

Melee Weapon Attack. The statistics for this attack are identical to the base dragon's Tail action, but its reach is reduced by 5 feet.

New Action: Tail Blade. This action option replaces the base dragon's Claw action.

Melee Weapon Attack. The statistics for this attack are identical to the base dragon's Claw action, but its reach is increased by 10 feet. In addition, if the dragon is Young Adult or older, it deals 3d6 damage instead of 2d6 damage.

New Legendary Action: Constrict (Costs 2 Actions). The dragon makes a Constrict attack.

New Legendary Action: Slam. The dragon makes a Slam attack.

New Legendary Action: Wing Attack (Costs 2 Actions). The statistics for this attack are identical to the base dragon's Wing Attack legendary action, but the dragon can move up to half of its swimming speed rather than half of its flying speed.

Traits. The dragon retains the Amphibious trait, but no other traits.

New Trait: Styx Adaptation. The dragon is immune to all detrimental effects of the River Styx, and is immune to disease.

Preferred Spells. Styx dragons tend to prefer the following spells: *control water*, *fly*, *fog cloud*, *feeblemind*, *hold monster*, *Abi-Dalzim's horrid wilting*, *stinking cloud*, *cloudkill*, *maelstrom*.



A Styx Dragon's Lair

Styx dragons live on any of the planes through which the River Styx passes, and always live on the banks of the river in lairs they have burrowed for themselves in the mud and debris. Their hoards mostly consist of weapons, armor, or other items (most of which are fiendish or magical) taken from its previous meals.

They prefer their home plane to any other environment, though they can thrive in fetid water if forced into the Material Plane.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- A body of water that the dragon can see within 120 feet of it surges outward with a grasping tide. Any creature on the ground within 20 feet of the water must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- The dragon creates a strong current in a body of water within 120 feet of it that it can see. The dragon chooses the direction of the current. Until initiative count 20 of the following round, any creature without a swimming speed cannot move against the current. If the creature has a swimming speed, it can swim into the current, but every foot it moves costs it 1 extra foot of movement.
- The dragon creates a cloud of darkness as if with the *darkness* spell. This cloud lasts until dispelled or until initiative count 20 of the next round.

Ancient Styx Dragon

Huge dragon, neutral evil

Armor Class 22 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., burrow 10 ft., swim 80 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 History +10, Insight +9, Perception +16, Religion +10, Stealth +9
Damage Resistances cold, necrotic
Damage Immunities acid, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Abyssal, Draconic, Infernal
Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

Styx Adaptation. The dragon is immune to all detrimental effects of the River Styx, and is immune to disease.

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

Constrict. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 8) bludgeoning damage, and the target is grappled (escape DC 23). Until this grapple ends, the creature is restrained, and the dragon can't constrict or use its tail blades on another target.

Slam. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Tail Blade. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (3d6 + 8) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

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.

Stupefying Breath. The dragon ehales a cone of stupefying gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Wisdom saving throw or be stunned for 1 minute. A creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Constrict (Costs 2 Actions). The dragon makes a constrict attack.
Detect. The dragon makes a Wisdom (Perception) check.
Slam. The dragon makes a slam attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then swim up to half its swimming speed.

Regional Effects

The region containing a legendary styx dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Creatures within 6 miles of the lair have a constant feeling of unease and foreboding.
- Creatures within 1 mile of the lair have difficulty remembering events that happened within the past 3 days. If a creature finishes a long rest within this area, and that creature is not a fiend, it must make a DC 15 Intelligence saving throw. On a failed save, the creature can't remember the past 24 hours or what it was doing there.
- Bodies of water within 1 mile of the lair becomes fetid and sickening. Any creature to drink such water regurgitates it in 1d4 minutes and must succeed on a DC 15 Constitution saving throw or be poisoned for one hour.

If the dragon dies, these effects fade over the course of 1d10 days.

Styx Dragon Feats

The following feats can only be taken by styx dragons.

Acidic Slime

Prerequisite: Slimy Scales.

The dragon secrets acidic slime from its scales. Any creature grappled by the dragon or grappling the dragon takes 4 (1d8) acid damage at the start of each of its turns.

In addition, a creature within 5 feet of the dragon that hits it with a melee weapon attack immediately takes 4 (1d8) acid damage, or 9 (2d8) acid damage if the dragon has less than half of its maximum hit points.

Deep Darkness

Prerequisite: must be Mature Adult or older. The dragon gains the following action option:

Deep Darkness (3/Day). The dragon casts the *darkness* spell without expending a spell slot, but the radius of the darkness is 30 feet rather than 15 feet. Spells of any level that create light, such as *light* or *daylight*, are temporarily negated while within the area of this ability.

Diseased Bite

Prerequisite: must be Mature Adult or older.

If the dragon hits a creature with a bite attack, that creature must succeed on a Constitution saving throw or be infected with Stygian Wasting. The DC for this saving throw equals the save DC of the dragon's Breath Weapon.

It takes 1 day for the symptoms of Stygian Wasting to manifest in a creature. Symptoms include flesh rotting away and hair falling out. The infected creature suffers one level of exhaustion, it regains only half the normal number of hit points from spending Hit Dice, and it gains no benefit from finishing a long rest.

At the end of each long rest, an infected creature must make the saving throw again. On a failed save, the creature takes one level of exhaustion and its Constitution score is reduced by 1d4. On a successful save, the creature's exhaustion level decreases by one. A creature whose Constitution score is reduced to 0, or whose hit point maximum is reduced to 0 as a result of a negative Constitution modifier, dies. If the creature succeeds against the disease 3 times, it recovers from the disease. These successes don't have to be consecutive.

Fast Constrict

Prerequisite: must be Juvenile or older.

If the dragon hits a creature with both of its tail blades on the same turn, and the creature is at least one size category smaller than the dragon, the dragon can make a Constrict attack against the same creature as a bonus action.

Mind Breaker

Prerequisite: must be Juvenile or older.

If a creature fails its saving throw against the dragon's Stupefying Breath by 5 or more, its Intelligence score is reduced by the numeric equivalent of the dragon's age category, to a minimum of 1. A creature whose Intelligence is reduced to 3 or lower can't cast spells, activate magic items, understand language, or communicate in any intelligible way. The creature can, however, identify its friends, follow them, and even protect them. This reduction lasts until the creature finishes a long rest.

Persistent Acid

Prerequisite: must be Juvenile or older.

Whenever the dragon uses its Acid Breath, the acid lingers within the breath weapon's area for 1d4 rounds. A creature that starts its turn in that area or moves there for the first time on its turn takes 9 (2d8) acid damage.

Slimy Scales

The dragon secretes slippery slime from its scales. Ability checks made to grapple the dragon are made with disadvantage. In addition, the dragon has advantage on ability checks made to escape a grapple or squeeze through a tight space.

Tarterian Dragons

Tarterian dragons live across all regions of the prison plane of Carceri. They are wardens over the plane, as well as prisoners of it; they are one of the few creatures capable of leaving the plane, so they are often sought after by the other denizens seeking escape. They do not give of their power freely, however. Many an unwary prisoner has found itself prey to the clever manipulations of a tarterian dragon, which is arguably worse than the situation in which it started. They are brilliant, patient, and cruel, and more than willing to deal with desperate shackled souls rather than devour them.

A tarterian dragon has leathery scales stretched taut over withered-looking flesh, giving it a skeletally gaunt appearance. Its wings are often tattered, and its scales form striped patterns of black, grey, and dark green. Its teeth and claws are long and black, as are the spines down its back. Its black eyes gleam with ghostly green light, and it seems to perpetually wear a sneering grin.

Creating a Tarterian Dragon

When creating a tarterian dragon, use a black dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is neutral evil or chaotic evil.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Immunities. The dragon is immune to force damage.

Languages. The dragon speaks Abyssal, Draconic, and Infernal.

New Action: Bite. The dragon's bite doesn't deal extra acid damage.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Force Breath. The dragon exhales a line of force energy with the same range and damage as the base dragon's Acid Breath, though it deals force damage instead of acid damage. Creatures in the area can attempt a Dexterity saving throw, taking half as much damage on a successful save.

Despair Breath. The dragon exhales a cone of will-sapping gas with the same range as the base dragon's Acid Breath, though its shape is a cone instead of a line. Each creature in the cone must make a Wisdom saving throw. On a failed save, the creature suffers a -2 penalty on all attack rolls, ability checks, and saving throws for 1 minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Traits. The dragon does not keep any traits possessed by the base dragon.

New Trait: Carceri Warden. The dragon is unhindered by the prison-like nature of Carceri, and can leave the plane as if by means of a *plane shift* spell, if it so chooses. To cast the spell in this way, the dragon must spend one minute in uninterrupted meditation. At the end of that minute, the dragon can cast the spell and target up to 8 other willing creatures, as per the spell.

On other planes, the dragon can use this ability, but only to shift itself and no other creatures back to Carceri.

Preferred Spells. Tarterian dragons tend to prefer the following spells: *forcecage*, *freedom of movement*, *hold monster*, *imprisonment*, *maze*, *otiluke's resilient sphere*, *plane shift*.

A Tarterian Dragon's Lair

Tarterian dragons lair across all biomes on all layers of Carceri; there is not a particular habitat that they prefer above another, though each may have its personal preference.

On the Material Plane, they are just as affable about their home's location, lairing in mountains, jungles, above ground, below ground, or any other number of places. However, they do prefer Carceri because there is a much higher volume of desperate souls ripe for manipulation.

The lair itself is always well thought-out and organized, and always has at least one prison or dungeon in it, where it keeps the souls it has bound to its service (which are also the dragon's proudest possessions).

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon chooses a creature that it can see within 60 feet of it. That creature must succeed on a DC 15 Charisma saving throw or be transported to a demiplane prison. Spells that would teleport or transport between planes fail in the demiplane, and the spell slot is consumed. It can attempt the save again at the end of its turn. The creature returns to the space it previously occupied, or the nearest unoccupied space, on initiative count 20 on the next round.
- The dragon casts *wall of force*. The wall lasts for one minute, until the dragon dies, or until the dragon uses this lair action again.
- The dragon chooses a creature that it can see within 60 feet of it and magically forces the creature to meet its gaze. That creature must make a DC 15 Wisdom saving throw or succumb to deep despair, taking 18 (4d8) psychic damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing a legendary tarterian dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Within 1 mile of the lair, spells or other effects that would teleport or transport creatures between planes automatically fail and the spell slot is consumed, unless the dragon wills the spell to succeed.
- The screams and wails of the dragon's imprisoned souls can be heard within 1 mile of the lair.
- The dragon detects any spell or effect within 6 miles of its lair that would teleport or transport creatures to another plane, and learns the exact location of the effect (or the attempted effect).

If the dragon dies, these effects fade over the course of 1d10 days.

Tarterian Dragon Feats

Each of the following feats can only be taken by tarterian dragons.

Crushing Despair

A creature that fails its saving throw against the dragon's Despair Breath also suffers a -3 penalty to damage rolls (but only one damage roll per attack).

In addition, when a creature fails its saving throw against the dragon's Despair Breath, if the creature adds its Dexterity modifier to its Armor Class, it also suffers a -2 penalty to its Armor Class.

Force of Will

The dragon can add double its proficiency bonus on saving throws made to resist being charmed or dominated.

True Freedom of Movement

Prerequisite: must be Mature Adult or older.

The dragon is immune to any effect, magical or nonmagical, that would cause it to be restrained, paralyzed, to have its speed reduced, or that would imprison it (such as a *maze* or *imprisonment* spell), or that would otherwise teleport it against its will (such as a *banishment* spell).

Untethered

The dragon is always under the effect of a *freedom of movement* spell.

Elder Tarterian Dragon

Huge dragon, chaotic evil

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

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

Saving Throws Dex +8, Con +12, Wis +7, Cha +10
Skills Perception +13, Stealth +8
Damage Immunities force
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23
Languages Abyssal, Draconic, Infernal
Challenge 19 (22,000 XP)

Carceri Warden. The dragon is unhindered by the prison-like nature of Carceri, and can leave the plane as if by means of a plane shift spell, if it so chooses. To cast the spell in this way, the dragon must spend 1 minute in uninterrupted meditation. At the end of that minute, the dragon can cast the spell and target up to 8 other willing creatures, as per the spell.

On other planes, the dragon can use this ability, but only to shift itself and no other creatures back to Carceri.

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

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapon options.

Force Breath. The dragon exhales force energy in an 80-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 63 (14d8) force damage on a failed save, or half as much damage on a successful one.

Despair Breath. The dragon exhales will-sapping gas in an 80-foot cone. Each creature in that area must succeed on a DC 20 Wisdom saving throw or suffer a -2 penalty on all attack rolls, ability checks, and saving throws for 1 minute. A creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

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



Wretch Dragons

Wretch dragons are the Feywild shadows of purple dragons, living deep in the Underdark of the Feywild. They are most often found in the service of the foul fomorians that eternally wage war against the eladrin, though this service is rarely volunteered; more often than not, they are enslaved. Occasionally more powerful dragons can turn the tables and keep fomorians around as slaves instead.

They are corpulent, disgusting creatures, as befits their name. They grow fat on the rancid leavings of their equally disgusting masters, and many of them are covered with foul swellings and boils. However, beneath their layers of fat, they are powerful and muscular, and quite intelligent despite their appearances. Even when enslaved by fomorians, the dragons may be the true masterminds as they subtly manipulate their "masters" to do their bidding.

Creating a Wretch Dragon

When creating a wretch dragon, use a green dragon of the appropriate age category as the base creature. Then modify it in the following ways:

Alignment. The dragon's alignment is chaotic evil.

Skills. The dragon is proficient in Stealth, and adds double its proficiency bonus to Perception checks.

Damage Resistances. The dragon is resistant to necrotic and psychic damage.

Damage Immunities. The dragon is immune to poison damage and to the poisoned condition.

Languages. The dragon speaks Draconic, Elven, and Sylvan.

New Action: Breath Weapon (Recharge 5-6). The dragon has two breath weapons, which replace the breath weapon of the base dragon:

Psychic Breath. The dragon exhales a cone of psychic energy with the same range and damage as the base dragon's Poison Breath, though it deals psychic damage instead of poison damage. Creatures in the area can attempt an Intelligence saving throw, taking half as much damage on a successful save.

Teleportation Breath. The dragon exhales a cone of teleportation gas with the same range as the base dragon's Psychic Breath. Each creature in the cone must make a Charisma saving throw. On a failed save, a creature is teleported up to 30 feet away to an unoccupied space of the dragon's choice that is on solid ground.

Traits. The dragon does not keep any traits possessed by the base dragon.

Preferred Spells. Wretch dragons usually lack the discipline to learn spellcasting, but those that can cast spells normally gravitate toward spells such as *acid splash*, *cloudkill*, or *stinking cloud*.

A Wretch Dragon's Lair

Wretch dragons are most often found in the company of fomorians in the Underdark of the Feywild, whether as slaves or as masters. Those who have found their freedom lair above or below ground, but usually go on crusades against their former masters in the Underdark.

Lair Actions

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects. The dragon can't use the same effect two rounds in a row:

- The dragon casts *stinking cloud*.
- The dragon squirts bile or ichorous filth in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 10 (3d6) acid damage on a failed save, or half as much damage on a successful one.
- The dragon issues a dark curse upon its enemies. Each creature within 30 feet of the dragon must make a DC 15 Charisma saving throw. On a failed save, whenever the creature makes an attack roll or saving throw until initiative count 20 on the next round, it must roll a d4 and subtract the number rolled from the roll.

Regional Effects

The region containing a legendary wretch dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- A horrid stench fills the tunnels of the dragon's lair. If the dragon lives in the Underdark, the stench also fills the tunnels within 1 mile of the lair.
- Creatures within 6 miles of the lair occasionally hear malevolent whispers, but can never tell what the whispers are saying.
- Small pools of disgusting bile or ichor can be found within 1 mile of the dragon's lair. If a creature starts its turn in a pool or enters one for the first time on its turn, it takes 3 (1d6) acid damage.

If the dragon dies, these effects fade over the course of 1d6 days, though the stench may linger for weeks or months.

Wretch Dragon Feats

Each of the following feats can only be taken by wretch dragons.

Foul Burst

If the dragon takes 20 damage or more during a single turn, one of its ichorous growths bursts. Each creature within 5 feet of the dragon must make a Dexterity saving throw. On a failed save, a creature takes 11 (2d10) poison damage and is poisoned until the end of its next turn. On a successful save, a creature takes half as much damage and isn't poisoned.

The DC for this saving throw equals the save DC of the dragon's Breath Weapon.

Foul Stench

Any creature other than a fomorian or wretch dragon that starts its turn within 10 feet of the dragon must succeed on a Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all wretch dragons for 1 hour.

The DC for this saving throw equals the save DC of the dragon's Breath Weapon.

Spider Climb

The dragon can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Wretched Curse

Prerequisite: must be Adult or older.

The dragon gains the following action option:

Wretched Curse. The dragon chooses one creature within 60 feet of it that can see it. That creature must make a Wisdom saving throw. The DC for this saving throw equals the save DC of the dragon's Frightful Presence. On a failed save, the target takes 7 (2d6) psychic damage, and has disadvantage on attack rolls for 1 minute. An affected creature can attempt the save again at the end of each of its turns, ending the effect on itself on a success. The dragon can't have more than one creature affected by this ability at a time; if it curses another creature, the effect ends for the first creature.

The dragon can use this action as a Legendary Action, if it has legendary actions, by spending 2 legendary actions.

Very Young Wretch Dragon

Medium dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 71 (11d8 + 22)
Speed 35 ft., fly 70 ft., swim 35 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	15 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +4, Wis +2, Cha +3
Skills Perception +4, Stealth +3
Damage Resistances necrotic, psychic
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Draconic, Elven, Sylvan

Challenge 3 (700 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) piercing damage plus 4 (1d8) poison damage.

Breath Weapon (Recharge 5-6). The dragon uses one of the following breath weapon options.

Psychic Breath. The dragon exhales psychic energy in a 20-foot cone. Each creature in that area must make a DC 12 Intelligence saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

Teleportation Breath. The dragon exhales gas in a 20-foot cone. Each creature in that area must succeed on a DC 12 Charisma saving throw or be teleported up to 30 feet away to an unoccupied space of the dragon's choice that is on solid ground.

New Templates

This section outlines several kinds of dragons that aren't explicitly their own species; though some are born, most kinds of dragons in this section are created. Each dragon here is presented as a template, which can be taken on by another true dragon type, effectively transforming it into a new unique kind of dragon. If the template is specific to a certain kind of dragon, it is stated in the template.

Arcane Dragon

Ever since humanoids and dragons have come into contact, dragons and spellcasting have been hypothesized to be linked by the greatest of sages. This is no wonder, as dragons often develop the innate ability to cast spells, working even the most obscure magics, and many sorcerers draw their power from draconic blood. Dragons remain notoriously cryptic about this link and about their power in general, as they are wont to do.

The Underlying Question. However, despite being the first and greatest mystics and a great source of power, dragons take thousands of years to master what a human wizard might learn in under a century, and only the most powerful of dragons can accomplish such a task. Most only learn rudimentary spells, for all their supposed magical capacity, instead relying on a physical path to power. After all, their spells never reach the potently destructive power of their breath weapon and sheer physical might. If they are as magically powerful as they are supposed to be, why the lack of spellcasting power?

Though most of the creatures to ask these questions are humanoid sages, occasionally a dragon itself will wonder these things. These dragons study magic in many varieties, often becoming wizards. Only rarely does a dragon delve deep enough into magic to become an arcane dragon, uncovering incredible power and unlocking its true draconic potential. Arcane dragons are sorcerers of immense magical power, capable of humbling even the greatest of humanoid spellcasters with hardly a mote of effort.

Incarnations of Magic. Most arcane dragons are transformed as a result of their immersion in magical forces. This could be a product of relentless study that has gone far past the point of obsession, or a literal immersion in some eldritch environment. Some arcane dragons are born of powerful spellcasting parents, who may or may not be arcane dragons themselves. Whatever their origins, arcane dragons are physically weaker than other dragons, but their minds and magical capacity are far greater. As a result, they prefer to fight using their spells as opposed to their physical weapons, even though they are still capable of doing so.

Two known varieties of arcane dragon exist: hex dragons and tome dragons.

Hex Dragon

Hex dragons are the variety of arcane dragon that most commonly originate from chromatic dragons, with a love for corruption, betrayal, and decay. They are talented deceivers and manipulators, and prefer to scheme from safe and hidden locations rather than directly approach any rivals or other enemies.

Allies of Undead. Hex dragons master spells of necromancy, raising armies of undead to do their bidding. Other undead overlords, such as liches or the spawn of Orcus, might seek out a hex dragon with the intent of forging an alliance, which the dragon usually accepts. Even if it lacks undead servants, the dragon always has allies of some sort that it has coerced, dominated, or extorted into service.

Draconic Hags. From the depths of their secret lairs, hex dragons lure unsuspecting victims with temptations of power and secret lore, weaving elaborate webs of deceit to keep their true nature a secret. These victims become the dragon's pawns as a result of carefully worded dark bargains, but few ever learn that their true master is a dragon (assuming the creature survives the encounter).

This behavior has led to the nickname of "hag dragons." Some even go so far as to form loose covens, but they never dwell within the same lair.

Eldritch Appearance. After a dragon becomes a hex dragon, its appearance begins to change. Its body becomes leaner and its scales take on a purple hue, which slowly overcomes the dragon's natural coloration as it ages. Dozens of runes pulse faintly across its scales, growing in brightness until they burn with eldritch fire on the oldest of hex dragons. Their voices are poisonously sweet and relatively high-pitched, helping them to lower the guard of any creature they meet.

Hex Dragon Template

Only a true dragon can transform into (or be born as) a hex dragon, and only through relentless pursuit of magical power and immersion in such forces.

When a dragon becomes a hex dragon, it retains its statistics except as described below. The hex dragon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Ability Score Increase. The dragon gains a greater capacity for spellcasting. Its Charisma score increases by 2, to a maximum of 30.

Damage Resistances. The dragon has resistance to necrotic damage.

Damage Immunities. The dragon is immune to poison damage.

Condition Immunities. The dragon is immune to disease and the poisoned condition.

Skill Proficiencies. The dragon gains proficiency in the following skills, if it didn't already have it: Arcana, Deception, Insight, and Persuasion.

New Trait: Hover. The dragon can hover while flying.

New Trait: Physical Frailty. The dragon's natural weapons grow weaker, in return for its increased magical power. Each of the dragon's melee weapon attacks deals one less die of its damage when the dragon hits with it (minimum 1 die).

New Trait: Spellcasting. The dragon becomes a powerful spellcaster. The Arcane Dragon Spellcasting table shows how many spell slots the dragon has, depending on its age category. The dragon automatically knows all enchantment and necromancy spells from the sorcerer spell list for which it has spell slots. These spells are listed below by spell level.

The dragon's spellcasting ability is Charisma. Its spell save DC equals 8 + its proficiency bonus + its Charisma modifier. Its spell attack modifier equals its proficiency bonus + its Charisma modifier.

The dragon doesn't have to provide material components for spells its casts using this trait.

If the dragon has legendary actions, it can spend 3 legendary actions to cast a spell that has a casting time of 1 action.

Cantrips: *chill touch*, *friends*
1st Level: *charm person*, *false life*, *ray of sickness*, *sleep*
2nd Level: *blindness/deafness*, *crown of madness*, *hold person*, *suggestion*
3rd Level: *enemies abound*
4th Level: *blight*, *charm monster*, *confusion*, *dominate beast*
5th Level: *dominate person*, *enervation*, *hold monster*, *synaptic static*
6th Level: *circle of death*, *eyebite*, *mass suggestion*
7th Level: *finger of death*, *power word pain*
8th Level: *Abi-Dalzim's horrid wilting*, *dominate monster*, *power word stun*
9th Level: *power word kill*, *psychic scream*

New Action: Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Dragon Feats. If you are using the optional Dragon Feats rules, the dragon can take dragon feats that apply to either of its dragon types (hex dragon or its original type).

Tome Dragon

Tome dragons are a variety of arcane dragon that most commonly originate from metallic dragons, with a love for knowledge and learning of all kinds. Because of their great intellect, which even during infancy far surpasses that of most humanoids, they are inclined to enormous amounts of hubris.

The transformation into a tome dragon occurs slowly, but it is a willing one, as the dragon allows its study of magic and forgotten lore to change its very nature. The dragon's scales begin to lose their coloring, becoming silver-white with an opalescent sheen. Its extremities become more dexterous, and its fingers are slender and capable of fine manipulation (excellent for turning the pages of books otherwise too small for them). Its bearing becomes more regal, and some even grow large manes of soft silver hair. The mane is an object of style among tome dragons, and each might style it in a different manner with beads, braids, or other adornments.

Arcane Dragon Spellcasting

Dragon's Age	Numeric Equivalent	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Wyrmling	1	2	—	—	—	—	—	—	—	—
Very Young	2	3	—	—	—	—	—	—	—	—
Young	3	4	2	—	—	—	—	—	—	—
Juvenile	4	4	3	2	—	—	—	—	—	—
Young Adult	5	4	3	3	1	—	—	—	—	—
Adult	6	4	3	3	2	1	—	—	—	—
Mature Adult	7	4	3	3	3	2	1	—	—	—
Old	8	4	3	3	3	2	1	1	—	—
Elder	9	4	3	3	3	2	1	1	1	—
Ancient	10	4	3	3	3	3	2	1	1	1
Wyrm	11	4	4	3	3	3	2	2	2	1
Great Wyrm	12	4	4	4	3	3	3	2	2	2

Intellectual Sages. Among dragonkind, tome dragons are sages full of lifetimes of information and lore. They spend every spare minute researching any topic of interest, and many spend decades or centuries studying arcane mysteries such as planar conjunctions and ecology, fate, destiny, and the flow of time itself. Many go on extraplanar excursions, and the oldest often do so through the use of *astral projection* spells.

Communal Cabals. Several tome dragons might regularly convene into a cabal so that they can share gathered information and discuss the mysteries of the multiverse. Most cabals dwell together in one lair, amassing enormous libraries and taking turns guarding the communal hoard while the others go on expeditions to answer their endless questions. These lairs are occasionally mistaken for monasteries for their mountainous locations and minimal adornments.

Mature Adult Green Hex Dragon

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 80 ft. (hover), swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8
Skills Arcana +9, Deception +9, Insight +7, Perception +12, Persuasion +9, Stealth +6
Damage Resistances necrotic
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Spellcasting. The dragon is a 12th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). The dragon doesn't have to provide material components, and it knows the following sorcerer spells:

Cantrips: *chill touch*, *friends*
1st Level (4 slots): *charm person*, *false life*, *ray of sickness*, *sleep*
2nd Level (3 slots): *blindness/deafness*, *crown of madness*, *hold person*, *suggestion*
3rd Level (3 slots): *enemies abound*
4th Level (3 slots): *blight*, *charm monster*, *confusion*, *dominate beast*
5th Level (2 slots): *dominate person*, *enervation*, *hold monster*, *synaptic static*
6th Level (1 slot): *circle of death*, *eyebite*, *mass suggestion*

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 10 (1d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 9 (1d6 + 6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.
Spellcasting (Costs 3 Actions). The dragon casts a spell that has a casting time of 1 action.

Tome Dragon Template

Only a true dragon can transform into (or be born as) a tome dragon, and only through relentless pursuit of magical power and immersion in such forces.

When a dragon becomes a tome dragon, it retains its statistics except as described below. The tome dragon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Ability Score Increase. The dragon gains an increased capacity for spellcasting and retaining intellectual knowledge. The dragon's Intelligence score increases by 2.

Skill Proficiencies. The dragon gains proficiency in the following skills, if it didn't already have it: Arcana, History, Insight, and Investigation.

New Trait: Hover. The dragon can hover while flying.

New Trait: Physical Frailty. The dragon's natural weapons grow weaker, in return for its increased magical power. Each of the dragon's melee weapon attacks deals one less die of its damage when the dragon hits with it.

New Trait: Spellcasting. The dragon becomes a powerful spellcaster. The Arcane Dragon Spellcasting table shows how many spell slots the dragon has, depending on its age category. The dragon automatically knows all conjuration and divination spells from the sorcerer spell list for which it has spell slots. These spells are listed below by spell level.

The dragon's spellcasting ability is Intelligence. Its spell save DC equals 8 + its proficiency bonus + its Intelligence modifier. Its spell attack modifier equals its proficiency bonus + its Intelligence modifier.

The dragon doesn't have to provide material components for spells its casts using this trait.

If the dragon has legendary actions, it can spend 3 legendary actions to cast a spell that has a casting time of 1 action.

Cantrips: *acid splash*, *create bonfire*, *infestation*, *mage hand*, *poison spray*, *sword burst*, *true strike*
1st Level: *comprehend languages*, *detect magic*, *fog cloud*, *ice knife*
2nd Level: *cloud of daggers*, *detect thoughts*, *dust devil*, *mind spike*, *misty step*, *see invisibility*, *web*
3rd Level: *clairvoyance*, *sleet storm*, *stinking cloud*, *thunder step*, *tidal wave*, *tongues*
4th Level: *dimension door*, *watery sphere*
5th Level: *cloudkill*, *far step*, *insect plague*, *teleportation circle*
6th Level: *arcane gate*, *scatter*, *true seeing*
7th Level: *plane shift*, *teleport*
8th Level: *incendiary cloud*
9th Level: *gate*, *wish*

New Action: Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Dragon Feats. If you are using the optional Dragon Feats rules, the dragon can take dragon feats that apply to either of its dragon types (hex dragon or its original type).

Arcane Dragon Feats

The following feats can only be taken by arcane dragons of any type.

Counter Spellcaster

Prerequisite: must be Juvenile or older.

Once per short rest, the dragon can cast *counterspell* without expending a spell slot. After it casts the spell in this way, it can expend its spell slots to cast the spell, as normal.

Eldritch Mastery

Prerequisite: must be Mature Adult or older.

The dragon can cast all 1st and 2nd-level spells that it knows at their lowest level without expending a spell slot.

Eldritch Recovery

Whenever the dragon finishes a short rest, it regains a number of expended spell slots. The recovered spell slots can have a combined level that is equal to or less than the numeric equivalent of the dragon's age category (where Wyrmling equals 1 and Great Wyrm equals 12). None of the recovered spell slots can be 6th level or higher.

Eldritch Scholar

The dragon gains proficiency in the Arcana and History skills. If it already has proficiency in one of these skills, it instead can add double its proficiency bonus on any ability check it makes that uses that skill.

The dragon learns two languages of its choice.

In addition, the dragon can add its proficiency bonus on ability checks it makes to dispel or counter another spell, as with *dispel magic* and *counterspell*.

Versatile Spellcaster

The dragon can learn one additional spell of each level for which it has spell slots. These spells can come from any class's spell list and can be any school of magic. The dragon can cast these spells by expending its spell slots, as normal.

This feat can be taken multiple times, choosing different spells each time.

Hex Dragon Feats

The following feats can only be taken by hex dragons.

Deathwatch

As an action, the dragon can determine the life conditions of each creature within 60 feet of it. It learns if each creature is dead, dying (making death saving throws), fragile (alive with less than 10 hit points), healthy (alive with more than 10 hit points), undead, or neither alive nor dead (such as a construct).

This ability penetrates the ruse created by the *feign death* spell.

Honey-Tongued

The dragon can add double its proficiency bonus on any Charisma (Deception) or Charisma (Persuasion) ability check that it makes.

Obliterate

Prerequisite: Retributive Curse, must be Great Wyrm.

The dragon gains the following option for its Retributive Curse reaction option:

Oblivion (Recharge 6). The creature must make a Wisdom saving throw. On a failed save, it is reduced to 0 hit points and is dying. On a successful save, it takes 22 (4d10) force damage. If the creature has less than 50 hit points remaining and fails the save, it dies as it is obliterated and its body ceases to exist.

Adult Silver Tome Dragon

Huge dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 218 (19d10 + 114)
Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	17 (+3)	11 (+0)	20 (+5)

Saving Throws Dex +5, Con +11, Wis +5, Cha +10
Skills Arcana +8, History +8, Insight +5, Investigation +8, Perception +10, Stealth +5
Damage Immunities cold
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 14 (11,500 XP)

Spellcasting. The dragon is a 9th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The dragon doesn't have to provide material components, and it knows the following sorcerer spells:

Cantrips: *acid splash*, *create bonfire*, *infestation*, *mage hand*, *poison spray*, *sword burst*, *true strike*
1st Level (4 slots): *comprehend languages*, *detect magic*, *fog cloud*, *ice knife*
2nd Level (3 slots): *cloud of daggers*, *detect thoughts*, *dust devil*, *mind spike*, *misty step*, *see invisibility*, *web*
3rd Level (3 slots): *clairvoyance*, *sleet storm*, *stinking cloud*, *thunder step*, *tidal wave*, *tongues*
4th Level (2 slots): *dimension door*, *watery sphere*
5th Level (1 slots): *cloudkill*, *far step*, *insect plague*, *teleportation circle*

Actions

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

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

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales an icy blast in a 50-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.
Paralyzing Breath. The dragon exhales paralyzing gas in a 50-foot cone. Each creature in that area must succeed on a DC 19 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 10 (1d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Retributive Curse

The dragon gains the following reaction option:

Retributive Curse. When the dragon takes damage from a creature, the dragon can bestow one of the following curses on that creature. As the dragon ages, it gains additional options for this curse.

The curse's saving throw DC equals the dragon's spell save DC.

If the dragon dies or is reduced to 0 hit points, each hostile creature within 60 feet of the dragon is immediately targeted by the curse.

Sickness. The creature must succeed on a Constitution saving throw or be poisoned until the end of its next turn.

Agony (must be Juvenile or older). The creature is crippled by agonizing pain, and must succeed on a Constitution saving throw or be incapacitated until the end of its next turn.

Blindness (must be Mature Adult or older). The creature must succeed on a Constitution saving throw or be blinded for 1 minute. It can attempt the saving throw again at the end of each of its turns, ending the effect on itself on a success.

Insanity (must be Ancient or older). The creature must succeed on a Wisdom saving throw or suffer a bout of short-term madness. Roll on the Short-Term Madness table on page 259 of the 5th Edition *Dungeon Master's Guide* to determine the nature of the madness. An affected creature can attempt the save again at the end of each of its turns, ending the madness early on a success.

Wail of the Banshee

Prerequisite: must be Wyrm or older.

The dragon gains the following action option:

Wail of the Banshee (Recharge 6). The dragon releases a terrible wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of the dragon that can hear it must make a DC 15 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature is frightened until the end of its next turn.

Tome Dragon Feats

The following feats can only be taken by tome dragons.

Arcane Sight

The dragon always benefits as if from a *detect magic* spell.

Astral Projection

Prerequisite: must be Ancient or older.

The dragon learns the *astral projection* spell. If it only targets itself with the spell, it doesn't have to provide material components.

Metamagic

The dragon gains the ability to twist its spells in a variety of ways. It gains a number of the following metamagic options equal to half the numeric equivalent of its age category.

The dragon has a number of metamagic points equal to the numeric equivalent of its age category. It regains all expended metamagic points when it finishes a long rest.

The dragon can use only one Metamagic option on a spell when it casts it, unless otherwise noted.

Careful Spell. When the dragon casts a spell that forces other creatures to make a saving throw, it can protect some of those creatures from the spell's full force. To do so, it spends 1 metamagic point and chooses a number of those creatures up to its Intelligence modifier (minimum of one creature). A chosen creature automatically succeeds on its saving throw against the spell.

Distant Spell. When the dragon casts a spell that has a range of 5 feet or greater, it can spend 1 metamagic point to double the range of the spell.

When the dragon casts a spell that has a range of touch, it can spend 1 metamagic point to make the range of the spell 30 feet.

Empowered Spell. When the dragon rolls damage for a spell, it can spend 1 metamagic point to reroll a number of the damage dice up to its Intelligence modifier (minimum of one). It must use the new rolls.

The dragon can use Empowered Spell even if it has already used a different Metamagic option during the casting of the spell.

Extended Spell. When the dragon casts a spell that has a duration of 1 minute or longer, it can spend 1 metamagic point to double its duration, to a maximum duration of 24 hours.

Heightened Spell. When the dragon casts a spell that forces a creature to make a saving throw to resist its effects, the dragon can spend 3 metamagic points to give one target of the spell disadvantage on its first saving throw made against the spell.

Quickened Spell. When the dragon casts a spell on its turn, and that spell has a casting time of 1 action, it can spend 2 metamagic points to change the casting time to 1 bonus action for this casting.

Subtle Spell. When the dragon casts a spell, it can spend 1 metamagic point to cast it without any somatic or verbal components.

Twinned Spell. When the dragon casts a spell that targets only one creature and doesn't have a range of self, it can spend a number of metamagic points equal to the spell's level to target a second creature in range with the same spell (1 metamagic point if the spell is a cantrip).

Precognition

Glimpses of the future press on the dragon's awareness. When it finishes a long rest, roll two d20s and record the numbers rolled. The dragon can replace any attack roll, saving throw, or ability check made by itself or a creature that it can see with one of these foretelling rolls. The dragon must choose to do so before the roll, and it can replace a roll in this way only once per turn.

Each foretelling roll can be used only once. When the dragon finishes a long rest, it loses any unused foretelling rolls.

Telepathy

The dragon gains telepathy with a radius of 120 feet.

Dragon Hydra

Hydras are draconic in nature, having risen from the blood of Lernea, who was cast down by Tiamat in eons long past. Because of this similarity, the union of a dragon and a hydra can have unexpected results. Most of the time, it simply results in a half-dragon hydra, but in extremely rare cases, the resulting offspring is instead a multi-headed version of its parent. Chromatic dragons are more likely to be parents to these abominations rather than dragons of other types.

Volatile Half-breeds. These dragons are extremely volatile, with short tempers and a hunger to rival that of even the largest monsters (tribute of their hydra parentage). However, their draconic side is usually more powerful than that of the hydra, and is able to keep its hunger and temperamental disposition in check.

Other dragons regard dragon hydras with a mixture of revulsion and reverence. Their multi-headed nature makes them akin to Tiamat in form, which more religious chromatic dragons regard with respect and even a mote of honor. Other less religious chromatics see them as a profane corruption of their blood, as Lernea's children survive the ancient enemy of Tiamat. All other dragon types try to destroy them on sight, recognizing both their power and their blasphemous origins. Hence, they are outcasts in dragon society, with only their own heads for company, and they try to keep their presence and nature a secret until they are able to adequately defend themselves.

Multi-personality. Each head is an individual, though they share the same body, with its own mind, personality, and unique personality traits. Dragons are creatures that love their isolation, but this almost never comes when there are multiple individuals attached to the same body. As a result, each head harbors the slightest resentment for its siblings, and they love having something to talk to other than their constant companions.

Each head chooses a name for itself, but they also choose a single name to go by as a whole. This could be an acronym for each head's name, a combination of each name, the name of the head with the most domineering personality, or a new name chosen by their counciling.

Adult Red Dragon Hydra

Huge dragon, chaotic evil

Armor Class 18 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., fly 80 ft., climb 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	15 (+2)	11 (+0)	20 (+5)

Saving Throws Dex +5, Con +11, Wis +5, Cha +10
Skills Perception +10, Stealth +5
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20
Languages Common, Draconic
Challenge 15 (13,000 XP)

Multiple Heads. The dragon has 3 (1d4 + 1) heads. While it has more than one head, the dragon has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Reactive. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

Wakeful. While the dragon sleeps, at least one of its heads is awake.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: two with its claws and one with its tail. Alternatively, it makes as many bite attacks as it has heads.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 6 (1d12) fire damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 50-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 59 (17d6) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn

Bite Attack. The dragon makes a bite attack. It can't use this legendary action if it made a bite attack on its last turn.
Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Dragon Hydra Template

Only a true dragon can take on the dragon hydra template. When a dragon becomes a dragon hydra, it keeps its statistics, except as described below. When it uses its breath weapon, only one head expels the breath, and none of the heads can use that action again until it recharges.

New Trait: Multiple Heads. The dragon has 3 (1d4 + 1) heads. While it has more than one head, the dragon has advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

New Trait: Reactive. For each head the dragon has beyond one, it gets an extra reaction that can be used only for opportunity attacks.

New Trait: Wakeful. While the dragon sleeps, at least one of its heads is awake.

New Action: Multiattack. The dragon can use its Frightful Presence, if it has one. It then makes three attacks: two with its claws and one with its tail. Alternatively, it makes as many bite attacks as it has heads.

New Legendary Action: Bite Attack. The dragon makes a bite attack. It can't use this legendary action if it made a bite attack on its last turn.

Dragon Hydra Feats

The following feats can only be taken by dragon hydras.

Aware

Whenever the dragon hydra makes a Wisdom (Perception) check, it can treat a d20 roll of 9 or lower as a 10.

Head Regrowth

Whenever the dragon takes 30 or more damage in a single turn, one of its heads dies. If all its heads die, the dragon hydra dies.

At the end of its turn, it grows two heads for each of its heads that died since its last turn, unless it has taken fire damage since its last turn. The dragon hydra regains 10 hit points for each head regrown in this way.

If the dragon hydra is immune to fire damage, then it doesn't regrow heads at the start of its turn if it has taken cold damage since its last turn.

Multi-headed Terror

The dragon hydra gains a bonus to the save DC of its Frightful Presence and Breath Weapon. This bonus is equal to the number of heads above one that it has.

Reactive Heads

The dragon hydra can take one reaction on each turn. At the start of each of its turns, it can choose whether it benefits from this feat or its Reactive trait, but not both.

Hollow Dragon

Where chromatic dragons turn to undeath or seek godhood to prolong their existence, metallic dragons turn to deities or elemental magic to become guardians of ancient artifacts or holy sites. Such a metallic dragon becomes Hollow.

The process of becoming Hollow is even more jealously guarded than that of becoming a dracolich. The rituals are only known by a dragon god's most trusted servants, or by the elite leaders of an elemental cult. A dragon undergoing the ritual allows its draconic essence, in addition to the divine or elemental power, to overpower its flesh. All of its bones and organs are consumed, and the dragon endures agonizing pain. Power leaks from its eyes and from between its scales, and from the runes carved into its form. Though the dragon's flesh withers, its draconic essence and its scales endure, and it becomes Hollow: an empty shell of the dragon's hide, animated by its own power.

Only Mature Adult or older dragons can become Hollow. Younger dragons are torn apart by their own chaotic energies or are overcome by the sudden flood of divine or elemental power. Even adults sometimes do not survive the transformation.

Once transformed, the Hollow dragon is given a task to perform by the deities or powers by which the dragon became hollow; usually to become a guardian. A deity might command the dragon to guard a temple or an ancient holy site, or elemental powers might command the dragon to guard a planar portal or the gates to a primordial city.

Type. The dragon's type changes from dragon to construct, and it no longer requires air, food, drink, or sleep. It also becomes immune to disease and to exhaustion. It loses its Change Shape action option if it had one.

Alignment. Regardless of its previous alignment, the dragon becomes neutral. Over time, solitary hollow dragons eventually lose all empathy, and even beginning losing elements of their personality.

Damage Immunities. The dragon retains any resistances and immunities that it had in life. It also gains immunity to poison damage and to the poisoned condition, if it didn't have it already.

New Trait: Breath of Power. A creature that fails its saving throw against the dragon's damage dealing breath weapon also loses resistance to the damage type dealt by the breath weapon and is stunned until the end of the creature's next turn.

New Trait: Burst of Essence. If the dragon takes 20 damage or more on a single turn, its hide ruptures and releases a gout of energy. Each creature within 10 feet of the dragon must make a Dexterity saving throw (DC equals 8 + the dragon's proficiency bonus + the dragon's Constitution modifier), taking 18 (4d8) damage on a failed save, or half as much damage on a successful one. This damage is of the same type as the damage dealt by the dragon's breath weapon.

New Trait: Essence Explosion. When the dragon dies, it explodes as its shell deteriorates and its draconic essence is released. Each creature within 30 feet of the dragon when this occurs must make a Dexterity saving throw, taking 45 (10d8) damage of the same type as the dragon's breath weapon on a failed save, or half as much damage on a successful one. A creature who fails the save is also knocked prone and thrown 10 feet away from the explosion.

New Trait: Manifest Essence. A creature that starts its turn within 10 feet of the dragon or moves there for the first time on its turn takes 7 (2d6) damage of the same type dealt by its breath weapon. If the dragon has half of its maximum hit points or less, the damage increases to 14 (4d6).

New Action: Consume (Recharge 5-6). The dragon makes one bite attack against a Medium or smaller creature within its reach. If the attack hits, the target takes the bite's damage, and the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 49 (14d6) damage at the start of each of the dragon's turns. This damage is of the same type as the damage dealt by the dragon's breath weapon. The dragon can have only one creature consumed at a time.

If the dragon takes 40 damage or more on a single turn, the dragon's hide is rent and the creature can escape by using its reaction. If it does so, it falls prone in an unoccupied space adjacent to the dragon, and all creatures within 5 feet of the creature's new space, including the escaping creature, are affected as if by the dragon's Burst of Essence.

If the dragon dies, a consumed creature automatically fails the saving throw against the dragon's Essence Explosion. After the explosion, the creature appears where the dragon had been.

Dragon Feats. The dragon loses any dragon feats that give the dragon a damaging aura (such as Fire Aura), or that assume a living body, such as Bloodscaled Fury. It otherwise retains any dragon feats that it had taken before the transformation, but it can't gain new feats after the transformation.

Polychromatic Dragons

Rare are the times when a chromatic dragon tolerates another dragon not of its kind. Even rarer are the times when they develop something akin to "friendship." And rarest of all are the times when the two have children together. Begotten of this union are dragons known as polychromatic dragons.

A dragon of mixed parentage, a polychromatic dragon is an outcast in dragon society where no dragon type recognizes it as kindred. Because of this, they tend to be volatile and unforgiving. If one of these dragons lives past its juvenile years, it can grow to be quite powerful; its versatility lends itself to combat advantage, and it is said that Tiamat herself favors these dragons because of their mixed color (like herself).

In such a dragon, one type's genetics generally dominate the other's. While you are creating a polychromatic dragon, first determine its base dragon type, or the type that is dominant. This is hereafter referred to as the "base dragon type." The dragon's other type (or the type of its other parent) will hereafter be referred to as the "secondary dragon type."

When applying this template, apply it to the stat block of the dragon's base dragon type.

The term "polychromatic" was coined because this most often occurs with chromatic dragons, but it is hypothetically possible to create a hybrid between any two dragon types. Dragons from different categories, such as chromatic and metallic, never tolerate each other enough to have children together, but dragons that are friendly or neutral toward each other could feasibly have hybrid children.

Appearance. This is up to you, as the DM. Perhaps a blue/green dragon has the blue dragon's horn with the wing structure of a green, but its color is mottled blue and green. Perhaps a white/red dragon has the white dragon's crest and the red dragon's horns, and red spots across its back, but all other features of a white dragon.

Damage Immunity. The dragon gains the damage immunity granted by its secondary dragon type. Consult the table below for damage type by dragon type. For a more complete list of all dragon types, refer to the table on page 38 in Part 2: "Dungeon Master Options."

Speeds. The dragon gains any speeds that its secondary dragon type possesses. Consult the table below for speeds by dragon type.

New Trait. It is possible, depending on the dragon's secondary dragon type, that it inherits a trait from that dragon type. If the dragon's secondary dragon type possesses any traits, the dragon inherits those traits (except for Legendary Resistances). Consult the table below for traits by dragon type.

For example, a white dragon with a red dragon parent inherits no traits, because red dragons have no additional traits. However, a red dragon with a white dragon parent inherits the Ice Walk trait, because white dragons possess that trait.

New Action: Breath Weapon. The dragon's breath weapon deals half of its damage (rounded down) as the original damage type, and deals the other half of its damage as a damage type determined by its secondary dragon type.

For example, an Adult White Dragon with a red dragon parent has its Breath Weapon modified as follows:

Cold/Fire Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 22 (5d8) cold damage and 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Dragon Feats. The dragon can still take dragon feats as normal, but it is allowed to take feats applicable to both of its dragon types. However, it cannot take a feat that obviously interferes with another.

For example a white/red dragon can take feats from both the Red Dragon Feats list and the White Dragon Feats list. However, if it chooses the Frostbite feat, it cannot choose the Ignite feat because it directly opposes the Frostbite feat (i.e. something cannot be frozen and engulfed in flames simultaneously).

Dragon Traits

Secondary Dragon Type	Damage Type	Speeds Passed	Trait Passed
Black	acid	swim	Amphibious
Blue	lightning	burrow	—
Green	poison	swim	Amphibious
Red	fire	climb	—
White	cold	burrow, swim	Ice Walk

Elder Hollow Gold Dragon

Gargantuan construct, neutral

Armor Class 21 (natural armor)
Hit Points 444 (24d20 + 192)
Speed 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	14 (+2)	27 (+8)	17 (+3)	15 (+2)	25 (+7)

Saving Throws Dex +9, Con +15, Wis +9, Cha +14
Skills Insight +9, Perception +16, Persuasion +14, Stealth +9
Damage Immunities fire, poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Burst of Essence. If the dragon takes 20 damage or more on a single turn, its hide ruptures and releases a gout of energy. Each creature within 10 feet of the dragon must make a DC 23 Dexterity saving throw, taking 18 (4d8) fire damage on a failed save, or half as much damage on a successful one.

Essence Explosion. When the dragon dies, it explodes as its shell deteriorates and its draconic essence is released. Each creature within 30 feet of the dragon when this occurs must make a DC 23 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save, or half as much damage on a successful one. A creature who fails the save is also knocked prone and thrown 10 feet away from the explosion.

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

Manifest Essence. A creature that starts its turn within 10 feet of the dragon or moves there for the first time on its turn takes 7 (2d6) fire damage. If the dragon has half of its maximum hit points or less, the damage increases to 14 (4d6).

Actions

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in an 80-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one. Also on a failed save, a creature loses resistance to fire damage and is stunned until the end of its next turn.

Weakening Breath. The dragon exhales gas in an 80-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Consume (Recharge 5-6). The dragon makes one bite attack against a Medium or smaller creature within its reach. If the attack hits, the target takes the bite's damage, and the target is swallowed. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 49 (14d6) damage at the start of each of the dragon's turns. This damage is of the same type as the damage dealt by the dragon's breath weapon. The dragon can have only one creature consumed at a time.

If the dragon takes 40 damage or more on a single turn, the dragon's hide is rent and the creature can escape by using its reaction. If it does so, it falls prone in an unoccupied space adjacent to the dragon, and all creatures within 5 feet of the creature's new space, including the escaping creature, are affected as if by the dragon's Burst of Essence.

If the dragon dies, a consumed creature automatically fails the saving throw against the dragon's Essence Explosion. After the explosion, the creature appears where the dragon had been.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Adult White/Red Polychromatic Dragon

Large dragon, chaotic evil

Armor Class 17 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., burrow 20 ft., climb 40 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	7 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +5
Skills Perception +8, Stealth +4
Damage Immunities cold, fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 11 (7,200 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra moment.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 4 (1d8) cold damage.

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

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 +5) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Cold/Fire Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 50-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 22 (5d8) cold damage and 22 (5d8) fire damage on a failed save, or half as much damage on a successful one.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 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.

Vampiric Dragons

It is unknown where vampiric dragons first came from (scholars suspect that it was from unique fluxes of negative energy or the like), but those that know of them take comfort in knowing that these creatures are extremely rare. Like normal vampires, they cast no shadows and don't have reflections in mirrors.

Unlike normal vampires, vampiric dragons are bound to their hoard instead of a coffin, and they are unaffected by running water. A vampiric dragon looks much the same as it did while it was living, but its eyes betray an undead and predatory nature. Often, these dragons will spread legends of their treasure in hopes of attracting treasure hunters, from whom they can create vampire spawn.

A vampiric dragon cannot become a shadow dragon because it loses its draconic nature when it becomes undead, and cannot become a dracolich because it is already undead.

Type. The dragon's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Damage Resistances. The dragon gains resistance to necrotic damage, and to bludgeoning, piercing, and slashing damage from nonmagical attacks. If you are using the optional Dragon Feats rules, this counts as taking the Mundane Weapon Resistance feat, but doesn't count against the number of feats the dragon can take.

New Trait: Regeneration. The dragon regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the dragon takes radiant damage or damage from holy water, this trait doesn't function at the start of the dragon's next turn.

New Trait: Spider Climb. The dragon can climb difficult surfaces, including upside-down and on ceilings, without needing to make an ability check.

New Trait: Turn Resistance. The dragon has advantage on saving throws against any effect that turns undead.

New Trait: Vampiric Weaknesses. The dragon has the following flaws:

Forbiddance. The dragon can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. If a piercing weapon made of wood is driven into the dragon's heart while the dragon is incapacitated in its lair, the dragon is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

New Action: Bite. If the dragon deals an additional damage type with its bite, it no longer deals that extra damage. The dragon's bite attack deals an additional 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dragon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain in this way rises the following night as a vampire spawn under the dragon's control. If a Young Adult or younger dragon is slain in this way, it rises the following night as a mindless Zombie Dragon, but if it is an Adult or older dragon, it rises as a Vampiric Dragon under the control of the dragon who created it.

New Action: Charm. The dragon targets one humanoid it can see within 30 feet of it. If the target can see the dragon, the target must succeed on a Wisdom saving throw (DC equals 8 + the dragon's proficiency bonus + the dragon's Charisma Modifier) against this magic or be charmed by the dragon. The charmed target regards the dragon as a trusted friend to be heeded and protected. Although the target isn't under the dragon's control, it takes the dragon's requests or actions in the most favorable way it can, and it is a willing target for the dragon's bite attack. Each time the dragon or the dragon's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dragon is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Dragon Feats. The dragon retains any dragon feats it took in life.



Adult Black Vampiric Dragon

Large undead, chaotic evil

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

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

Saving Throws Dex +6, Con +8, Wis +4, Cha +7
Skills Perception +8, Stealth +6
Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Common, Draconic
Challenge 11 (7,200 XP)

Regeneration. The dragon regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the dragon takes radiant damage or damage from holy water, this trait doesn't function at the start of the dragon's next turn.

Spider Climb. The dragon can climb difficult surfaces, including upside-down and on ceilings, without needing to make an ability check.

Turn Resistance. The dragon has advantage on saving throws against any effect that turns undead.

Vampiric Weaknesses. The dragon has the following flaws:

Forbiddance. The dragon can't enter a residence without an invitation from one of the occupants.

Stake to the Heart. If a piercing weapon made of wood is driven into the dragon's heart while the dragon is incapacitated in its lair, the dragon is paralyzed until the stake is removed.

Sunlight Hypersensitivity. The dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 10 (3d6) necrotic damage. The target's hit point maximum is reduced by an amount equal to the necrotic damage taken, and the dragon regains hit points equal to that amount. The reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

A humanoid slain in this way rises the following night as a vampire spawn under the dragon's control. If a Young Adult or younger dragon is slain in this way, it rises the following night as a mindless Zombie Dragon, but if it is an Adult or older dragon, it rises as a Vampiric Dragon under the control of the dragon who created it.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Charm. The dragon targets one humanoid it can see within 30 feet of it. If the target can see the dragon, the target must succeed on a DC 15 Wisdom saving throw against this magic or be charmed by the dragon. The charmed target regards the dragon as a trusted friend to be heeded and protected. Although the target isn't under the dragon's control, it takes the dragon's requests or actions in the most favorable way it can, and it is a willing target for the dragon's bite attack. Each time the dragon or the dragon's companions do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dragon is destroyed, is on a different plane of existence than the target, or takes a bonus action to end the effect.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.
Tail Attack. The dragon makes a tail attack.
Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

The Most Powerful Of All Creatures

The Book of Dragons: Volume II is a supplement for 5th Edition *Dungeons and Dragons* written by Conner McCall, providing additional options for both players and Dungeon Masters. Some concepts build upon those presented in *The Book of Dragons*, but it in itself is independent of its predecessor.

This book explores the possibilities of hatching and raising dragons, as well as lairs, wards, and hoards that might be guarded by powerful dragons. Players can also find rules for dragon-based subclasses, including three arcane traditions for wizards. However, the bulk of this book provides game statistics for an abundance of new dragon types and dragon-like creatures, including eleven new dragon types, amphitheres, drakes, linnorms, and more.

