

Lucille

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<https://www.dndbeyond.com/monsters/4078062-lucille>



Large Dragon, Chaotic Evil

Armor Class 17 Natural Armor

Hit Points 119 (14d10 + 42)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws DEX +4, CON +6, WIS +4, CHA +5

Skills [Deception](#) +5, [Perception](#) +7, [Stealth](#) +4

Damage Resistances Acid, Cold, Fire, Lightning

Senses [Blindsight](#) 30 ft., [Darkvision](#) 120 ft., Passive Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP)

Proficiency Bonus +3

Legendary Resistance (1/Day). If Berwarna fails a saving throw, it can choose to succeed instead.

Hadaar Touched. Any Hadaar-based spell does not work on Berwarna, and any magical darkness created by such spells Berwarna can see as if the darkness was not there.

Chromatic Necklace. A necklace that has the strength of each elemental gem that can be used to modify the creature's abilities. Though the necklace isn't at its full strength it only modifies the breath weapon and other special traits.

- **Emerald:** Adjusts the *Breath Weapon* to do [Acid Damage](#) and is considered *Amphibious* (The dragon can breathe air and water). Also gains a resistance to [Acid Damage](#).
- **Ruby:** Adjusts the *Breath Weapon* to do [Fire Damage](#). Also gains a resistance to [Fire Damage](#).
- **Opal:** Adjusts the *Breath Weapon* to do [Cold Damage](#) and can *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.) Also gains a resistance to [Cold Damage](#).

- **Sapphire:** Adjusts the *Breath Weapon* to do Lightning Damage. Also gains a resistance to Lightning 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 10 ft., one target. *Hit:* 11 (2d6 + 4) [Slashing Damage](#).

Breath Weapons (Recharge 5–6): The dragon uses one of the following breath weapons, depending on what gem is active on the Chromatic Necklace.

The dragon exhales an element in a 30-foot cone. Each creature in that cone must make a DC 15 Dexterity saving throw, taking 40 (9d8) damage on a failed save, or half as much damage on a successful one.

Reactions

Chromatic Modification. The Dragon can use its reaction to modify which gem is currently active.