

DRAGONS REWORKED PART II: METALLICS

WHILE "DRAGONS" ARE IN THE TITLE OF THE GAME, I FELT THAT NOT ENOUGH WORK HAS GONE INTO DRAGONS AND DRAGONKIN.



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Thanks



On the left, the symbols of Bahamut and Tiamat, on the right, the symbol of Io - Credits:

Symbol of Bahamut: 4th Edition Player's Handbook

Symbol of Tiamat: [Glenn Moyer](#); Original from the 4th Edition Player's Handbook

Symbol of Io: Dennis Crabapple McClain (Couldn't find out which DnD Book specifically)

CELESTIA

FOREWORD

In this document I present not 100% accurate D&D lore but my own spin on what I read about the Forgotten Realms. The biggest changes I made, was putting Bahamut in a more central role, since in my setting, he is one of the highest, if not the highest deity. If you want to stay closer to the source material you can check it out in the [Forgotten Realms Wiki](#)

LORE

Also known as **Mount Celestia**, or more fully, the **Seven Mounting Heavens of Celestia** or even the **Seven Heavens** is a lawful good-aligned astral dominion that drifts through the Astral Sea.

The Astral Sea was once known as the Astral Plane, but when the World Tree, that held all the godly dominions in place, was destroyed during the Spellplague, it took on another form as the dominions of the gods started to drift through the silvery void.

Celestia is the ultimate plane of law and good, all aspects of it are of beauty and perfection. As an outer plane it is spatially infinite and consists of 7 infinite layers or sub-planes, that form the colossal and perhaps infinite mountain that rises from an infinite sea of holy water on the bottommost layer. Travelling up the mountain is to traverse each layer from the lowest to the highest, the mountainous environment becoming more breathtaking as one progresses.

The first (bottommost) layer is encompassed by a seemingly endless sea of holy water, however since Celestia shares borders with the neighbouring planes of the **Peaceable Kingdoms of Arcadia** and the **Twin Paradises of Bytopia**, travel is possible between Celestia and these planes.

LUNIA

Also known as the Silver Heaven, it is the bottommost layer. On this layer it is perpetually night, with beautiful constellations of silver stars and a silver moon illuminating the dark. The Silver Sea encompassing this layer is pure holy freshwater, not saltwater.

It is dotted by wonderful shining cities of white stone, home to many good-aligned humanoids.

MERCURIA

The second layer is also known as the Golden Heaven, since a mysterious golden light illuminates everything within it, but there is no sun to be seen. Gently rolling hills and lush green valleys comprise this layer, dotted with small settlements of good-aligned beings.

The palace of Bahamut, made entirely from Bahamut's enormous treasure hoard, with walls made of mithral and windows composed of huge gemstones and closely guarded seven ancient gold dragons, moves about the last six layers of Celestia.

VENYA

The third layer is also known as the Pearly Heaven. Most of this layer is somewhat colder than the previous two and its slopes are often covered by a thin blanket of snow, however a separate demiplane, **The Green Fields** is located on Venya. It is a safe haven for halflings and quite a few members of the halfling pantheon, such as Yondalla, reside there.

SOLANIA

The fourth layer is also known as the Crystal Heaven. The valleys comprising this layer are covered with luminescent fog and strange scents. On this layer the earth is rich with ores and gems that are mined by the Dwarves residing on this layer.

It is also here that the dwarf god Moradin has taken up residence, along with his wife Berronor Truesilver, in a vast dwarven palace, built into the slopes of Solania. Other deities such as the couatl deity Jarzian also make this plane their home.

MERTION

The fifth layer is also known as the Platinum Heaven and consists of gentle slopes and wide plains, dotted with breathtaking citadels, home to many paladins and celestial creatures.

Empyrea, the City of Tempered Souls, is located on the edge of a cold mountain lake and is known for housing many hospitals and expert healers as well as hosting a great number of magical fountains with healing properties. It is also where Ilmater, the god of compassion, perseverance and hope, made his domain **Martyrdom**, a mountain of reward and peace for suffering in life, where none could feel pain or weariness.

JOVAR

The sixth layer is also known as the Glittering Heaven and it consists mostly of hills, studded with gemstones that glitter and sparkle in the light.

Yesteria, The Heavenly City is a huge seven-layered ziggurat, with a large staircase on each face connecting the terraces of each layer. The stones that make up the city are made of precious gemstones, similar to those seen around the surrounding hills. On the topmost terrace is the bridge of al-Sihal, formed of pure light. Here lies the portal to the topmost layer of Celestia, Chronias; it is guarded by a powerful solar named Xerona who judges who may and may not enter.

CHRONIA

Chronias is the topmost and final layer of Celestia, also called The Illuminated Heaven. There is no real account or description of Chronias, as no entity that has ever entered has ever returned.

It is thought to be the ultimate goal of the inhabitants of Celestia to ascend the layers one by one in order to reach Chronias, where their souls will join with the essence of the plane itself. It is also presumably where Bahamut himself mostly resides.

THE PLATINUM DRAGON

The Platinum Dragon is also known as **Bahamut, Xymor, Marduk, King of the Good Dragons, Justicemaker** and **Lord of the North Wind**.

In his past, Bahamut was part of other pantheons. When he was still part of the Untheric pantheon he was known by the name of Marduk, and when he was a member of the Draconic pantheon he went by the alias Xymor.

He is the dragon god of enlightened justice (justice tempered with mercy and punishment with forgiveness) and Lord of good dragons, as well as patron of metallic dragons.

His natural form was that of a massive dragon (over 150 feet long) with a tail the same length as his body, with platinum scales tougher than any shield and ice-blue eyes. Another appearance, he occasionally chose was described as a huge dragon wrapped in a scintillating aura of light so brilliant that it was impossible to look directly at him and much less, tell his color.

Bahamut was stern and very disapproving of evil, he accepted no excuses for evil acts, and didn't tolerate even minor offenses offered by evil creatures but in spite of his stance, he was also considered one of the most compassionate beings in the multiverse. He had limitless empathy for the downtrodden, the dispossessed, and the helpless and he usually preferred to polymorph those who had offended him instead of killing them.

By draconic standards, Bahamut was neither vain or desirous of treasure. He valued wisdom, knowledge, prophecies, and songs instead. However, he also pursued viciously (usually sending his champions and followers) those who tried to steal the hoard from his palace as, after all, he was the god of justice.

Bahamut also liked to prove the strength and worthiness of his followers by battling against them in his dragon form, halting the combat when his followers were injured or when they overcame him. However, he was prone to get carried away by his zeal, and thus did these battles on Mertion, close to the city of Empyrea, where he had powerful healers on hand in case he had gravely injured one of his followers in those battles.

Bahamut expended much of his time traveling the material plane in the guise of an old man. In this form he traveled from one place to another with no apparent purpose and was quick to offer advice, information, or assistance to other travelers he encountered on the road. He always tried to assess the worthiness -viewed through a lens of justice, nobility, and honor- of everyone he met while traveling. When Bahamut assumed the form of the old man, he was usually accompanied by some of his seven ancient gold dragons polymorphed into canaries or some other small animal form, always ready to attack anyone foolish enough to threaten their god. Some claimed these dragons were reincarnations of dead kings, renowned for their sense of justice and returned to life to serve the Platinum Dragon. They advised Bahamut on matters of honor and acted as a jury when the god was judging evildoers — often apprehended by his champions.

THE QUEEN OF EVIL DRAGONS

Also known as **Tiamat, The Avaricious, Bane of Bahamut** and **The Fivefold Dragon**. She is the evil sister of Bahamut and his eternal rival.

She makes her domain on the first layer of Baator, also known as the Nine Hells, **Avernum**. After disposing of another dragon god, Azharul, and devouring his godly essence, she took his domain, the **Dragonspawn Pits** on the Dragon **Eryie**, the home of the draconic pantheon, for herself and linked it to her domain on Avernum.

Her natural form was that of a fearsome chromatic dragon, who had one head for each primary color of the most common species of chromatics (black, blue, green, red, white). Each head was able to operate entirely independently of each other and had the powers of a member of the respective race of dragonkind. Her body also had traits in common with a wyvern, including a long tail tipped with a poisonous stinger. She truly combined the worst traits of other chromatic dragons.

Tiamat was arrogant, greedy, hateful, spiteful and vain. She never forgave any kind of slight and was focused in obtain more power and wealth. She disdained mortals, regarding them as mere disposable tools in her schemes. When needed, she was charming and fey, but her self-serving and reptilian personality betrayed her sooner or later.

Bahamut is ever watchful of Tiamat's activities and vice versa, since both feverishly seek a way to destroy the other permanently.



Bahamut in his human form locked in battle with Tiamat. Credit: [piyastudios](#), they closed their Deviantart account, where I originally found the image, but instead I linked to their official website.

CLASS OPTIONS

Including dragon-inspired class options for each class is more difficult than I imagined at first. The sorcerer already has the dragon bloodline, the berserker barbarian and valor bard already fit perfectly for a dragon-inspired barbarian or bard and I wouldn't know for the life of me, how to include a dragon-inspired ranger, rogue or wizard.

So for now I will be including a druid circle, a monk monastic tradition and a warlock patron.

DRUID CIRCLE

CIRCLE OF THE DRAGON

While most druids have focused on becoming more in tune with nature and natural beasts, druids of the Circle of the Dragon try to emulate the immense power of these beings. Over countless years living near and studying dragons they have unlocked the power to themselves transform into the winged wyrms.

DRAGON FORMS

The rites of your circle grant you the ability to transform into more dangerous forms. Starting at 2nd level, you can use your Wild Shape to transform into a dragon with a challenge rating as high as 1. Starting at 6th level, you can transform into a dragon with a challenge rating as high as your druid level divided by 3, rounded down.

When transforming into beasts you still have to abide the Beast Shapes table.

DRAGONS FOR WILD SHAPE

I don't dislike strong character options as a DM, so I often put too much power into my player's hands, so if you think this feature as it stands is too powerful you can impose this variant rule:

- When using the Dragon Forms feature to transform into a dragon, you ignore the Max. CR column of the Beast Shapes table, but must abide by the other limitations there.

However finding dragons for the purposes of this variant might be tough, so I will list out a few of them and where to find them:

- Ambush Drake CR 1/2 - HotDQ p.88
For 2nd to 5th level characters
- Guard Drake CR 2 - HotDQ p.91, RoF p.90,
VGM p.158
For 6th to 7th level characters

I am aware this is a very limited assortment of combat forms, however both the Ambush and the Guard Drake are stronger than the usual beast of the same Challenge Rating and after 8th level the player will have full access to every dragon within the CR limitations.

DRACONIC STRIKES

Starting at 6th level, your attacks in dragon form count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

DRACONIC FEATURES

Beginning at 10th level, you have taken on aspects of the dragon even when not transformed into one. You grow long claws that function as a natural weapon with the Finesse property, which you can use to make unarmed strikes. If you hit with it, you deal piercing damage equal to 1d6 + the relevant modifier, instead of the bludgeoning damage normal for an unarmed strike.

Additionally you gain proficiency in the Intimidation skill and you can use your action to frighten someone with your frightful presence. When you do so, choose one creature that you can see within 30 feet of you. If the creature can see or hear you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened of you until the end of your next turn. On subsequent turns, you can use your action to extend the duration of this effect on the frightened creature until the end of your next turn. This effect ends if the creature ends its turn out of line of sight or more than 60 feet away from you. If the creature succeeds on its saving throw, you can't use this feature on that creature again for 24 hours.

ULTIMATE DRAGON FORM

By 14th level, your transformative powers have reached their peak. You can transform into a dragon with a challenge rating as high as half your druid level, rounded down.

Additionally when you reach 17th level you learn the *true polymorph* spell.

MONK MONASTIC TRADITION

WAY OF THE DRAGON

Monks of the Way of the Dragon see dragons as beings beyond our comprehension. By honing their skills in the Way of the Dragon, they grow one step closer to truly understanding these ancient creatures. They learn to harness their power over certain elements, speak their language, see through their eyes, and even assume their form for a time.

DRAGON TECHNIQUE

Starting at 3rd, you assume minor draconic features, such as reptilian eyes, claws on your fingertips and scales on your bodies. These become more prominent as you follow deeper into the path.

- Your unarmed strikes can deal either bludgeoning, piercing or slashing damage.
- You can use your action to spend 1 Ki point and create a strong blast of wind. Every creature within 10 feet of you must succeed on a Dexterity saving throw against your Ki save DC or be knocked prone. You can then move half your speed, without provoking attacks of opportunity.

In addition you choose a Draconic Idol. You gain damage resistance as well as a cantrip according to the Draconic Idol table. Wisdom is your spellcasting ability for these cantrips.

DRACONIC IDOL

Dragon	Resistance	Cantrip
Black, Copper	Acid	Acid Splash
Blue, Bronze	Lightning	Lightning Lure
Brass, Gold, Red	Fire	Firebolt
Green	Poison	Poison Spray
Silver, White	Cold	Ray of Frost

In addition to this, you learn to speak, read and write Draconic and you gain darkvision out to a distance of 60 feet.

HEIGHTENED ENERGY

At 6th level, your training has given you access to a higher form of energy. If you deal acid, cold, fire, lightning or poison damage to a creature, you ignore resistances against these damage types and treat immunities as resistances.

You can also spend 1 Ki point to infuse your body with the element of your draconic idol dealing an additional 1d6 damage of that type, whenever you hit with a melee attack.

DEFLECT ENERGY

Starting at 11th level, when you take acid, cold, fire, lightning or poison damage, you can use your reaction to spend 1 Ki point to gain resistance against the triggering damage type and you also deal an additional 1d6 of the triggering damage type with your melee attacks, until the end of your next turn. Should you already be resistant to the triggering damage type you instead gain immunity.

BREATH WEAPON

Starting at 17th level, you can channel your Ki into destructive energy. You can use an action, or when you used your action to attack use a bonus action, to spend 3 Ki points, to exhale destructive energy. When you use your breath weapon, each creature in the area of the exhalation must make a saving throw against your Ki save DC, the type of which is determined by your draconic idol. A creature takes 12d6 damage on a failed save, and half as much damage on a successful one. Your draconic idol determines the size, shape, and damage type of the exhalation.

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

WARLOCK OTHERWORLDLY PATRON

THE GREAT WYRM

Powerful dragons interact with humanoids only rarely and if they do they are usually either toppling a kingdom, manipulating or forcing them into submission or eating them.

However on the rarest of occasions a dragon might bestow magical powers upon a humanoid as a reward for its continued service.

EXPANDED SPELL LIST

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

GREAT WYRM EXPANDED SPELLS

Spell Level Spells

1st	<i>absorb elements</i> , <i>chromatic orb</i>
2nd	<i>melf's acid arrow</i> , <i>warding wind</i>
3rd	<i>fireball</i> , <i>elemental weapon</i>
4th	<i>freedom of movement</i> , <i>storm sphere</i>
5th	<i>cone of cold</i> , <i>cloudkill</i>

ELEMENTAL AFFINITY

Beginning at 1st level, whenever you deal acid, cold, fire, lightning or poison damage to a creature you can add your Charisma modifier (minimum 1) to the damage.

DRAGON'S AVARICE

Starting at 6th level, you gain proficiency in intimidation and persuasion checks, and whenever you use one of these skills to barter a price your proficiency is doubled for that check.

Additionally you can cast the *identify* spell at will.

DRAGON WINGS

At 10th level you grow wings and gain a flying speed equal to your walking speed. If you are wearing armor it needs to be custom made to accommodate for the wings.

FRIGHTFUL PRESENCE

At 14th level you can use an action to summon an aspect of your patron and give out a bloodcurdling roar. Each creature of your choice that is within 120 feet of you and aware of you must succeed on a Wisdom saving throw against your arlock spell save DC 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 your Frightful Presence for the next 24 hours.

ELDRITCH INVOCATIONS

ELEMENTAL BLAST

Prerequisite: eldritch blast cantrip

When you take a short or long rest you can change the damage type of your eldritch blast to acid, cold, fire, lightning or poison, until your next short or long rest.

ELEMENTAL WEAPON

Prerequisite: 12th level Pact of the Blade feature

When you hit a creature with your pact weapon, the creature takes an extra 1d6 damage from either acid, cold, fire, lightning or poison. You can change the damage type during a short or long rest.

METALLIC DRAGONS (REVISED)

As feedback for my revised Chromatic Dragons was overwhelmingly positive I set out to do the same with Metallic Dragons. Since they already have two different options for their Breath Weapon I will "only" include alternative ways of attacking in tune with the dragon's lore as well as fitting spell-like abilities or even small dips into other classes. Brass dragons for example are renowned for their love of the arts, music and a quick wit. It would be only fitting for them to have additional abilities akin to those of a Bard, like Cutting Words, Combat Inspiration or being able to cast Vicious Mockery.

Lair Actions and Regional Effects remain unchanged and can be found in the Monster Manual.

BRASS DRAGONS

The most gregarious of the true dragons, brass dragons crave conversation, sunlight, and hot, dry climates. A brass dragon's head is defined by the broad protective plate that expands from its forehead and the spikes protruding from its chin. A frill runs the length of its neck, and its tapering wings extend down the length of its tail. A brass dragon wyrm's scales are a dull, mottled brown. As it ages, the dragon's scales begin to shine, eventually taking on a warm, burnished luster. Its wings and frills are mottled green toward the edges, darkening with age. As a brass dragon grows older, its pupils fade until its eyes resemble molten metal orbs.

BRONZE DRAGONS

Bronze dragons are coastal dwellers that feed primarily on aquatic plants and fish. They take the forms of friendly animals to observe other creatures of interest. They are also fascinated by warfare and eagerly join armies fighting for a just cause. A ribbed and fluted crest defines the shape of a bronze dragon's head. Curving horns extend out from the crest, echoed by spines on its lower jaw and chin. To help them swim, bronze dragons have webbed feet and smooth scales. A bronze wyrm's scales are yellow tinged with green; only as the dragon approaches adulthood does its color deepen to a darker, rich bronze tone. The pupils of a bronze dragon's eyes fade as the dragon ages, until they resemble glowing green orbs.

COPPER DRAGONS

Copper dragons are incorrigible pranksters, joke tellers, and riddlers that live in hills and rocky uplands. Despite their gregarious and even-tempered natures, they possess a covetous, miserly streak, and can become dangerous when their hoards are threatened. A copper dragon has brow plates jutting over its eyes, extending back to long horns that grow as a series of overlapping segments. Its backswept cheek ridges and jaw frills give it a pensive look. At birth, a copper dragon's scales are a ruddy brown with a metallic tint. As the dragon ages, its scales become more coppery in color, later taking on a green tint as it ages. A copper dragon's pupils fade with age, and the eyes of the oldest copper dragons resemble glowing turquoise orbs.

GOLD DRAGONS

The most powerful and majestic of the metallic dragons, gold dragons are dedicated foes of evil. A gold dragon has a sagacious face anointed with flexible spines that resemble whiskers. Its horns sweep back from its nose and brow, echoing twin frills that adorn its long neck. A gold dragon's sail-like wings start at its shoulders and trace down to the tip of its tail, letting it fly with a distinctive rippling motion as if swimming through the air. A gold dragon wyrm has scales of dark yellow with metallic flecks. Those flecks grow larger as the dragon matures. As a gold dragon ages, its pupils fade until its eyes resemble pools of molten gold.

SILVER DRAGONS

The friendliest and most social of the metallic dragons, silver dragons cheerfully assist good creatures in need. A silver dragon shimmers as if sculpted from pure metal, its face given a noble cast by its high eyes and sweeping beard-like chin spikes. A spiny frill rises high over its head, tracing down its neck to the tip of its tail. A silver wyrm's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until its individual scales are barely visible. As a silver dragon grows older, its pupils fade until its eyes resemble orbs of mercury.

BAHAMUT

As stated earlier Bahamut likes to test his follower's strength by fighting them. So I comprised 3 combat forms/avatars of Bahamut. His human form, mostly used when aiding adventurers in overcoming impossible odds, while not directly interfering with the battle, his dragon form, that he takes when fighting seasoned paladins and clerics as well as angels and finally the radiant form he took when he used the alias Xymor.



Credit: 4th Edition Draconomicon II: Metallic Dragons

ANCIENT BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 117)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +6, Con +13, Wis +8, Cha +10

Skills Athletics +14, History +10, Perception +14,

Persuasion +10, Stealth +6

Damage Immunities fire

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

Perception 24

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

Bleeding Breath. When the dragon drops under half its maximum hit points (149) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multiaction. 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:* 19 (2d10 + 8) piercing damage.

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

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

Wings. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage and the target is pushed 15 feet away and knocked prone.

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.

Reactions

Wing Buffet The dragon makes a wing attack against one creature that moved within 15 feet of it.

Sand Spit. The dragon spits a spray of scorching sand at one creature within 90 feet. The target must make a DC 21 Dexterity saving throw taking 31 (9d6) fire damage on a failure and being blinded for 1 minute or taking half as much damage and not being blinded on a successful one. A blinded creature can use an action to wash its eyes, if it has water available.

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.

Fire Breath. The dragon exhales fire in an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Sand Storm (Recharge 4-6). On a point, the dragon chooses within 120 feet of itself, sand whirls violently in a 30 foot radius cylinder, that is 60 feet high, for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The area is heavily obscured, ranged weapon attacks in or into the area have disadvantage and the area is considered difficult terrain. Any creature that enters the area for the first time or starts its turn in the area must make a DC 18 Constitution saving throw, taking 28 (8d6) bludgeoning damage on a failed save and being blinded until the end of their next turn, or half as much damage and not being blinded 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.

Sand Attack. The dragon uses its sand spit.

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.

ADULT BRASS DRAGON

Huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +8

Skills Athletics +11, History +7, Perception +8,

Persuasion +8, Stealth +5

Damage Immunities fire

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

Perception 21

Languages Common, Draconic

Challenge 13 (10,000 XP)

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

Bloodied Breath. When the dragon drops under half its maximum hit points (86) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multiaction. 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.

Wings. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage and the target is pushed 10 feet away and knocked prone.

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.

Reactions

Wing Buffet The dragon makes a wing attack against one creature that moved within 10 feet of it.

Sand Spit. The dragon spits a spray of scorching sand at one creature within 90 feet. The target must make a DC 18 Dexterity saving throw taking 24 (7d6) fire damage on a failure and being blinded for 1 minute or taking half as much damage and not being blinded on a successful one. A blinded creature can use an action to wash its eyes, if it has water available.

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.

Fire Breath. The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 49 (13d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Sand Storm (Recharge 4-6). On a point, the dragon chooses within 90 feet of itself, sand whirls violently in a 20 foot radius cylinder, that is 40 feet high, for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The area is heavily obscured, ranged weapon attacks in or into the area have disadvantage and the area is considered difficult terrain. Any creature that enters the area for the first time or starts its turn in the area must make a DC 16 Constitution saving throw, taking 21 (6d6) bludgeoning damage on a failed save and being blinded until the end of their next turn, or half as much damage and not being blinded 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.

Sand Attack. The dragon uses its sand spit.

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.

YOUNG BRASS DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

Skills Athletics +7, Perception +6, Persuasion +5, Stealth +3

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 6 (2,300 XP)

Bleeding Breath. When the dragon drops under half its maximum hit points (55) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multattack. 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.

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage.

Wings. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and the target is pushed 10 feet away and knocked prone.

Sand Spit. The dragon spits a spray of scorching sand at one creature within 90 feet. The target must make a DC 14 Dexterity saving throw taking 21 (6d6) fire damage on a failure and being blinded for 1 minute or taking half as much damage and not being blinded on a successful one. A blinded creature can use an action to wash its eyes, if it has water available.

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

Fire Breath. The dragon exhales fire in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 42 (12d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw or fall unconscious for 5 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Sand Storm (Recharge 5-6). On a point, the dragon chooses within 60 feet of itself, sand whirls violently in a 15 foot radius cylinder, that is 30 feet high, for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The area is heavily obscured, ranged weapon attacks in or into the area have disadvantage and the area is considered difficult terrain.

Reactions

Wing Buffet The dragon makes a wing attack against one creature that moved within 20 feet of it.

BRASS DRAGON WYRMING

Medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 16 (3d8 + 3)

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

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

Saving Throws Dex +2, Con +3, Wis +2, Cha +3

Skills Athletics +4, Perception +4, Stealth +2

Damage Immunities fire

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

Perception 14

Languages Draconic

Challenge 1 (200 XP)

Bleeding Breath. When the dragon drops under half its maximum hit points (8) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

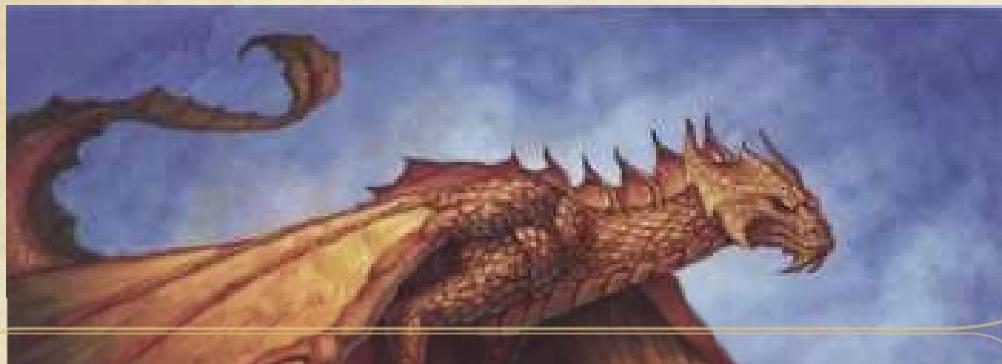
Bite. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage.

Sand Spit. The dragon spits a spray of scorching sand at one creature within 90 feet. The target must make a DC 11 Dexterity saving throw taking 7 (2d6) fire damage on a failure and being blinded until the end of their next turn or taking half as much damage and not being blinded on a successful one.

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

Fire Breath. The dragon exhales fire in a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 15-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.



ANCIENT BRONZE DRAGON

Gargantuan dragon, lawful good

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
29 (+9)	10 (+0)	27 (+8)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +10, Cha +12
Skills Athletics +16, Insight +10, Perception +17, Stealth +7
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

Bleeding Breath. When the dragon drops under half its maximum hit points (222) it immediately recharges and uses its Lightning Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws, one of which may be a pinning claw attack.

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.

Pinning Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage and the target is grappled and restrained (escape DC 24).

Quick Claw. The dragon makes a claw attack against one creature that made a melee attack roll against it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon. If the creature hits a solid object it takes bludgeoning damage equal to 6d10 minus 1d10 per 10 feet moved. (A creature moved the full 60 feet before coming up against a wall takes no damage, a creature moved 40 feet before it hits the wall take 2d10 and so on.)

Restorative Dive (Recharge 4-6). While completely submerged in water, the dragon can spend up to 6 hit dice to regain Hit Points. For every hit die spent in this way the dragon regains 1d20 + 8 hit points. If the dragon runs out of hit dice it only regains up to 6d6 + 8 hit points with this 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.

Reactions

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

Tail Attack. The dragon makes a tail attack.

Pin. The dragon makes a pinning claw 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 (2d10 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BRONZE DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +5, Con +11, Wis +7, Cha +9

Skills Athletics +12, Insight +7 Perception +12, Stealth +5

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Bleeding Breath. When the dragon drops under half its maximum hit points (106) it immediately recharges and uses its Lightning Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws, one of which may be a pinning claw attack.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Pinning Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage and the target is grappled and restrained (escape DC 20).

Quick Claw. The dragon makes a claw attack against one creature that made a melee attack roll against it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Lightning Breath. The dragon exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 19 Strength saving throw. On a failed save, the creature is pushed 60 feet away from the dragon. If the creature hits a solid object it takes bludgeoning damage equal to 6d10 minus 1d10 per 10 feet moved. (A creature moved the full 60 feet before coming up against a wall takes no damage, a creature moved 40 feet before it hits the wall take 2d10 and so on.)

Restorative Dive (Recharge 5-6). While completely submerged in water, the dragon can spend up to 5 hit dice to regain Hit Points. For every hit die spent in this way the dragon regains 1d12 + 6 hit points. If the dragon runs out of hit dice it only regains up to 5d6 + 6 hit points with this 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.

Reactions

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

Tail Attack. The dragon makes a tail attack.

Pin. The dragon makes a pinning claw attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG BRONZE DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6

Skills Athletics +8, Insight +4, Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Bloodied Breath. When the dragon drops under half its maximum hit points (71) it immediately recharges and uses its Lightning Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multattack. The dragon makes three attacks: one with its bite and two with its claws, one of which may be a pinning claw attack.

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.

Pinning Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage and the target is grappled and restrained (escape DC 16).

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

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 15 Strength saving throw. On a failed save, the creature is pushed 40 feet away from the dragon. If the creature hits a solid object it takes bludgeoning damage equal to 4d10 minus 1d10 per 10 feet moved. (A creature moved the full 40 feet before coming up against a wall takes no damage, a creature moved 20 feet before it hits the wall take 2d10 and so on)

Restorative Dive (Recharge 5-6). While completely submerged in water, the dragon can spend up to 4 hit dice to regain Hit Points. For every hit die spent in this way the dragon regains 1d10 + 5 hit points. If the dragon runs out of hit dice it only regains up to 4d6 + 5 hit points with this action.

Reactions

Quick Claw. The dragon makes a claw attack against one creature that made a melee attack roll against it.

BRONZE DRAGON

WYRMLING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 60 ft., swim 30 ft.

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

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

Skills Athletics +5, Perception +4, Stealth +2

Damage Immunities lightning

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

Perception 14

Languages Draconic

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Bleeding Breath. When the dragon drops under half its maximum hit points (16) it immediately recharges and uses its Lightning Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Pinching Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage and the target is grappled and restrained (escape DC 13).

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

Lightning Breath. The dragon exhales lightning in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon. If the creature hits a solid object it takes bludgeoning damage equal to 3d10 minus 1d10 per 10 feet moved. (A creature moved the full 30 feet before coming up against a wall takes no damage, a creature moved 20 feet before it hits the wall takes 1d10 and so on)

DRACONOMICON 2

Metallic Dragons



ANCIENT COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 21 (natural armor)

Hit Points 350 (20d20 + 140)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Athletics +15, Deception +11, Perception +17,

Performance +18, Stealth +8

Damage Immunities acid

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

Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

Unfeathered Wings The dragon has advantage on saving throws against being paralyzed, restrained and stunned, and on ability checks to escape a grapple.

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

Bleeding Breath. When the dragon drops under half its maximum hit points (175) it immediately recharges and uses its Acid Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Flyby. When the dragon takes this action it makes two claw attacks and does not provoke opportunity attacks until the end of its turn.

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.

Mindreader (Recharge 4-6). For 1 minute, the dragon can read the mind of any creature within 60 feet. The dragon must hold concentration on this effect as though concentrating on a spell. Attack rolls against the dragon from creatures within this area have disadvantage and the dragon has advantage on saving throws against harmful effects from creatures within that area. Once on each of its turns while this effect is active the dragon can use a bonus action to probe deeper into a creature's mind. A targeted creature must make a DC 19 Wisdom saving throw, taking 36 (8d8) psychic damage on a failed save, or half as much damage on a successful one.

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

Razorwing Melee Weapon Attack +15 to hit, reach 20 ft., one target. *Hit:* 19 (2d10 + 8) slashing damage.

Fit of Laughter. The dragon speaks a magically enchanted joke to one creature within 60 feet. A target must make a DC 19 Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for 1 minute. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of the creature's turns it can repeat the saving throw, ending the effect on itself on a success.

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 an 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 63 (14d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Reactions

Cutting Step. The dragon makes a razorwing attack against one creature that moved within its reach and can then move half its speed.

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.

Maniacal Laughter. The dragon uses its fit of laughter.

ADULT COPPER DRAGON

Huge dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 184 (16d12 + 80)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	15 (+2)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +7, Cha +8

Skills Athletics +11, Deception +8, Perception +12, Performance +13, Stealth +6

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

Challenge 14 (11,500 XP)

Unfeathered Wings The dragon has advantage on saving throws against being paralyzed, restrained and stunned, and on ability checks to escape a grapple.

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

Bloodied Breath. When the dragon drops under half its maximum hit points (92) it immediately recharges and uses its Acid Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Flyby. When the dragon takes this action it makes two claw attacks and does not provoke opportunity attacks until the end of its turn.

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.

Mindreader (Recharge 5-6). For 1 minute, the dragon can read the mind of any creature within 60 feet. The dragon must hold concentration on this effect as though concentrating on a spell. Attack rolls against the dragon from creatures within this area have disadvantage and the dragon has advantage on saving throws against harmful effects from creatures within that area. Once on each of its turns while this effect is active the dragon can use a bonus action to probe deeper into a creature's mind. A targeted creature must make a DC 16 Wisdom saving throw, taking 27 (6d8) psychic 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

Razorwing Melee Weapon Attack +11 to hit, reach 15 ft., one target. **Hit:** 17 (2d10 + 6) slashing damage.

Fit of Laughter. The dragon speaks a magically enchanted joke to one creature within 60 feet. A target must make a DC 16 Wisdom saving throw or fall prone, becoming incapacitated and unable to stand up for 1 minute. A creature with an Intelligence score of 4 or less isn't affected. At the end of each of the creature's turns it can repeat the saving throw, ending the effect on itself on a success.

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 6 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Reactions

Cutwing Step. The dragon makes a razorwing attack against one creature that moved within its reach and can then move half its speed.

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.

Maniacal Laughter. The dragon uses its fit of laughter.

YOUNG COPPER DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 119 (14d10 + 42)

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

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

Saving Throws Dex +4, Con +6, Wis +4, Cha +5

Skills Athletics +7, Deception +5, Perception +7,

Performance +8, Stealth +4

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive

Perception 17

Languages Common, Draconic

Challenge 7 (2,900 XP)

Unfettered Wings The dragon has advantage on saving throws against being paralyzed, restrained and stunned, and on ability checks to escape a grapple.

Bloodied Breath When the dragon drops under half its maximum hit points (68) it immediately recharges and uses its Poison Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Flyby. When the dragon takes this action it makes two claw attacks and does not provoke opportunity attacks until the end of its turn.

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.

Razorwing *Melee Weapon Attack* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

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

Acid Breath. The dragon exhales acid in an 40-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 40 (9d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Mindreader (Recharge 5-6). For 1 minute, the dragon can read the mind of any creature within 30 feet. The dragon must hold concentration on this effect as though concentrating on a spell. Attack rolls against the dragon from creatures within this area have disadvantage and the dragon has advantage on saving throws against harmful effects from creatures within that area.

Reactions

Cutwing Step. The dragon makes a razorwing attack against one creature that moved within its reach and can then move half its speed.

COPPER DRAGON WYRMLING

Medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws Dex +3, Con +3, Wis +2, Cha +3

Skills Athletics +4, Perception +4, Stealth +3

Damage Immunities acid

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

Perception 14

Languages Draconic

Challenge 1 (200 XP)

Unfettered Wings The dragon has advantage on saving throws against being paralyzed, restrained and stunned, and on ability checks to escape a grapple.

Bleeding Breath When the dragon drops under half its maximum hit points (11) it immediately recharges and uses its Acid Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

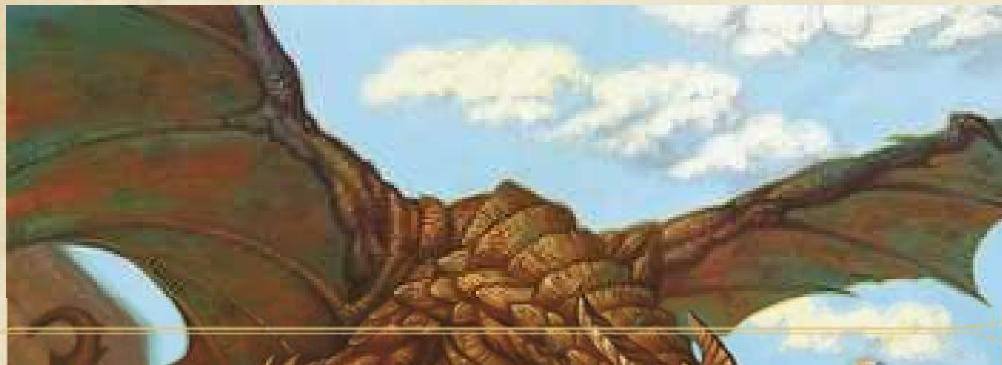
Actions

Bite. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. **Hit:** 7 (1d10 + 2) piercing damage.

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

Acid Breath The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 11 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.



ANCIENT GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Athletics +17, Insight +10, Perception +17,

Persuasion +16, Stealth +9

Damage Immunities fire

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

Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

Bleeding Breath. When the dragon drops under half its maximum hit points (273) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multiaction. 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.

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.

Reactions

Tail Strike. The dragon makes a tail attack against one creature that made an attack against the dragon.

Legendary Actions

Colden Gaze. The dragon's eyes start to glow like the sun and it focuses its gaze on one creature it can see within 120 feet. The creature has to make a DC 24 Constitution saving throw, taking 33 (6d10) radiant damage and being blinded until the end of its next turn on a failed save and taking half as much damage and not being blinded on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 24 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Creation (Recharge 4-6) Sheets of roaring flame appear in a location of the dragon's choice within 120 feet. The area of the flames consists of up to ten 5-foot cubes, which the dragon can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in that area must make a DC 24 Dexterity saving throw, taking 38 (7d10) fire damage on a failed save and half as much on a successful one. If a creature with 0 hit points is in the area of this effect it is instantly turned to dust.

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.

Golden Radiance. The dragon uses its golden gaze.

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.

ADULT GOLD DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 13d)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	24 (+7)

Saving Throws Dex +8, Con +13, Wis +8, Cha +13

Skills Athletics +14, Insight +8, Perception +14,

Persuasion +13, Stealth +8

Damage Immunities fire

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

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

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

Bleeding Breath. When the dragon drops under half its maximum hit points (128) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multiaction. 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.

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.

Reactions

Tail Strike. The dragon makes a tail attack against one creature that made an attack against the dragon.

Golden Gaze. The dragon's eyes start to glow like the sun and it focuses its gaze on one creature it can see within 90 feet. The creature has to make a DC 21 Constitution saving throw, taking 33 (6d10) radiant damage and being blinded until the end of its next turn on a failed save and taking half as much damage and not being blinded on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 60-foot cone. Each creature in that area must succeed on a DC 21 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cremation (Recharge 5-6) Sheets of roaring flame appear in a location of the dragon's choice within 90 feet. The area of the flames consists of up to ten 5-foot cubes, which the dragon can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in that area must make a DC 21 Dexterity saving throw, taking 33 (6d10) fire damage on a failed save and half as much on a successful one. If a creature with 0 hit points is in the area of this effect it is instantly turned to dust.

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.

Golden Radiance. The dragon uses its golden gaze.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG GOLD DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 48)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +9, Wis +5, Cha +9

Skills Athletics +10, Insight +5, Perception +9, Persuasion +9, Stealth +6

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breath air and water.

Bloodied Breath. When the dragon drops under half its maximum hit points (89) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire 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 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Colden Gaze. The dragon's eyes start to glow like the sun and it focuses its gaze on one creature it can see within 60 feet. The creature has to make a DC 17 Constitution saving throw, taking 27 (5d10) radiant damage and being blinded until the end of its next turn on a failed save and taking half as much damage and not being blinded on a successful one.

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

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Cremation (Recharge 5-6) Sheets of roaring flame appear in a location of the dragon's choice within 60 feet. The area of the flames consists of up to ten 5-foot cubes, which the dragon can arrange as it wishes. Each cube must have at least one face adjacent to the face of another cube. Each creature in that area must make a DC 17 Dexterity saving throw, taking 27 (5d10) fire damage on a failed save and half as much on a successful one. If a creature with 0 hit points is in the area of this effect it is instantly turned to dust.

Reactions

Tail Strike. The dragon makes a tail attack against one creature that made an attack against the dragon.

GOLD DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +2, Cha +5

Skills Athletics +6, Perception +4, Stealth +4

Damage Immunities fire

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

Languages Draconic

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Bloodied Breath. When the dragon drops under half its maximum hit points (33) it immediately recharges and uses its Fire Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Golden Gaze. The dragon's eyes start to glow like the sun and it focuses its gaze on one creature it can see within 30 feet. The creature has to make a DC 13 Constitution saving throw, taking 11 (2d10) radiant damage and being blinded until the end of its next turn on a failed save and taking half as much damage and not being blinded on a successful one.

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

Fire Breath. The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 22 (4d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



ANCIENT SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 487 (2520 + 225)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)

Saving Throws Dex +7, Con +16, Wis +9, Cha +13

Skills Arcana +11, Athletics +17, History +11

Perception +16, Stealth +7

Damage Immunities cold

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

Languages Common, Draconic

Challenge 23 (50,000 XP)

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.

Bleeding Breath. When the dragon drops under half its maximum hit points (243) it immediately recharges and uses its Cold Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multattack. 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.

Blizzard (Recharge 4-6). Snow and hail fall in a 30-foot-tall cylinder with a 40-foot radius centered on a point the dragon chooses within 120 feet for 10 minutes. The dragon has to hold concentration as though concentrating on a spell. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters this area for the first time on a turn or starts its turn there, it must make a DC 21 Dexterity saving throw, taking 36 (8d8) cold damage and falling prone on a failed save and only taking half as much damage on a successful one. If a creature is concentrating on a spell in the area, the creature must succeed on a DC 21 Constitution saving throw or lose concentration.

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

Razorwind The dragon flaps its wings sharply creating a blast of air that can cut through solid objects. One creature within 120 feet that the dragon can see has to make a DC 25 Dexterity saving throw, taking 13 (3d8) slashing and 13 (3d8) force damage on a failed save or only half as much damage on a successful one.

Absolute Zero. The dragon draws warmth from one creature within 120 feet. A target has to make a DC 21 Constitution saving throw, taking 18 (4d8) cold and 18 (4d8) necrotic damage as well as gaining 1 (1d2) points of exhaustion on a failed save or only half as much damage and no point of exhaustion on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 67 (15d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Silvergale. The dragon uses razorwind against one creature that made a ranged attack against it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must

ADULT SILVER DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	13 (+1)	21 (+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Arcana +8, Athletics +13, +History +8,

Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 16 (50,000 XP)

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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

Bleeding Breath. When the dragon drops under half its maximum hit points (122) it immediately recharges and uses its Cold Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Blizzard (Recharge 4-6). Snow and hail fall in a 30-foot-tall cylinder with a 30-foot radius centered on a point the dragon chooses within 90 feet for 10 minutes. The dragon has to hold concentration as though concentrating on a spell. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters this area for the first time on a turn or starts its turn there, it must make a DC 18 Dexterity saving throw, taking 31 (7d8) cold damage and falling prone on a failed save and only taking half as much damage on a successful one. If a creature is concentrating on a spell in the area, the creature must succeed on a DC 18 Constitution saving throw or lose concentration.

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

Razorwind The dragon flaps its wings sharply creating a blast of air that can cut through solid objects. One creature within 90 feet that the dragon can see has to make a DC 21 Dexterity saving throw, taking 9 (2d8) slashing and 9 (2d8) force damage on a failed save or only half as much damage on a successful one.

Absolute Zero. The dragon draws warmth from one creature within 90 feet. A target has to make a DC 18 Constitution saving throw, taking 13 (3d8) cold and 13 (3d8) necrotic damage as well as gaining 1 (1d2) points of exhaustion on a failed save or only half as much damage and no point of exhaustion on a successful one.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Silverscale. The dragon uses razorwind against one creature that made a ranged attack against it.

Legendary Actions

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must

YOUNG SILVER DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8

Skills Arcana +6, Athletics +7, History 6, Perception +8, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 9 (5,000 XP)

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.

Bleeding Breath When the dragon drops under half its maximum hit points (84) it immediately recharges and uses its Cold Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

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

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

Tail *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Razorwind The dragon flaps its wings sharply creating a blast of air that can cut through solid objects. One creature within 60 feet that the dragon can see has to make a DC 18 Dexterity saving throw, taking 9 (2d8) slashing and 9 (2d8) force damage on a failed save or only half as much damage on a successful one.

Absolute Zero The dragon draws warmth from one creature within 60 feet. A target has to make a DC 16 Constitution saving throw, taking 13 (3d8) cold and 13 (3d8) necrotic damage on a failed save or half as much damage on a successful one.

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

Cold Breath The dragon exhales an icy blast in a 30-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath The dragon exhales paralyzing gas in a 30-foot cone. Each creature in that area must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Blizzard (Recharge 4-6) Snow and hail fall in a 30-foot-tall cylinder with a 30-foot radius centered on a point the dragon chooses within 90 feet for 10 minutes. The dragon has to hold concentration as though concentrating on a spell. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain. When a creature enters this area for the first time on a turn or starts its turn there, it must succeed on a DC 16 Dexterity saving throw or fall prone. If a creature is concentrating on a spell in the area, the creature must succeed on a DC 16 Constitution saving throw or lose concentration.

Reactions

Silvagale The dragon uses razorwind against one creature that made a ranged attack against it.

SILVER DRAGON WYRMING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +2, Con +5, Wis +2, Cha +4

Skills Athletics +6, Perception +4, Stealth +2

Damage Immunities cold

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

Languages Draconic

Challenge 2 (450 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.

Bloodied Breath. When the dragon drops under half its maximum hit points (23) it immediately recharges and uses its Cold Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Razorwind. The dragon flaps its wings sharply creating a blast of air that can cut through solid objects. One creature within 30 feet that the dragon can see has to make a DC 14 Dexterity saving throw, taking 9 (2d8) slashing on a failed save or only half as much damage on a successful one.

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

Cold Breath. The dragon exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 18 (4d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 15-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



THE OLD MAN

Medium humanoid, lawful good

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	22 (+6)	26 (+8)	28 (+9)

Saving Throws Str +19, Dex +14, Con +19, Int +15, Wis +17, Cha +18

Skills Arcana +15, Athletics +19, History 15, Insight +26, Perception +26, Religion +15

Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant

Damage Immunities bludgeoning, piercing and slashing from nonmagical weapons.

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 36

Languages all

Challenge 30 (155,000 XP)

Discorporation. When Bahamut drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain on Celestia, and he is unable to take physical form for a time.

Innate Spellcasting. Bahamut's spellcasting ability is Charisma (spell save DC 26). He can innately cast the following spells, requiring no material components:

At will: *banishment*, *detect evil and good*, *invisibility (self only)*, *polymorph*, *remove curse*
3/day each: *blade barrier*, *dispel evil and good*, *divine word*, *feeblemind*, *mass heal*, *resurrection*, *true polymorph*

Divine Awareness. Bahamut knows if he hears a lie.

Legendary Resistance (5/Day). If Bahamut fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Bahamut is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Bahamut's weapon attacks are magical.

Bahamut can take 5 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. Bahamut regains spent legendary actions at the start of his turn.

Regeneration. Bahamut regains 30 hit points at the start of his turn.

Actions

Multiaction. Bahamut makes four staff attack.

Staff. Melee Weapon Attack: +19 to hit, reach 5 ft., one target. **Hit:** 14 (1d8 + 10) bludgeoning damage plus 45 (10d8) radiant damage.

Bahamut's Blessing. Every creature of Bahamut's choice within 120 feet gains advantage on attack rolls, skill checks, saving throws and gains a +9 bonus to damage rolls.

Bahamut's Cleansing. Every creature of Bahamut's choice within 120 feet is cured of any condition, has all curses and negative magic effects, that are currently affecting it removed and is immune to being charmed, frightened, paralyzed or stunned for 1 minute.

Bahamut's Mercy. Bahamut causes a flood of healing energy to flow to injured creatures around him. He can restore up to 200 hit points divided as he chooses among any number of creatures within 120 feet.

Summon Gold Dragon. Bahamut polymorphs one of his golden canaries into an ancient gold dragon, which appears in an unoccupied space within 60 feet.

Change Shape. Bahamut magically polymorphs into a beast that has a challenge rating no higher than his own, or back into one of his avatar forms. Any equipment he is wearing or carrying is absorbed or borne by the new form (Bahamut's choice). In a new form, Bahamut retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

Reactions

Gold Dragon Rescue. When a creature within 120 feet of Bahamut drops to 0 hit points he can use his reaction to polymorph one of his golden canaries into an ancient gold dragon, have it fly over to the triggering creature and carry it safely up to 50 feet into the air, without provoking opportunity attacks.

Legendary Actions

Detect. Bahamut makes a Wisdom (Perception) check.

Staff Attack. Bahamut makes a staff attack.

Cast a Spell (Costs 2 Actions). Bahamut casts a spell.

BAHAMUT

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	22 (+6)	26 (+8)	28 (+9)

Saving Throws Str +19, Dex +14, Con +19, Int +15, Wis +17, Cha +18

Skills Arcana +15, Athletics +19, History 15, Insight +26, Perception +26, Religion +15

Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant

Damage Immunities bludgeoning, piercing and slashing from nonmagical weapons.

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 36

Languages all

Challenge 30 (155,000 XP)

Discorporation. When Bahamut drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain on Celestia, and he is unable to take physical form for a time.

Innate Spellcasting. Bahamut's spellcasting ability is Charisma (spell save DC 26). He can innately cast the following spells, requiring no material components:

At will: *banishment*, *daylight*, *detect evil and good*, *invisibility (self only)*, *polymorph*, *remove curse*
3/day each: *blade barrier*, *dispel evil and good*, *divine word*, *feeblemind*, *mass heal*, *resurrection*, *sunburst*, *true polymorph*

Divine Awareness. Bahamut knows if he hears a lie.

Legendary Resistance (5/Day). If Bahamut fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Bahamut is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Bahamut's weapon attacks are magical.

Divine Storm (Recharge 4-6). A magical storm of ice shards and heavy snow and hail whirls in a 60 foot radius around Bahamut for 10 minutes. Bahamut has to hold concentration as though concentrating on a spell. The area is heavily obscured, and exposed flames in the area are doused. The ground in the area is covered with slick ice, making it difficult terrain and ranged weapon attacks in or into the area have disadvantage. When a creature starts its turn in the area or enters it for the first time on its turn, it must make a DC 26 Dexterity saving throw, taking 22 (4d10) slashing damage plus 22 (4d10) cold damage and falling prone on a failed save and only taking half as much damage on a successful one. If a creature other than Bahamut is concentrating on a spell in the area, the creature must succeed on a DC 26 Constitution saving throw or lose concentration.

Regeneration. Bahamut regains 30 hit points at the start of his turn.

Actions

Multiattack. Bahamut uses his Frightful Majesty. He then makes five attacks: one with his bite, two with his claws and two with his tail.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 22 (4d10) cold damage plus 22 (4d10) force damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 22 (4d10) force damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 22 (4d10) force damage.

Frightful Majesty. Each creature of Bahamut's choice that is within 120 feet of Bahamut and aware of him must succeed on a DC 26 Wisdom saving throw or become stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, instead becoming frightened on a success. If a creature succeeds on the saving throw a second time the effect ends for it. If a creature's initial saving throw is successful or the effect ends for it, the creature is immune to Bahamut's Frightful Majesty for the next 24 hours.

Polar Breath (Recharge 5-6). Bahamut exhales a blast of pure cold in a 120-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 99 (18d10) cold damage and being paralyzed for 1 minute on a failed save, or taking half as much damage and not being paralyzed on a successful one.

Disintegration Breath (Recharge 5-6). Bahamut exhales a blast of forceful energy in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 110 (20d10) force damage on a failed save, or half as much damage on a successful one.

Misty Breath (Recharge 5-6). Bahamut exhales weird energy in a 90-foot cone. Each creature in that area must succeed on a DC 27 Wisdom saving throw or be turned into a fine mist for 1 hour. (As per the *Gaseous Form* spell)

Reactions

Snatch. Bahamut makes a bite attack against one creature that moved within 15 feet of him. If the attack hits the target must succeed on a DC 27 Dexterity saving throw or be grappled and restrained.

Legendary Actions

Bahamut can take 5 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. Bahamut regains spent legendary actions at the start of his turn.

Detect. Bahamut makes a Wisdom (Perception) check.

Tail Attack. Bahamut makes a tail attack.

Wing Attack (Costs 2 Actions). Bahamut beats his wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone. Bahamut can then fly up to half his flying speed.

Cast a Spell (Costs 2 Actions). Bahamut casts a spell.

Breath Weapon (Costs 3 Actions). Bahamut uses a breath weapon, that is available to him.



Credit: 4th Edition Draconomicon II: Metallic Dragons

XYMOD

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	20 (+5)	30 (+10)	22 (+6)	26 (+8)	28 (+9)

Saving Throws Str +19, Dex +14, Con +19, Int +15, Wis +17, Cha +18

Skills Arcana +15, Athletics +19, History 15, Insight +26, Perception +26, Religion +15

Damage Resistances acid, cold, fire, lightning, necrotic, poison, radiant

Damage Immunities bludgeoning, piercing and slashing from nonmagical weapons.

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses darkvision 240 ft., truesight 120 ft., passive Perception 36

Languages all

Challenge 30 (155,000 XP)

Discorporation. When Xymor drops to 0 hit points or dies, his body is destroyed but his essence travels back to his domain on Celestia, and he is unable to take physical form for a time.

Innate Spellcasting. Xymor's spellcasting ability is Charisma (spell save DC 26). He can innately cast the following spells, requiring no material components:

At will: *banishment*, *daylight*, *detect evil and good*, *invisibility (self only)*, *polymorph*, *remove curse*
3/day each: *blade barrier*, *dispel evil and good*, *divine word*, *feeblemind*, *mass heal*, *resurrection*, *sunburst*, *true polymorph*

Divine Awareness. Xymor knows if he hears a lie.

Legendary Resistance (5/Day). If Xymor fails a saving throw, she can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Xymor is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical effects.

Magic Weapons. Xymor's weapon attacks are magical.

Light Breath (Recharge 5-6). Xymor exhales a blast of pure radiance in a 120-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 99 (18d10) radiant damage and being blinded for 1 minute on a failed save, or taking half as much damage and not being paralyzed on a successful one. Fiends and undead make the saving throw with disadvantage and take maximum damage from this attack.

Regeneration. Xymor regains 30 hit points at the start of his turn.

Blinding Radiance. If a creature starts its turn being able to see Xymor, the creature has to succeed on a DC 27 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns. 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 Xymor until the start of its next turn, when it can avert its eyes again. If it looks at Xymor in the meantime, it must immediately make the save.

Actions

Multiattack. Xymor uses his Frightful Majesty. He then makes five attacks: one with his bite, two with his claws and two with his tail.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (4d10 + 10) piercing damage plus 22 (4d10) cold damage plus 22 (4d10) radiant damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 24 (4d6 + 10) slashing damage plus 22 (4d10) radiant damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning damage plus 22 (4d10) radiant damage.

Frightful Majesty. Each creature of Xymor's choice that is within 120 feet of Xymor and aware of him must succeed on a DC 26 Wisdom saving throw or become stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns, instead becoming frightened on a success. If a creature succeeds on the saving throw a second time the effect ends for it. If a creature's initial saving throw is successful or the effect ends for it, the creature is immune to Xymor's Frightful Majesty for the next 24 hours.

Disintegration Breath (Recharge 5-6). Bahamut exhales a blast of forceful energy in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 110 (20d10) force damage on a failed save, or half as much damage on a successful one.

Misty Breath (Recharge 5-6). Bahamut exhales weird energy in a 90-foot cone. Each creature in that area must succeed on a DC 27 Wisdom saving throw or be turned into a fine mist for 1 hour. (As per the *Gaseous Form* spell)

Banishing Waves (Recharge 4-6). Magical shockwaves go out from Xymor in a 60 foot radius for 1 minute. Xymor has to hold concentration as though concentrating on a spell. Creatures of Xymor's choice, within this area have to succeed on a DC 26 Charisma saving throw or be banished. If a target is native to the plane of existence it is currently on, it is banished to a harmless demiplane. While there, the target is incapacitated. The target remains there until the effect ends, at which point the target reappears in the space it left or in the nearest unoccupied space if that space is occupied. If the target is native to a different plane of existence than the one it is currently on, the target is banished with a faint popping noise, returning to its home plane.

Reactions

Snatch. Xymor makes a bite attack against one creature that moved within 15 feet of him. If the attack hits the target must succeed on a DC 27 Dexterity saving throw or be grappled and restrained.

Legendary Actions

Xymor can take 5 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. Xymor regains spent legendary actions at the start of his turn.

Detect. Xymor makes a Wisdom (Perception) check.

Tail Attack. Xymor makes a tail attack.

Wing Attack (Costs 2 Actions). Xymor beats his wings. Each creature within 15 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 24 (4d6 + 10) bludgeoning damage and be knocked prone. Xymor can then fly up to half his flying speed.

Cast a Spell (Costs 2 Actions). Xymor casts a spell.

Breath Weapon (Costs 3 Actions). Xymor uses a breath weapon, that is available to him.

THANKS

As with my last project, I would like to note that creating this document was quite the effort and I am sure there will be oodles and oodles of small errors, which I will happily correct, if they are pointed out to me.

This was made with [The Homebrewery](#). Thanks for creating this amazing interface, to streamline homebrew creation.

Special thanks to Matt Colville (check out his [Youtube](#) and [Reddit](#)), since watching his [video](#) about making combat more interesting largely inspired me to create this revision.

I would also like to credit whoever made the amazing piece of art, I used on the earlier page, so if you know who made this, please point me in their direction. If you enjoyed my revision, be sure to check out [Part I](#) and if you want more, stay tuned for Part III. In the next part I will probably focus on lost chromatic and metallic varieties. Thank you for reading and may the dice roll ever in your favor.