

DRAGONS REWORKED PART III: LOST DRAGONS

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)

LOST CHROMATIC DRAGONS

BROWN DRAGONS

Also referred to as sand dragons, brown dragons of all the chromatics are least likely to head great armies, rule kingdoms, or otherwise seek to carve out empires. They prefer the comfort of their desert lairs and are at home below the earth. In general, they are reserved, irritable, and cunning creatures that provide for themselves in whatever way requires the least amount of work on their part and avoids unnecessary trouble. Not unrelentingly evil, but not good either, sand dragons are motivated only by survival and comfort. Thus, a brown dragon would rather raid a herder's flock than demand sacrifices from a nearby village (an act that is likely to bring adventurers from afar). Moreover, it does not inflict wholesale slaughter on the herd but instead culls one animal at a time, so that some will be left to eat another day. On the other hand, if antagonized sufficiently by protective shepherds, a brown dragon might well destroy their village as a violent demonstration of what happens to those who deny a dragon its due. The mass of thick, short horns protruding from a brown dragon's head gives it a distinctive, earthgouging silhouette. A membranous frill connects each row of spines down the length of the dragon's body. These frills function like wings, serving equally well for undulating flight through the air and burrowing through sand and earth.

Gourmets. More than any other kind of dragon, brown dragons are driven nearly as much by the desire to discover new tastes as by the need to accumulate a hoard. They so love eating that they sometimes take risks in combat merely to "sample" one or more of their foes. Thus, a brown dragon might take a bite instead of making a more tactically advantageous attack for the chance to taste an enemy, especially a creature it has not previously encountered. Brown dragons prize elf flesh for its succulence and tenderness, and least prefer dwarves, whose tough meat they consider unpalatable unless it is aged. A brown dragon might keep a supply of food in its lair, usually smoked or seasoned meats but sometimes a stock of living creatures. It might set aside a space for seasonings, including sea salt, sage, thyme, and more exotic flavorings.

Collectors of broken civilizations. In addition to unusual food items, rare spices, and precious dishes and utensils, brown dragon hoards often contain treasures from civilizations that fell in earlier ages. They are likely to contain unique items (both mundane and magical) from long-extinct cultures now hidden under the shifting sands. A brown dragon might use its treasure as bait for living prey, depositing a half-buried chest on the surface near a crossroads or an oasis to lure treasure-seekers.

A BROWN DRAGON'S LAIR

A brown dragon makes its lair under the sands, in a hollow within a ruin, a cave, or a similar structure. A lair can consist of several such chambers, each one an island of air surrounded by an ocean of smothering sand. A brown dragon doesn't need tunnels—it can burrow between the rooms of its lair without difficulty.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- The sand within 20 feet of a point the dragon chooses within 120 feet becomes quicksand. Each creature in the area must succeed on a DC 15 Dexterity saving throw or sink 1 foot into the ground and be restrained. Creatures that are still partially stuck in sand, sink an additional foot into the sand. A creature that is restrained must use an action to succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check.
- Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- A cloud of scorching sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or take 10 (3d6) fire damage and be blinded until the end of its next turn.

REGIONAL EFFECTS

The region containing a legendary brown dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Sandstorms rage within 6 miles of the lair.
- Bulettes and other subterranean hunters scour the land within 6 miles of the lair. These creatures are ravenous and violent.
- Patches of quicksand form in and around the dragon's lair. A patch of quicksand can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, any creature to step on the loose sand must succeed on a DC 15 Dexterity saving throw or start to sink into the ground. A creature wearing heavy armor sinks twice as fast as a creature wearing light or medium armor.

If the dragon dies, these effects end immediately.

ANCIENT BROWN DRAGON

Gargantuan dragon, neutral evil

Armor Class 20 (natural armor)

Hit Points 299 (17d20 + 119)

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

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

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

Skills Athletics +14, History +9, Perception +14, Stealth +6

Damage Immunities fire

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

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

Bleeding Breath. When the dragon drops below half its hit point maximum (149), it immediately recharges and uses its Sand Breath.

Actions

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 10 (3d6) fire 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.

Reactions

Wing Buffet. If a creature moves into a space within 15 feet of the dragon, the dragon can make a wing attack against it as a reaction.

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.

Quicksand Vortex. The dragon transforms the ground under one creature within 90 feet into churning quicksand, trapping it. The target must make a DC 21 Dexterity saving throw. On a failed save, the creature takes 31 (9d6) bludgeoning damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can use an action to make a DC 21 Strength saving throw, ending the effect 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 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.

Sand Breath. The dragon exhales superheated sand in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw. On a failed save, the creature takes 56 (16d6) fire damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or use an action to wash its eyes to end the effect, if it has water available.

Glass Breath. The dragon exhales shards of jagged glass in an 60-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 21 Dexterity saving throw, taking 84 (24d6) piercing damage on a failed save, or half as much damage on a successful one.

Sand Storm (Recharge 4-6). Sand whirls violently at a point on the ground the dragon can see within 120 feet. The sand forms a 30-foot-radius, 60-foot-tall cylinder that heavily obscures its area. The effect lasts for 10 minutes, or until the dragon's concentration ends (as if concentrating on a spell). The area is difficult terrain, and ranged weapon attack rolls have disadvantage if they pass in or out of the area. Any creature that enters the area for the first time on a turn or starts its turn there must make a DC 18 Constitution saving throw. On a failed save, the creature takes 28 (8d6) bludgeoning damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

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

Tail Attack. The dragon makes a tail attack.

Create Vortex. The dragon uses its Quicksand Vortex

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.

ADULT BROWN DRAGON

Huge dragon, neutral evil

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 +11, 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 below half its hit point maximum (86), it immediately recharges and uses its Sand Breath.

Actions

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

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

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

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

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.

Reactions

Wing Buffet If a creature moves into a space within 10 feet of the dragon, the dragon can make a wing attack against it as a reaction.

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.

Quicksand Vortex. The dragon transforms the ground under one creature within 60 feet into churning quicksand, trapping it. The target must make a DC 18 Dexterity saving throw. On a failed save, the creature takes 24 (7d6) bludgeoning damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can use an action to make a DC 18 Strength saving throw, ending the effect 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.

Sand Breath. The dragon exhales superheated sand in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw. On a failed save, the creature takes 42 (12d6) fire damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or use an action to wash its eyes to end the effect, if it has water available.

Glass Breath. The dragon exhales shards of jagged glass in an 30-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 18 Dexterity saving throw, taking 70 (20d6) piercing damage on a failed save, or half as much damage on a successful one.

Sand Storm (Recharge 5-6). Sand whirls violently at a point on the ground the dragon can see within 90 feet. The sand forms a 20-foot-radius, 40-foot-tall cylinder that heavily obscures its area. The effect lasts for 10 minutes, or until the dragon's concentration ends (as if concentrating on a spell).

The area is difficult terrain, and ranged weapon attack rolls have disadvantage if they pass in or out of the area. Any creature that enters the area for the first time on a turn or starts its turn there must make a DC 16 Constitution saving throw. On a failed save, the creature takes 21 (6d6) bludgeoning damage and is blinded until the end of its next turn. On a successful save, the creature takes half as much damage and isn't blinded.

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

Tail Attack. The dragon makes a tail attack.

Create Vortex. The dragon uses its Quicksand Vortex

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

YOUNG BROWN DRAGON

Large dragon, neutral evil

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, Stealth +3

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

Bleeding Breath. When the dragon drops below half its hit point maximum (55), it immediately recharges and uses its Sand Breath.

Actions

Multiaction. 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.

Quicksand Vortex. The dragon transforms the ground under one creature within 30 feet into churning quicksand, trapping it. The target must make a DC 14 Dexterity saving throw. On a failed save, the creature takes 21 (6d6) bludgeoning damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can use an action to make a DC 14 Strength saving throw, ending the effect on a success.

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

Sand Breath. The dragon exhales superheated sand in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw. On a failed save, the creature takes 24 (7d6) fire damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or use an action to wash its eyes to end the effect, if it has water available.

Glass Breath. The dragon exhales shards of jagged glass in an 15-foot line that is 10 feet wide. Each creature in that area must succeed on a DC 14 Dexterity saving throw, taking 49 (14d6) piercing damage on a failed save, or half as much damage on a successful one.

Sand Storm (Recharge 5-6). Sand whirls violently at a point on the ground the dragon can see within 60 feet. The sand forms a 15-foot-radius, 30-foot-tall cylinder that heavily obscures its area. The effect lasts for 10 minutes, or until the dragon's concentration ends (as if concentrating on a spell). The area is difficult terrain, and ranged weapon attack rolls have disadvantage if they pass in or out of the area. Any creature that enters the area for the first time on a turn or starts its turn there has to succeed on a DC 13 Constitution saving throw or be blinded.

Reactions

Wing Buffet. If a creature moves into a space within 10 feet of the dragon, the dragon can make a wing attack against it as a reaction.

BROWN DRAGON WYRMING

Medium dragon, neutral evil

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)

Bloodied Breath. When the dragon drops below half its hit point maximum (8), it immediately recharges and uses its Sand Breath.

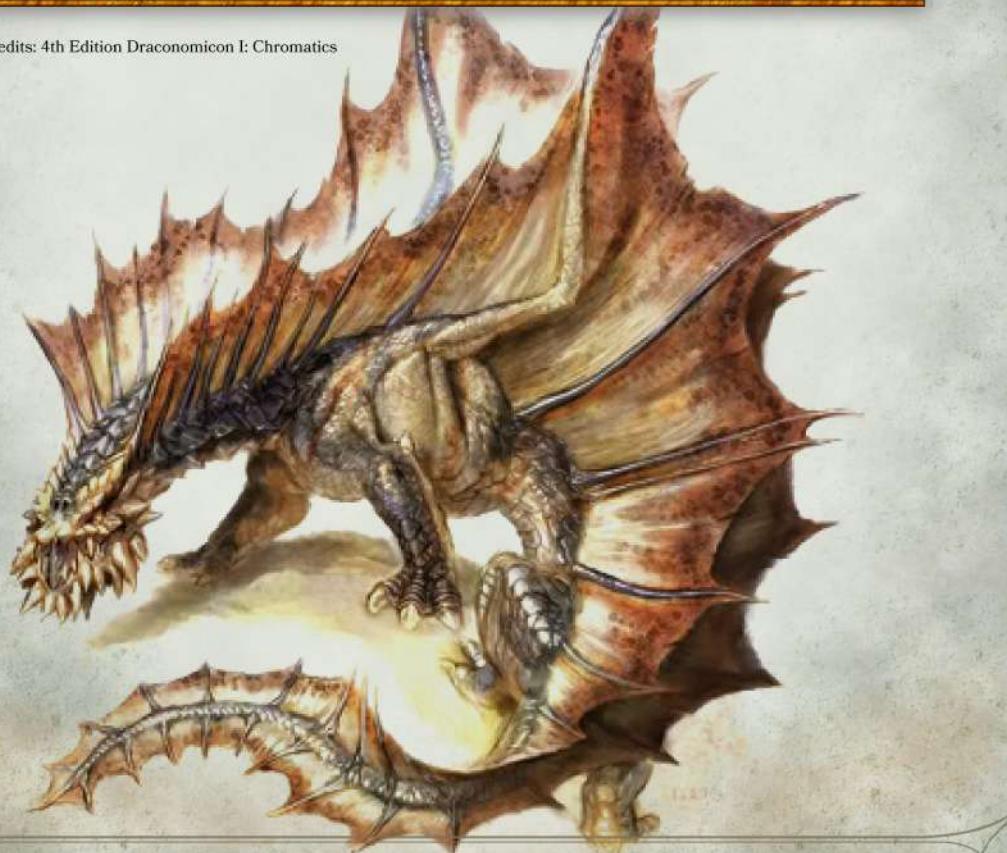
Actions

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

Quicksand Vortex. The dragon transforms the ground under one creature within 30 feet into churning quicksand, trapping it. The target must make a DC 11 Dexterity saving throw. On a failed save, the creature takes 7 (2d6) bludgeoning damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can use an action to make a DC 11 Strength saving throw, ending the effect on a success.

Sand Breath. The dragon exhales superheated sand in a 30-foot cone. Each creature in that area must make a DC 11 Constitution saving throw. On a failed save, the creature takes 14 (4d6) fire damage and is blinded for 1 minute. On a successful save, the creature takes half as much damage and isn't blinded. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on a success or use an action to wash its eyes to end the effect, if it has water available.

Credits: 4th Edition Draconomicon I: Chromatics



GRAY DRAGONS

Also referred to as fang dragons, gray dragons prefer badlands, scrubland, dry prairies, and other flatland terrain, where they can see potential quarry from miles around as they ride the thermals. Their eyesight is supernaturally acute, allowing them to distinguish a small herd of wild horses from a group of mounted humanoids at a height of miles. This dragon's oversized mouth is a sea of fangs, and fanglike horns also protrude from its lower jaw, giving it a "beard" of fangs. Its body is armored with bony plates that rise into projecting spurs at limb joints, and its tail ends in twin, scythes-like blades of bone. Its wide, long wings give the dragon command of the sky, from where it can look down on fleeing prey.

Hunters. Gray dragons are the most rapacious, venal, and brutish of all the chromatics. Their fierce love of the hunt drives them even more than their fondness for gold. They prefer to pursue humanoids or other intelligent creatures, or prey that is dangerous enough to be a match for the dragon's own ability. Some gray dragons are so enamored of the hunt that they eagerly work as mercenaries to track down fugitives (such as adventurers who have looted the keep of the dragon's employer).

Collectors of petrified trophies. Gray dragons hoard gold coins, jewelery and magic items like any other dragon, but to a gray, the true centerpiece of its lair are the petrified remains of their most challenging quarries, from wild monsters to adventuring parties, as it loves nothing more than the hunt. Sometimes a gray dragon may use fallen adventurers as morbid mannequins, showcasing the magic objects it has gathered, or even stage elaborate dioramas of adventurers and monsters fighting either each other or the dragon, if it assumes the fitting pose in the right space.

Ritually created. Originally gray dragons (then called fang dragons) were brutish creatures with no particular elemental power. It is said that a powerful entity, possibly Tiamat or her intermediaries, chose several unhatched gray dragon eggs to receive special treatment. Placed in a nest lined with cockatrice feathers, infused with medusa blood, and brooded over by a basilisk, these eggs underwent a year-long hatching ritual. When the first wyrmling emerged from its shell, Tiamat pulled it forth, named it Tanhumeth, and charged it with "purifying" its bloodline. Tanhumeth, along with the rest of this singular brood, sought out and eradicated all the less well-developed fang dragons that could be found. Only the newly invested gray dragons, with their oozing breath and petrifying attack, remain today. Occasionally an archaic fang dragon is discovered, living a solitary existence in some fell ravine. When news of this event reaches a gray dragon, it tracks down the inferior specimen and executes Tiamat's command.

A GRAY DRAGON'S LAIR

A gray dragon makes its lair in a cave or ravine close to badlands, scrubland, dry prairies, and similar terrain. A lair might stand abandoned for weeks or months at a time, so before it leaves on a hunt the dragon seals the lair's central chamber with an avalanche of boulders and petrified victims. It will also be filled with the petrified remains of

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- The rock within 20 feet of a point the dragon chooses within 120 feet begins to shift and rumble. Each creature in the area must succeed on a DC 15 Dexterity saving throw or fall prone. A creature, that is prone must succeed on a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check or use its full movement only to get up.
- A petrified statue animates and strikes at one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.
- A cloud of vicious acid swirls around in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or take 10 (3d6) acid damage and be blinded until the end of its next turn.

REGIONAL EFFECTS

The region containing a legendary gray dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Large clouds drift across the sky within 6 miles of the lair, making it easy for the gray dragon to remain unseen during flight.
- Manticores, perytons and other flying hunters scour the land within 6 miles of the lair. These creatures are ravenous and violent.
- Treacherous rocks form in and around the dragon's lair. A dangerously lying rock can be spotted from a safe distance with a successful DC 20 Wisdom (Survival) check. Otherwise, any creature to step on such a rock must succeed on a DC 15 Dexterity saving throw or sprain their ankle, halving the creature's speed until it either receives 10 points of magical healing or it finishes a long rest.

If the dragon dies, these effects end immediately.

ANCIENT GRAY DRAGON

Gargantuan dragon, neutral evil

Armor Class 22 (natural armor)

Hit Points 507 (26d20 + 234)

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

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

Saving Throws Dex +7, Con +16, Wis +11, Cha +13

Skills Athletics +16, Perception +18, Stealth +7

Damage Immunities acid

Condition Immunities restrained, petrified

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

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Bleeding Breath. When the dragon drops below half its hit point maximum (254), it immediately recharges and uses its Lingering Acid Breath.

Actions

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 14 (4d6) acid damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage and the target must succeed on a DC 24 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of each of its next turn. On a success, the effect ends. On a failure, the creature is petrified.

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

Jagged Earth (Recharge 4-6). Magical shards of rock start to hover in the air, from a point the dragon chooses within 120 feet to fill a 30-foot-radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The shards spread around corners. When a creature, other than the dragon, enters the effect's area for the first time on a turn or starts its turn there, it takes 45 (18d4) piercing damage.

Reactions

Tail Strike. The dragon makes a tail attack against one creature that missed it with a melee attack.

Legendary Actions

Corrosion. The dragon spits a ball of highly potent acid at one creature, it can see within 90 feet. The target must make a DC 24 Dexterity saving throw. On a failed save, the target takes 35 (10d6) acid damage and nonmagical weapons and armor worn or carried by the target are partly dissolved, taking a permanent and cumulative -1 penalty to the AC or damage rolls they offer. Armor is destroyed if the penalty reduces its AC to 10 and weapons are destroyed if the penalty to their damage rolls drop to -5. On a successful save, the target takes half as much damage, and its equipment isn't affected.

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.

Lingering Acid Breath. The dragon exhales highly potent acid in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 84 (24d6) acid damage damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also covered in acid for 1 minute. At the end of each of its turns, the target repeats the saving throw, taking 14 (4d6) acid damage on a failed save, or taking half as much damage and ending the effect on itself on a successful one.

Restraining Acid Breath. The dragon exhales sticky acid in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw. On a failed save, the creature takes 42 (12d6) acid damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns. If a creature restrained in this way is hit by the dragon's claw attack and fails the Constitution saving throw, it is instantly petrified.

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.

Corrode. The dragon uses its Corrosion.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT GRAY DRAGON

Huge dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

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

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

Saving Throws Dex +6, Con +13, Wis +9, Cha +11

Skills Athletics +14, Perception +15, Stealth +6

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

Bleeding Breath. When the dragon drops under half its maximum hit points (122) it immediately recharges and uses its Lingering 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.

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) acid damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage and the target must succeed on a DC 21 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of each of its next turn. On a success, the effect ends. On a failure, the creature is petrified.

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

Jagged Earth (Recharge 5-6). Magical shards of rock start to hover in the air, from a point the dragon chooses within 120 feet to fill a 20-foot-radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The shards spread around corners. When a creature enters the effect's area for the first time on a turn or starts its turn there, it takes 30 (12d4) piercing damage.

Reactions

Tail Strike. The dragon makes a tail attack against one creature that missed it with a melee attack.

Legendary Actions

Corrosion. The dragon spits a ball of highly potent acid at one creature, it can see within 90 feet. The target must make a DC 21 Dexterity saving throw. On a failed save, the target takes 28 (8d6) acid damage and nonmagical weapons and armor worn or carried by the target are partly dissolved, taking a permanent and cumulative -1 penalty to the AC or damage rolls they offer. Armor is destroyed if the penalty reduces its AC to 10 and weapons are destroyed if the penalty to their damage rolls drop to -5. On a successful save, the target takes half as much damage, and its equipment isn't affected.

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.

Lingering Acid Breath. The dragon exhales highly potent acid in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 56 (16d6) acid damage damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also covered in acid for 1 minute. At the end of each of its turns, the target repeats the saving throw, taking 10 (3d6) acid damage on a failed save, or taking half as much damage and ending the effect on itself on a successful one.

Restraining Acid Breath. The dragon exhales sticky acid in a line that is 30 feet long and 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw. On a failed save, the creature takes 28 (8d6) acid damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns. If a creature restrained in this way is hit by the dragon's claw attack and fails the Constitution saving throw, it is instantly petrified.

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.

Corrode. The dragon uses its Corrosion.

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 GRAY DRAGON

Large dragon, neutral evil

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

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

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

Saving Throws Dex +4, Con +9, Wis +6, Cha +8

Skills Athletics +10, Perception +10, Stealth +4

Damage Immunities acid

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

Languages Common, Draconic

Challenge 10 (5,900 XP)

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

Actions

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage and the target must succeed on a DC 17 Constitution saving throw against being magically petrified. On a failed save, the creature begins to turn to stone and is restrained. It must repeat the saving throw at the end of each of its turns. On a success, the effect ends. On a failure, the creature is petrified.

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

Corrosion. The dragon spits a ball of highly potent acid at one creature, it can see within 90 feet. The target must make a DC 17 Dexterity saving throw. On a failed save, the target takes 21 (6d6) acid damage and nonmagical weapons and armor worn or carried by the target are partly dissolved, taking a permanent and cumulative -1 penalty to the AC or damage rolls they offer. Armor is destroyed if the penalty reduces its AC to 10 and weapons are destroyed if the penalty to their damage rolls drop to -5. On a successful save, the target takes half as much damage, and its equipment isn't affected.

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

Lingering Acid Breath. The dragon exhales highly potent acid in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 49 (14d6) acid damage damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also covered in acid for 1 minute. At the end of each of its turns, the target repeats the saving throw, taking 7 (2d6) acid damage on a failed save, or taking half as much damage and ending the effect on itself on a successful one.

Restraining Acid Breath. The dragon exhales sticky acid in a line that is 30 feet long and 10 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw. On a failed save, the creature takes 24 (7d6) acid damage and is restrained for 1 minute. On a successful save, the creature takes half as much damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns. If a creature restrained in this way is hit by the dragon's claw attack and fails the Constitution saving throw, it is instantly petrified.

Jagged Earth (Recharge 5-6). Magical shards of rock start to hover in the air, from a point the dragon chooses within 120 feet to fill a 20-foot-radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The shards spread around corners. When a creature enters the effect's area for the first time on a turn or starts its turn there, it takes 20 (8d4) piercing damage.

Reactions

Tail Strike. The dragon makes a tail attack against one creature that missed it with a melee attack.

GRAY DRAGON WYRMLING

Medium dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 67 (9d8 + 27)

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

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

Saving Throws Dex +2, Con +5, Wis +3, Cha +4

Skills Athletics +6, Perception +5, Stealth +2

Damage Immunities acid

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

Languages Draconic

Challenge 4 (1,100 XP)

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

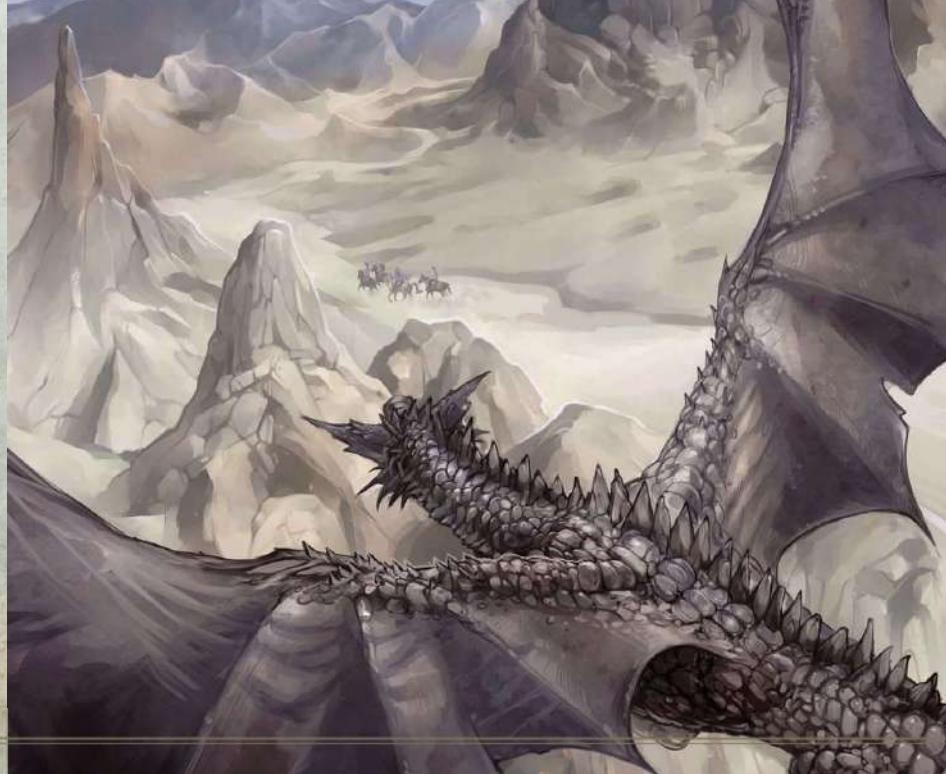
Actions

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

Corrosion. The dragon spits a ball of highly potent acid at one creature, it can see within 90 feet. The target must make a DC 13 Dexterity saving throw. On a failed save, the target takes 7 (2d6) acid damage and nonmagical weapons and armor worn or carried by the target are partly dissolved, taking a permanent and cumulative -1 penalty to the AC or damage rolls they offer. Armor is destroyed if the penalty reduces its AC to 10 and weapons are destroyed if the penalty to their damage rolls drop to -5. On a successful save, the target takes half as much damage, and its equipment isn't affected.

Lingering Acid Breath. The dragon exhales highly potent acid in a 60-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 21 (6d6) acid damage damage on a failed save, or half as much damage on a successful one. On a failed save, the target is also covered in acid for 1 minute. At the end of each of its turns, the target repeats the saving throw, taking 3 (1d6) acid damage on a failed save, or taking half as much damage and ending the effect on itself on a successful one.

Credit: 4th Edition Draconomicon I: Chromatics



PURPLE DRAGONS

Purple dragons, also known as deep dragons, are possibly the least well known of the chromatic dragon family. Most surface creatures have no knowledge of the existence of purple dragons. Many of those that have heard of purple dragons dismiss such stories as myth or misconception. After all, in the darkness below the earth, who can say whether a dragon's scales are purple or black? Black dragons rarely live far underground. The deeper explorers descend, the more likely they are to encounter a purple dragon than a black. People who live permanently in the deep hollows of the earth know purple dragons as an all-too-real and muchfeared threat.

Scheming Manipulators. A purple dragon is a talented manipulator of other creatures. It achieves control through lies, misdirection, and direct mental domination. A purple dragon might seek control for any number of reasons, including sheer delight in bandying its power about, a desire to form a bulwark of allies and thralls for security, or curiosity about newly discovered tunnels or crevices leading to unknown areas deeper below, for which recruiting bands of disposable explorers might serve its purposes.

Curious Explorers. As much as purple dragons enjoy controlling other creatures, however, they enjoy the thrill of exploration even more. Even as explorers discover new lands on the surface, purple dragons consider the globe's surface a paltry expanse compared to the deep volume of the world's interior, a space containing orders of magnitude more possibility. In such a vast space, wonderful mysteries await discovery. Whether they follow tradition or answer a call in their blood, deep dragons delight in exploration more than any other kind of wyrm, especially if that exploration leads deeper into the earth. Purple dragons relish the discovery of places never before trod upon by sentient creatures—or at least not visited for ages.

Collectors of Information. Purple dragons like wealth as much as any other dragon, but their favorite items are rare maps and cartographic tools, especially tools with magical enhancements. Purple dragons also prize items that allow them to withstand the effects of warm regions, which they encounter more often as they penetrate deeper into the Underdark.

A PURPLE DRAGON'S LAIR

Purple dragons live in dismal caves, caverns, subterranean vaults, and other Underdark regions, where they remain safe from sunlight, which harms them. They can hear distant noises transmitted through rock and soil. Accustomed to the ways of the sound-distorting depths, a deep dragon can catch the sound of the merest cave cricket skittering up a wall on the far side of a vast cavern. Purple dragons never venture from the deep recesses of the earth except, on occasion, to emerge in the Shadowfell. Some deep dragons take residence in the sunless realm, especially where rifts exist between worldly caverns and Shadowfell regions. A purple dragon's permanent lair is a honeycomb of rocky hollows connected by narrow, winding tunnels. Many tunnels lead to dead ends or traps and require real feats of exploration for anyone new to the lair to find a way through.

Sometimes purple dragons make their lairs in the structures of previous Underdark residents, if the chambers and connecting hallways are elaborate enough for the dragons' taste.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- Psychic waves echo through the lair muddling the thoughts of any creature but the dragon. Each creature in the lair must succeed on a DC 15 Intelligence saving throw or subtract a d6 from any attack roll, ability check or Constitution saving throw to maintain concentration on a spell until the end of its next turn.
- One hallway or cave entrance of the dragon's choice is magically shut by a wall of rock that is 5 feet wide or opened. Any creature in that area is pushed 5 feet out of the way of the wall.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

REGIONAL EFFECTS

The region containing a legendary purple dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Light sources within 6 miles of the lair shed light for only half the normal distance.
- Creatures that finish a long rest within 6 miles of the lair become paranoid and wary and are more likely to flee from encounters.
- Creatures that finish a long rest within 1 mile of the lair are plagued by vague nightmares, preventing them from gaining the benefits of a long rest.

If the dragon dies, these effects end immediately.

ANCIENT PURPLE DRAGON

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)

Hit Points 420 (24d20 + 168)

Speed 40 ft., burrow 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, Perception +17, Stealth +15

Damage Immunities psychic

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic, Undercommon

Challenge 22 (41,000 XP)

Sunlight Hypersensitivity. The dragon takes 20 radiant damage, when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

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 (210) it immediately recharges and uses its Psychotropic Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

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

Phasing Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 7 (2d6) psychic damage. The dragon has advantage on this attack roll if it is in dim light or darkness. This attack also ignores cover.

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

Nightmare Prison (Recharge 4-6). The dragon imprisons creatures in a 20-foot-radius sphere centered on a point of the dragon's choice within 120 feet, in their own minds. The dragon must hold concentration on this effect as though concentrating on a spell. Any creature in the area must make a DC 20 Wisdom saving throw, taking 33 (6d10) psychic damage and being stunned for 10 minutes on a failed save, or half as much damage and not being stunned on a successful one. A stunned creature can repeat the save at the end of each of its turns.

Reactions

Tail sweep. The dragon makes a tail attack against one creature that didn't move on its turn. If the attack hits, the target has to succeed on a DC 23 Dexterity saving throw or be knocked prone.

Plant Madness. The dragon magically plants a seed of madness in the mind of one creature within 60 feet of it. A target must make a DC 20 Wisdom saving throw or contract short-term madness for 1 minute. Roll on the short-term madness table in the DMG page 259. An affected creature can repeat the saving throw at the end of each of its turns.

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.

Psychotropic Breath. The dragon exhales psychotropic gas in a 90-foot cone. Each creature in that area must make a DC 22 Wisdom saving throw, taking 77 (14d10) psychic damage on a failed save, or half as much damage on a successful one.

Confusing Gas. The dragon exhales a dangerous cocktail of psychotropic gases in a 60-foot cone. Each creature in that area must make a DC 22 Wisdom saving throw, taking 44 (8d10) psychic damage or half as much damage and on a successful one. Additionally, on a failure, the creature can't take reactions for 1 minute and rolls a d8 at the start of each of its turns. On a 1 or 2 the creature does nothing and its turn is wasted. On a 3 or 4 the creature takes no action but uses all its movement to move in a random direction. On a 5 or 6, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. On a 7 or 8 the creature can act normally. An affected creature can repeat the saving throw at the end of each of its turns.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Incite Madness. The dragon uses Plant Madness.

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 PURPLE DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 230 (20d12 + 100)

Speed 40 ft., burrow 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, Perception +12, Stealth +11

Damage Immunities psychic

Condition Immunities charmed

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

Languages Common, Draconic, Undercommon

Challenge 16 (15,000 XP)

Sunlight Hypersensitivity. The dragon takes 20 radiant damage, when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

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 (115) it immediately recharges and uses its Psychotropic 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 phasing claws.

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

Phasing Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) psychic damage. The dragon has advantage on this attack roll if it is in dim light or darkness. This attack also ignores cover.

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

If 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.

Psychotropic Breath. The dragon exhales psychotropic gas in a 60-foot cone. Each creature in that area must make a DC 18 Wisdom saving throw, taking 55 (10d10) psychic damage on a failed save, or half as much damage on a successful one.

Confusing Gas. The dragon exhales a dangerous cocktail of psychotropic gases in a 30-foot cone. Each creature in that area must make a DC 18 Wisdom saving throw, taking 33 (6d10) psychic damage or half as much damage and on a successful one. Additionally, on a failure, the creature can't take reactions for 1 minute and rolls a d8 at the start of each of its turns. On a 1 or

Plant Madness. The dragon magically plants a seed of madness in the mind of one creature within 60 feet of it. A target must make a DC 17 Wisdom saving throw or contract short-term madness for 1 minute. Roll on the short-term madness table in the DMG page 259. An affected creature can repeat the saving throw at the end of each of its turns.

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.

Nightmare Prison (Recharge 5-6). The dragon imprisons creatures in a 15-foot-radius sphere centered on a point of the dragon's choice within 120 feet, in their own minds. The dragon must hold concentration on this effect as though concentrating on a spell. Any creature in the area must make a DC 17 Wisdom saving throw, taking 22 (4d10) psychic damage and being stunned for 10 minutes on a failed save, or half as much damage and not being stunned on a successful one. A stunned creature can repeat the save at the end of each of its turns.

Reactions

Tail Sweep. The dragon makes a tail attack against one creature that didn't move on its turn. If the attack hits, the target has to succeed on a DC 19 Dexterity saving throw or be knocked prone.

YOUNG PURPLE DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 153 (18d10 + 54)

Speed 40 ft., burrow 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, Perception +7, Stealth +7

Damage Immunities psychic

Condition Immunities charmed

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

Languages Common, Draconic, Undercommon

Challenge 9 (5,000 XP)

Sunlight Hypersensitivity. The dragon takes 20 radiant damage, when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability check.

Bleeding Breath. When the dragon drops under half its maximum hit points (77) it immediately recharges and uses its Psychotropic Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

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

Phasing Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 3 (1d6) psychic damage. The dragon has advantage on this attack roll if it is in dim light or darkness. This attack also ignores cover.

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

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

Psychotropic Breath. The dragon exhales psychotropic gas in a 30-foot cone. Each creature in that area must make a DC 14 Wisdom saving throw, taking 44 (8d10) psychic damage on a failed save, or half as much damage on a successful one.

Confusing Gas. The dragon exhales a dangerous cocktail of psychotropic gases in a 15-foot cone. Each creature in that area must make a DC 14 Wisdom saving throw, taking 22 (4d10) psychic damage or half as much damage and on a successful one. Additionally, on a failure, the creature can't take reactions for 1 minute and rolls a d8 at the start of each of its turns. On a 1 or 2 the creature does nothing and its turn is wasted. On a 3 or 4 the creature takes no action but uses all its movement to move in a random direction. On a 5 or 6, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach. On a 7 or 8 the creature can act normally. An affected creature can repeat the saving throw at the end of each of its turns.

Nightmare Prison (Recharge 5-6). The dragon imprisons creatures in a 10-foot-radius sphere centered on a point of the dragon's choice within 120 feet, in their own minds. The dragon must hold concentration on this effect as though concentrating on a spell. Any creature in the area must succeed on a DC 14 Wisdom saving throw or be stunned for 10 minutes. A stunned creature can repeat the save at the end of each of its turns.

Reactions

Tail sweep. The dragon makes a tail attack against one creature that didn't move on its turn. If the attack hits, the target has to succeed on a DC 15 Dexterity saving throw or be knocked prone.

PURPLE DRAGON WYRMING

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 44 (8d8 + 8)

Speed 30 ft., burrow 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 +5

Damage Immunities psychic

Condition Immunities charmed

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

Languages Draconic, Undercommon

Challenge 3 (700 XP)

Sunlight Hypersensitivity. The dragon takes 20 radiant damage, when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability check.

Bleeding Breath. When the dragon drops under half its maximum hit points (22) it immediately recharges and uses its Psychotropic Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Phasing Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) slashing damage plus 3 (1d6) psychic damage. The dragon has advantage on this attack roll if it is in dim light or darkness. This attack also ignores cover.

Psychotropic Breath. The dragon exhales psychotropic gas in a 15-foot cone. Each creature in that area must make a DC 11 Wisdom saving throw, taking 22 (4d10) psychic damage on a failed save, or half as much damage on a successful one.

Credit: 4th Edition Draconomicon I: Chromatics



LOST METALLIC DRAGONS

ADAMANTINE DRAGONS

Also known as cave dragons, or occasionally Underdark dragons, adamantine dragons are little known on the surface world. Although not the most intelligent of dragons, adamantine dragons are far smarter than their brutish, short-tempered behavior would suggest. Adamantine dragons treat their territories as their personal fiefdoms, ruling over all creatures within. Although they demand obedience and respect at all times, they also take their duty as "ruler" seriously, protecting their subjects (or at least the obedient ones) from attack. Adamantine dragons are a dark metallic hue. Some underground dwellers who have never seen a true black dragon call adamantines by that name. Their scales protrude in a bladelike fashion, ruffling like feathers when the dragon is irritated or hunting. An adamantine dragon has no horns per se, unless you count the row of spines that begins at the back of its head and runs the length of its body and tail. Its snout is sleeker than those of other dragons, vaguely resembling a snapping turtle's. Oddly, adamantine dragons smell not only like metal, but also vaguely oily, like a well-maintained blade or suit of armor.

Ground-dwelling Hunters Adamantine dragons prefer large amounts of smaller prey, a predilection developed over long years underground, where larger game is often unavailable. They particularly enjoy the taste of giant spiders and insects, but anything large enough for them to notice is large enough for them to eat. They don't make a habit of hunting sentient prey, but most won't turn it down if it's available. An adamantine dragon won't consume any of its "subjects", unless the only other option is starvation. Unsurprisingly, given their physical abilities and favored terrain, adamantine dragons prefer to fight and hunt from the ground, flying to close on prey but then landing for the duration of the battle. That said, an adamantine dragon knows the terrain of its territory well and uses short flights to pass over obstacles intended to injure or impede its foes. Even in large caverns or mountain passes, an adamantine dragon prefers to patrol its territory on foot, the better to become familiar with the region.

Proud Dukes. Highly territorial and exceptionally proud (even for a dragon), an adamantine dragon demands obedience and respect in its petty kingdom, and it might kilt intruders without question. That said, if an explorer talks quickly and is respectful, an adamantine dragon won't necessarily be hostile. It might be willing to enter into treaties, agreements, or alliances with its neighbors. On the other hand, offering a single insult is often enough to sour negotiations or trigger an instant attack. Adamantine dragons brook disrespect from nobody, and ignorance or carelessness is not an acceptable excuse. Although adamantine dragons demand obedience from all creatures in their "kingdoms," they don't demand that their "subjects" do anything.

Homely Hoarders. Adamantine dragons prefer treasures that remind them of, or are native to, their home territory. For instance, an adamantine dragon whose Underdark "kingdom" includes rich veins of silver likely prefers silver treasures over other valuable metals or gems.

AN ADAMANTINE DRAGON'S LAIR

Most adamantine dragons dwell in the Underdark, in lairs filled with great caverns and twisting tunnels. The central lair has ledges or chambers at multiple heights, with at least two or three means of egress large enough for the dragon's bulk. If Underdark (or at least underground) "kingdoms" aren't available, adamantine dragons lair in rocky mountain ranges, making their homes in caves surrounded with the comforting weight of rock. These adamantine dragons sometimes come into conflict with the equally territorial blue dragons that dwell in high, storm-shrouded mountains.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- A loud crack of thunder originates from a point the dragon can see, within 120 feet of it. Each creature within 20 feet of that point has to succeed on a DC 15 Constitution saving throw or take 13 (3d8) thunder damage and be pushed 20 feet.
- The earth shakes in a 30-foot radius from a point the dragon can see, within 120 feet of it. Each creature in that area has to succeed on a DC 15 Dexterity saving throw or take 14 (4d6) bludgeoning damage and fall prone.
- A deep resonance echoes through the lair. Each creature in the lair has to succeed on a DC 15 Constitution saving throw or be deafened until next initiative count 20.

REGIONAL EFFECTS

The region containing a legendary adamantine dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Caves within 6 miles of the lair echo unnaturally, giving every creature in that area disadvantage on Dexterity (Stealth) checks made to move quietly and Wisdom (Perception) checks relying on hearing.
- Creatures within 6 miles of the lair are innately aware, that this area has been claimed by a powerful entity and have disadvantage on ability checks made to work against the dragon's agenda.
- Ore veins are especially plentiful within 6 miles of the lair.

If the dragon dies, these effects end immediately.

ANCIENT ADAMANTINE DRAGON

Gargantuan dragon, chaotic good

Armor Class 23 (natural armor)

Hit Points 481 (26d20 + 208)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	18 (+4)	21 (+5)

Saving Throws Dex +7, Con +15, Wis +11, Cha +12

Skills Athletics +16, Perception +18, Stealth +7

Damage Immunities thunder

Condition Immunities deafened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 22 (41,000 XP)

Adamantine Monster. The dragon's natural weapons count as adamantine weapons for the purposes of overcoming resistances and immunities. Additionally any attack, that hits an object is a critical hit.

Siege Monster. The dragon deals double damage to objects and structures.

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 (241) it immediately recharges and uses its Thunder Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

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

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

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

Deflecting Tail. When the dragon is hit by a ranged attack, it can try to knock away the projectile with its tail. The damage is reduced by 1d20 + 9, if this reduces the damage to 0, the projectile is deflected completely.

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

Painful Resonance. The dragon sets up lingering vibrations in one target within 120 feet. A target has to make a DC 23 Constitution saving throw, taking 35 (10d6) thunder damage and gaining vulnerability to thunder damage until the end of the dragon's next turn on a failed save, or taking only half as much damage 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 20 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Thunder Breath. The dragon gives a mighty roar in a 90-foot cone. Each creature in that line must make a DC 23 Constitution saving throw, taking 88 (16d10) thunder damage on a failed save, or half as much damage on a successful one.

Ultrasound Roar. The dragon gives an inaudible roar in a 60-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 44 (8d10) thunder damage and being stunned for 1 minute on a failed save and taking only half as much damage on a successful save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infrasound Waves (Recharge 4-6). The dragon causes its scales to produce an inaudible reverberating sound, that causes harm to any creature in a 30-foot radius around itself for one round. Any creature that starts its turn in the area or enters the area for the first time on its turn has to make a DC 23 Constitution saving throw, taking 33 (6d10) thunder damage, falling prone and being deafened for 1 minute on a failed save or only taking half as much damage on a successful one. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Painful Resonance (Costs 2 Actions). The dragon uses its Painful Resonance.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone.

ADULT ADAMANTINE DRAGON

Huge dragon, chaotic good

Armor Class 20 (natural armor)

Hit Points 225 (18d12 + 108)

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

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

Saving Throws Dex +5, Con +11, Wis +8, Cha +9

Skills Athletics +12, Insight +8 Perception +13, Stealth +5

Damage Immunities thunder

Condition Immunities deafened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 15 (13,000 XP)

Adamantine Monster. The dragon's natural weapons count as adamantine weapons for the purposes of overcoming resistances and immunities. Additionally any attack that hits an object is a critical hit.

Siege Monster. The dragon deals double damage to objects and structures.

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 (113) it immediately recharges and uses its Thunder 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:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

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

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

Deflecting Tail. When the dragon is hit by a ranged attack, it can try to knock away the projectile with its tail. The damage is reduced by 1d12 + 7, if this reduces the damage to 0, the projectile is deflected completely.

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

Painful Resonance. The dragon sets up lingering vibrations in one target within 120 feet. A target has to make a DC 19 Constitution saving throw, taking 28 (8d6) thunder damage and gaining vulnerability to thunder damage until the end of the dragon's next turn on a failed save, or taking only half as much damage 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 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Thunder Breath. The dragon gives a mighty roar in a 60-foot cone. Each creature in that line must make a DC 19 Constitution saving throw, taking 66 (12d10) thunder damage on a failed save, or half as much damage on a successful one.

Ultrasound Roar. The dragon gives an inaudible roar in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 33 (6d10) thunder damage and being stunned for 1 minute on a failed save and taking only half as much damage on a successful save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infrasound Waves (Recharge 5-6). The dragon causes its scales to produce an inaudible reverberating sound, that causes harm to any creature in a 25-foot radius around itself for one round. Any creature that starts its turn in the area or enters the area for the first time on its turn has to make a DC 19 Constitution saving throw, taking 22 (4d10) thunder damage, falling prone and being deafened for 1 minute on a failed save or only taking half as much damage on a successful one. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Painful Resonance (Costs 2 Actions). The dragon uses its Painful Resonance.

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.

YOUNG ADAMANTINE DRAGON

Large dragon, chaotic good

Armor Class 19 (natural armor)

Hit Points 152 (16d10 + 64)

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

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

Saving Throws Dex +3, Con +7, Wis +5, Cha +6

Skills Athletics +8, Insight +5, Perception +8, Stealth +3

Damage Immunities thunder

Condition Immunities deafened

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

Perception 18

Languages Common, Draconic

Challenge 8 (3,900 XP)

Adamantine Monster. The dragon's natural weapons count as adamantine weapons for the purposes of overcoming resistances and immunities. Additionally any attack, that hits an object is a critical hit.

Siege Monster. The dragon deals double damage to objects and structures.

Bloodied Breath. When the dragon drops under half its maximum hit points (76) it immediately recharges and uses its Thunder Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

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

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

Thunder Breath. The dragon gives a mighty roar in a 30-foot cone. Each creature in that line must make a DC 15 Constitution saving throw, taking 55 (10d10) thunder damage on a failed save, or half as much damage on a successful one.

Ultrasound Roar. The dragon gives an inaudible roar in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 27 (5d10) thunder damage and being stunned for 1 minute on a failed save and taking only half as much damage on a successful save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Infrasound Waves (Recharge 5-6). The dragon causes its scales to produce an inaudible reverberating sound, that causes harm to any creature in a 20-foot radius around itself for one round. Any creature that starts its turn in the area or enters the area for the first time on its turn has to make a DC 15 Constitution saving throw, taking 16 (3d10) thunder damage, falling prone and being deafened for 1 minute on a failed save or only taking half as much damage on a successful one. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Reactions

Deflecting Tail. When the dragon is hit by a ranged attack, it can try to knock away the projectile with its tail. The damage is reduced by 1d10 + 5; if this reduces the damage to 0, the projectile is deflected completely and treated as though it missed.

ADAMANTINE DRAGON

WYRMING

Medium dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 39 (6d8 + 12)

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

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

Saving Throws Dex +2, Con +4, Wis +3, Cha +4

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

Damage Immunities thunder

Condition Immunities deafened

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

Perception 15

Languages Draconic

Challenge 2 (450 XP)

Adamantine Monster. The dragon's natural weapons count as adamantine weapons for the purposes of overcoming resistances and immunities. Additionally any attack that hits an object is a critical hit.

Bleeding Breath. When the dragon drops under half its maximum hit points (19) it immediately recharges and uses its Thunder 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.

Slicing Tail *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

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

Thunder Breath. The dragon gives a mighty roar in a 20-foot cone. Each creature in that line must make a DC 15 Constitution saving throw, taking 16 (3d10) thunder damage on a failed save, or half as much damage on a successful one.

Ultrasound Roar. The dragon gives an inaudible roar in a 10-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 5 (1d10) thunder damage and being stunned for 1 minute on a failed save and taking only half as much damage on a successful save. A stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



MITHRAL DRAGONS

No metallic dragon rivals the mithral for power and majesty. (Though golds are loath to acknowledge their inferiority to anyone.) Natives of the Astral Sea, mithral dragons have uncanny insight. Driven by visions and by Io's will, mithrals interact with other creatures only when doing so is necessary to advance their own enigmatic purposes. The few mithral dragons that appear in the mortal world do so to aid religious organizations or great causes—though such dragons can disappear as suddenly as they appear. Other mithrals traverse astral realms, inhabited or otherwise.

Beings of Light. A mithral dragon's scales flex with the muscles beneath them, and they glow faintly. As a mithral ages, the icy white scales of youth darken to silver with white streaks. At the height of a mithral's power, intricate white striations sharply contrast its darker base color. Patterns along the dragon's claws flare with energy during combat. A ring of spikes crowns a mithral's head, and smaller spikes extend down its neck. The spikes stand on end when the dragon is excited—particularly when it's enraged. The dragon's wings consist of radiant energy instead of flesh.

Servants of Gods. Mithral dragons retain strong connections to their home plane, the Astral Sea. They speak seldom, impressing upon listeners a sense of purpose too great for words—a purpose beyond mortal comprehension. Visions from 10 guide mithrals of varied faiths and callings toward an end planned millennia ago. Mithral dragons that live in the dominions of dead deities commune directly with 10's spirit. They take action when roused from ageless slumber by visions and dreams of vast import. A mithral dragon might associate itself with any good or unaligned deity. Mithral dragons that follow evil deities usually venerate Zehir. Some mithrals disfavor Bahamut, believing that Bahamut fails to further Io's plans and thus does not deserve devotion. Mithrals destroy without hesitation any creatures that stand between them and their goals. Clever creatures can sway a determined mithral dragon only by convincing it that its goals—and, by extension, Io's will—are served by a temporary alliance. Mithral dragons that associate themselves with deities also associate with creatures that share their faith. Mithrals without deities keep to themselves, except when their long-term plans benefit from others' assistance.

Goal-oriented Gatherers. Mithral dragons do not discriminate about the types of treasure they collect. They take anything that furthers their goals. Unless their goals require wealth, mithrals don't hoard treasure.

A MITHRAL DRAGON'S LAIR

No two mithral dragons have the same type of lair, nor do mithrals regularly spend a great deal of time on any given terrain. When a mithral does remain in one place, it dwells in a mine (where it can sense remnants of Io's divine will by reading gemstone deposits or veins of ore) or an abandoned temple (where it can attune itself to echoes of ancient faith). On the Astral Sea, mithral dragons live in the domains of deities. Mithrals residing in such places maintain ties to their own deities, but also experience visions related to the dead god's existence.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- A psychic wind blows through the lair in a 100-foot line, that is 20 feet wide. Each creature in that area must succeed on a DC 15 Intelligence saving throw. On a failed save, each creature suffers a mental effect. Roll a d20 and consult the Psychic Wind Effects table.
- A bright flash appears, affecting creatures in a 30-foot radius centered on a point the dragon can see within 120 feet. Each creature in that area must succeed on a DC 15 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.
- The holy nature of the dragon's lair infuses it to suffering. The dragon gains 20 temporary hit points and sheds bright light for 30 feet and dim light for an additional 30 feet as long as it has these hit points. If a creature hits the dragon with a melee attack while it has these hit points, the creature takes 20 radiant damage.

PSYCHIC WIND EFFECTS

d20 Mental Effect

1-8 Stunned for 1 minute; you can repeat the saving throw at the end of each of your turns to end the effect on yourself

9- Short-term madness (see chapter 8 in the DMG)
10

11- 11 (2d10) psychic damage
12

13- 22 (4d10) psychic damage
16

17- Long-term madness (see chapter 8 in the DMG)
18

19- Unconscious for 5 (1d10) minutes; the effect on you ends if you take damage or if another creature uses an action to shake you awake

REGIONAL EFFECTS

The region containing a legendary mithral dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- The sky within 6 miles of the lair is always cloudless and sunny.
- Followers of good-aligned deities, who are also friendly towards the dragon, find any area 6 miles within the lair to be very spiritual. Such creatures gain advantage on Religion checks as well as spellcasting ability checks.
- Followers of evil-aligned deities gain disadvantage on attack rolls and saving throws, while within 6 miles of the lair.

If the dragon dies, these effects end immediately.

ANCIENT MITHRAL DRAGON

Gargantuan dragon, neutral good

Armor Class 22 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 40 ft., fly 80 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 radiant

Condition Immunities blinded

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Blinding Radiance If a creature starts its turn within 120 feet of the dragon and being able to see it, the creature has to succeed on a DC 24 Constitution saving throw or be blinded until the end of its next turn. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dragon until the start of its next turn, when it can avert its eyes again. If it looks at the dragon in the meantime, it must immediately make the save.

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 (293) 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.

Dimensional Flurry The dragon teleports to a point it can see within 60 feet and makes two claw attacks.

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 11 (2d10) radiant 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

Premonition. When the dragon is hit with a weapon attack, it can choose to have that attack miss instead. If the attack is a critical hit, it turns into a regular hit instead.

Claw. Melee Weapon Attack: +17 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 10) slashing damage plus 7 (2d6) force damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Light Breath The dragon exhales a beam of pure radiance in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 90 (20d8) radiant damage on a failed save, or half as much damage on a successful one.

Censuring Word. The dragon speaks divine words, that take effect in a 60-foot cone. Each creature in that area must make a DC 24 Charisma saving throw, taking 45 (10d8) force damage and being stunned for 1 minute on a failed save, or half as much damage and not being stunned on a successful one. A stunned creature can repeat the saving throw at the end of each of its turns.

Rebuking Radiance (Recharge 4-6) A beam of bright light streaks from the sky at a location of the dragon's choice within 120 feet in a 30-foot radius cylinder, that is 120 feet high. Each creature in that area must make a DC 24 Constitution saving throw, taking 36 (8d8) radiant damage on a failed save and half as much on a successful one. Each creature in that area must also make a DC 24 Charisma saving throw or be banished to a harmless demiplane until the end of its next turn.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Forceful Censure. (Costs 2 Actions) The dragon uses its censuring word.

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.

ADULT MITHRAL DRAGON

Huge dragon, neutral good

Armor Class 19 (natural armor)

Hit Points 270 (20d12 + 140)

Speed 40 ft., fly 80 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 radiant

Condition Immunities blinded

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

Blinding Radiance. If a creature starts its turn within 90 feet of the dragon and being able to see it, the creature has to succeed on a DC 21 Constitution saving throw or be blinded until the end of its next turn. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dragon until the start of its next turn, when it can avert its eyes again. If it looks at the dragon in the meantime, it must immediately make the save.

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 (135) it immediately recharges and uses its Light 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.

Dimensional Flurry The dragon teleports to a point it can see within 60 feet and makes two claw attacks.

Bite. **Melee Weapon Attack:** +14 to hit, reach 10 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage plus 11 (2d10) radiant 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

Premonition. When the dragon is hit with a weapon attack, it can choose to have that attack miss instead. If the attack is a critical hit, it turns into a regular hit instead.

Claw. **Melee Weapon Attack:** +14 to hit, reach 5 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage plus 7 (2d6) force damage.

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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.

Light Breath. The dragon exhales a beam of pure radiance in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 63 (14d8) radiant damage on a failed save, or half as much damage on a successful one.

Censuring Word. The dragon speaks divine words, that take effect in a 45-foot cone. Each creature in that area must make a DC 21 Charisma saving throw, taking 31 (7d8) force damage and being stunned for 1 minute on a failed save, or half as much damage and not being stunned on a successful one. A stunned creature can repeat the saving throw at the end of each of its turns.

Rebuking Radiance (Recharge 5-6). A beam of bright light streaks from the sky at a location of the dragon's choice within 120 feet in a 20-foot radius cylinder, that is 60 feet high. Each creature in that area must make a DC 21 Constitution saving throw, taking 28 (6d8) radiant damage on a failed save and half as much on a successful one. Each creature in that area must also make a DC 21 Charisma saving throw or be banished to a harmless demiplane until the end of its next turn.

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Forceful Censure. (Costs 2 Actions). The dragon uses its censuring word.

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.

YOUNG MITHRAL DRAGON

Large dragon, neutral good

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft., fly 80 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 radiant

Condition Immunities blinded

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic

Challenge 10 (5,900 XP)

Blinding Radiance. If a creature starts its turn within 60 feet of the dragon and being able to see it, the creature has to succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dragon until the start of its next turn, when it can avert its eyes again. If it looks at the dragon in the meantime, it must immediately make the save.

Bleeding Breath. When the dragon drops under half its maximum hit points (96) it immediately recharges and uses its Light 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.

Dimensional Flurry. The dragon teleports to a point it can see within 60 feet and makes two claw attacks.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) radiant damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 3 (1d6) force damage.

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

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

Light Breath. The dragon exhales a beam of pure radiance in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 56 (12d8) radiant damage on a failed save, or half as much damage on a successful one.

Cursing Word. The dragon speaks divine words, that take effect in a 30-foot cone. Each creature in that area must make a DC 17 Charisma saving throw, taking 27 (6d8) force damage and being stunned for 1 minute on a failed save, or half as much damage and not being stunned on a successful one. A stunned creature can repeat the saving throw at the end of each of its turns.

Rebuking Radiance (Recharge 5-6) A beam of bright light streaks from the sky at a location of the dragon's choice within 120 feet in a 20-foot radius cylinder, that is 60 feet high. Each creature in that area must make a DC 17 Constitution saving throw, taking 18 (4d8) radiant damage on a failed save and half as much on a successful one. Each creature in that area must also make a DC 17 Charisma saving throw or be banished to a harmless demiplane until the end of its next turn.

Reactions

Premonition. When the dragon is hit with a weapon attack, it can choose to have that attack miss instead. If the attack is a critical hit, it turns into a regular hit instead.

MITHRAL DRAGON

WYRMING

Medium dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 60 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 radiant

Condition Immunities blinded

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

Perception 14

Languages Draconic

Challenge 3 (700 XP)

Blinding Radiance. If a creature starts its turn within 30 feet of the dragon and being able to see it, the creature has to succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn. A creature that isn't surprised can avert its eyes to avoid the saving throw at the start of its turn. If it does so, it can't see the dragon until the start of its next turn, when it can avert its eyes again. If it looks at the dragon in the meantime, it must immediately make the save.

Bleeding Breath. When the dragon drops under half its maximum hit points (38) it immediately recharges and uses its Light Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Dimensional Flurry. The dragon teleports to a point it can see within 60 feet and makes one claw attack.

Claw. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. **Hit:** 9 (1d6 + 4) slashing damage plus 3 (1d6) force damage.

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

Light Breath. The dragon exhales a beam of pure radiance in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one.

Censuring Word. The dragon speaks divine words, that take effect in a 15-foot cone. Each creature in that area must make a DC 14 Charisma saving throw, taking 9 (2d8) force damage and being stunned for 1 minute on a failed save, or half as much damage and not being stunned on a successful one. A stunned creature can repeat the saving throw at the end of each of its turns.

Credit: 4th Edition Draconomicon II: Metallic Dragons



STEEL DRAGONS

Also referred to as waterdavian dragons, the sociable steel dragons prefer the company of humanoids to that of other dragons. Their reasons range from admiration to greed. Steels take humanoid form more often than they remain in their natural shape.

Philanthropic Rebels. Steel dragons favor humans over other humanoids because of the race's adaptability and cleverness. For this reason, they live in human cities when possible. For all their fascination with humanoid races, steel dragons cannot tolerate authority. To them, the law serves its purpose only when it maintains order flexibly, so that the dragons can protect their interests and advance their aims. A steel might spark a rebellion to overthrow an oppressive regime, even if doing so could lead to the destruction of its adopted community.

Steel dragons primarily keep the company of humans but also coexist with elves, half-elves, and dwarves. Steels particularly favor adventuring groups that operate on the fringes of established order and fight the despots that the dragons also oppose. Opposition to tyranny pits steel dragons against gold dragons, bronze dragons, and chromatics. Disagreements with other dragons rarely blossom into violence, however; steel dragons cause trouble for their kin in subtler ways.

Feline and Graceful. Compared to other metallic dragons, a steel dragon has a slight build and a small head. Swordlike frills grow from its head, elbows, and digits. Its wings consist of overlapping blades that look like feathers, and the scales on the dragon's chest resemble shields. When a steel dragon adopts humanoid form, it retains something of its draconic nature: gray eyes, pale skin, hair the color of steel, or affectations such as steel jewelry. A steel dragon adapts its omnivorous diet to suit its surroundings. A young steel, unaccustomed to assuming humanoid form, might take a while to realize that it needs less to eat in that form than when it's in dragon form. To the disgust and amazement of those around it, such a dragon might consume two to three times more food than a normal humanoid.

Nobles and Merchants. Steel dragons invest in property and business. A steel that maintains multiple identities might hold controlling shares in two or more enterprises. Steels outfit their homes with art, antiquities, tomes, magic items, finery, and servants.

A STEEL DRAGON'S LAIR

Because steel dragons live in towns and cities, they live as humanoids do - in houses - and establish humanoid histories and families. In case an enemy discovers its identity, a steel maintains a secondary lair in a ruin, such as a crumbling temple, castle, or tower. The harder it is for other creatures to reach such a site, the better. Wards, traps, and guardians protect these refuges.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects: the dragon can't use the same effect two rounds in a row:

- Furniture animates flying towards one creature the dragon can see within 120 feet. The creature has to succeed on a DC 15 Strength saving throw or take 14 (4d6) bludgeoning damage and be knocked prone.
- A host of unseen servants appear in the lair, helping the dragon, giving it advantage on attack rolls, ability checks and saving throws until next initiative count 20. It can't use this lair action again until it has used the other two options again.
- The dragon targets one creature within 120 feet it can see. The target must succeed on a DC 15 Charisma saving throw or the target, along with whatever it is wearing and carrying, teleports to an unoccupied space of the dragon's choice within its lair.

REGIONAL EFFECTS

The region containing a legendary steel dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Trade is bustling and any city within 6 miles of the lair is rapidly growing, due to the dragon's influence.
- Creatures that knowingly trick others, selling defective wares, paying with fake coin and so on, within 6 miles of the lair have disadvantage on all Intelligence, Wisdom and Charisma checks until the area, as a heightened sense of conscience plagues them.
- Creatures within 6 miles of the lair become slightly anti-authoritarian, rising up against oppressors more easily. Such creatures have advantage on Charisma checks to convince others to join them, talk down an oppressor's guards or persuade oppressive people in leading positions to step down for the good of society.

ANCIENT STEEL DRAGON

Gargantuan dragon (shapechanger), neutral good

Armor Class 22 (natural armor)

Hit Points 297 (18d20 + 108)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	16 (+3)	23 (+6)	16 (+3)	15 (+2)	27 (+8)

Saving Throws Dex +9, Con +12, Wis +8, Cha +14

Skills Athletics +14, Deception +14, History +15,

Perception +14, Persuasion +14, Stealth +9

Damage Immunities force

Condition Immunities charmed

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

Perception 24

Languages Common, Draconic

Challenge 20 (25,000 XP)

Shapechanger. The dragon can use its action to polymorph into its humanoid form, or back into its true form, which is a dragon. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Every steel dragon has a distinct humanoid form, that it can take with this feature. It reverts to its true form if it dies.

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 (149) it immediately recharges and uses its Force 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:* +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.

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

Hidden Steel When the dragon is targeted with a weapon or spell attack it momentarily turns invisible until the end of the current turn.

Steel Suggestion. The dragon whispers magically enchanted words to one creature within 60 feet. A target must make a DC 22 Wisdom saving throw or be charmed for 1 minute. The dragon can issue a command to a charmed creature as a bonus action. A charmed creature considers the dragon a trusted and revered superior and will do its best to carry out any command given to it by the dragon. A charmed creature can repeat the saving throw at the end of each of its turns.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Force Breath. The dragon exhales pure magical force in an 120-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 70 (20d6) force damage on a failed save, or half as much damage on a successful one.

Force Prison. The dragon exhales shards of magical force, which immobilizes creatures in a 60-foot cone. Each creature in that area must make a DC 20 Strength saving throw, taking 35 (10d6) force damage and being restrained (escape DC 20) for 1 minute on a failed save, or half as much damage and not being restrained on a successful one.

Scattering Roar (Recharge 4-6). The dragon lets out a mighty roar, which has a magical effect in a 30-foot radius around the dragon. Every creature in that area has to make a DC 22 Charisma saving throw, taking 28 (8d6) force damage and being teleported up to 100 feet in a random direction on a failed save, or half as much damage and not being teleported 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.

Manipulation. The dragon uses its steel suggestion.

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.

ADULT STEEL DRAGON

Huge dragon (*shapechanger*), neutral good

Armor Class 20 (natural armor)

Hit Points 157 (15d12 + 75)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	16 (+3)	19 (+4)	14 (+2)	13 (+1)	25 (+7)

Saving Throws Dex +8, Con +9, Wis +6, Cha +12

Skills Athletics +11, Deception +12, History +12,

Perception +11, Persuasion +12, Stealth +8

Damage Immunities force

Condition Immunities charmed

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

Languages Common, Draconic

Challenge 13 (10,000 XP)

Shapechanger. The dragon can use its action to polymorph into its humanoid form, or back into its true form, which is a dragon. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Every steel dragon has a distinct humanoid form, that it can take with this feature. It reverts to its true form if it dies.

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 (84) it immediately recharges and uses its Force 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.

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

Hidden Steel When the dragon is targeted with a weapon or spell attack it momentarily turns invisible until the end of the current turn.

Steel Suggestion. The dragon whispers magically enchanted words to one creature within 60 feet. A target must make a DC 20 Wisdom saving throw or be charmed for 1 minute. The dragon can issue a command to a charmed creature as a bonus action. A charmed creature considers the dragon a trusted and revered superior and will do its best to carry out any command given to it by the dragon. A charmed creature can repeat the saving throw at the end of each of its turns.

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.

Force Breath. The dragon exhales pure magical force in an 90-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one.

Force Prison. The dragon exhales shards of magical force, which immobilizes creatures in a 45-foot cone. Each creature in that area must make a DC 17 Strength saving throw, taking 28 (8d6) force damage and being restrained (escape DC 17) for 1 minute on a failed save, or half as much damage and not being restrained on a successful one.

Scattering Roar (Recharge 5-6). The dragon lets out a mighty roar, which has a magical effect in a 30-foot radius around the dragon. Every creature in that area has to make a DC 20 Charisma saving throw, taking 21 (6d6) force damage and being teleported up to 80 feet in a random direction on a failed save, or half as much damage and not being teleported 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.

Manipulation. The dragon uses its steel suggestion.

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

YOUNG STEEL DRAGON

Large dragon (*shapechanger*), neutral good

Armor Class 17 (natural armor)

Hit Points 97 (13d10 + 26)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	12 (+1)	11 (+0)	21 (+5)

Saving Throws Dex +6, Con +5, Wis +3, Cha +8

Skills Athletics +7, Deception +8, History +6,

Perception +7, Persuasion +8, Stealth +6

Damage Immunities force

Condition Immunities charmed

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

Languages Common, Draconic

Challenge 6 (2,300 XP)

Shapechanger. The dragon can use its action to polymorph into its humanoid form, or back into its true form, which is a dragon. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Every steel dragon has a distinct humanoid form, that it can take with this feature. It reverts to its true form if it dies.

Bleeding Breath. When the dragon drops under half its maximum hit points (49) it immediately recharges and uses its Force Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

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

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

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

Steel Suggestion. The dragon whispers magically enchanted words to one creature within 60 feet. A target must make a DC 16 Wisdom saving throw or be charmed for 1 minute. The dragon can issue a command to a charmed creature as a bonus action. A charmed creature considers the dragon a trusted and revered superior and will do its best to carry out any command given to it by the dragon. A charmed creature can repeat the saving throw at the end of each of its turns.

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

Force Breath. The dragon exhales pure magical force in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (14d6) force damage on a failed save, or half as much damage on a successful one.

Force Prison. The dragon exhales shards of magical force, which immobilize creatures in a 30-foot cone. Each creature in that area must make a DC 15 Strength saving throw, taking 24 (7d6) force damage and being restrained (escape DC 15) for 1 minute on a failed save, or half as much damage and not being restrained on a successful one.

Scattering Roar (Recharge 5-6). The dragon lets out a mighty roar, which has a magical effect in a 30-foot radius around the dragon. Every creature in that area has to make a DC 16 Charisma saving throw, taking 17 (5d6) force damage and being teleported up to 60 feet in a random direction on a failed save, or half as much damage and not being teleported on a successful one.

Reactions

Hidden Steel When the dragon is targeted with a weapon or spell attack it momentarily turns invisible until the end of the current turn.

STEEL DRAGON WYRMLING

Medium dragon (shapechanger), neutral good

Armor Class 16 (natural armor)

Hit Points 22 (4d8 + 4)

Speed 30 ft., fly 60 ft.

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

Saving Throws Dex +4, Con +3, Wis +2, Cha +4

Skills Athletics +4, Deception +4, History +4,

Perception +4, Persuasion +4 Stealth +4

Damage Immunities force

Condition Immunities charmed

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

Perception 14

Languages Draconic

Challenge 1 (200 XP)

Shapechanger. The dragon can use its action to polymorph into its humanoid form, or back into its true form, which is a dragon. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. Every steel dragon has a distinct humanoid form, that it can take with this feature. It reverts to its true form if it dies.

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

Actions

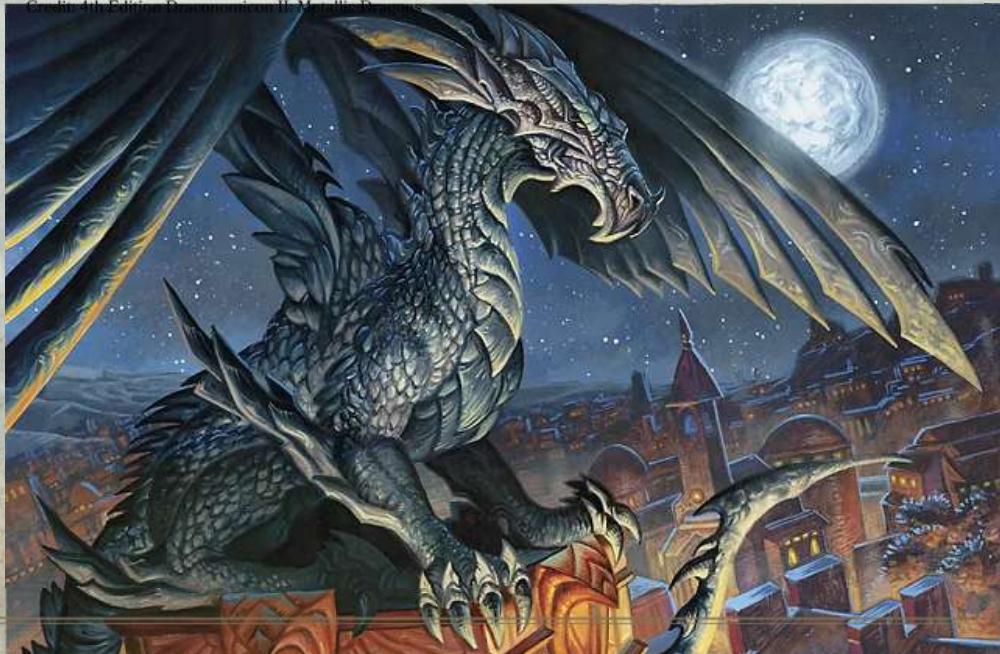
Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Steel Suggestion. The dragon whispers magically enchanted words to one creature within 30 feet. A target must make a DC 12 Wisdom saving throw or be charmed for 1 minute. The dragon can issue a command to a charmed creature as a bonus action. A charmed creature considers the dragon a trusted and revered superior and will do its best to carry out any command given to it by the dragon. A charmed creature can repeat the saving throw at the end of each of its turns.

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

Force Breath. The dragon exhales pure magical force in an 30-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 21 (6d6) force damage on a failed save, or half as much damage on a successful one.

Force Prison. The dragon exhales shards of magical force, which immobilize creatures in a 15-foot cone. Each creature in that area must make a DC 11 Strength saving throw, taking 10 (3d6) force damage and being restrained (escape DC 11) for 1 minute on a failed save, or half as much damage and not being restrained on a successful one.



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.

Thanks to [u/AeronDrake](#) for the [Monster Manual style](#) in the homebrewery. Definitely check them out, they have some great homebrew content as well as more designs for the Homebrewery and GMBinder.

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.

If you enjoyed my revision, be sure to check out [Part I](#) and [Part II](#). In the next part I will probably focus on Dragon templates and a Dragon Hall of Fame, before compiling it all into a single Document. Thank you for reading and may the dice roll ever in your favor.