

DRAGONS REWORKED PART I: CHROMATICS

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)

THE ANCIENT EMPIRE OF ARKHOSIA

HISTORY

The land of dragons and eternal rival of Bael Turath is an empire that earns the praise given it in legends and stories. It is not the first empire to be built and ruled by the magnificence of dragons, nor will it be the last. Arkhosia is yet another testament to the tenacity of dragons and their kin. Formed initially as an alliance of powerful Dragonborn city states in the desert of Arkhosia, the empire began expanding to include outlying villages and small towns. After 400 years of conquest and treaties, Arkhosia became a continent-spanning power.

The inner workings of the Empire are quite unique. Upon the throne of the original 8 city-states sit powerful dragon overlords, superior to a council of dragonborn lords. These dragon overlords are praised and revered by all denizens as beneficial tyrants and progenitors of their particular strain of dragonborn. That is why most dragonborn in a particular city resemble the patron or matron of their respective city physiologically and oftentimes psychologically as well.

The major cities of the empire are Q'barra, Argonessen, Tymanchebar, Ab'eir, Imsakar, Chessian, Jaerx Shash and Jaerx Ver'oss.

In Argonessen resides the oldest and most powerful of the dragon overlords, Aurix'ir, the Great Golden One, an ancient golden dragon of immense size, with his two servants and advisors Argentris, a silver dragon and Aesiris, a bronze dragon.

The dragonborn of Arkhosia have a proud culture. Non-dragonkin visitors to the cities of the empire will remark on the amount of magnificent murals and statues that decorate all of the cities. Massive statues of heroes and dragons as well as huge scenes of history, legend and war painted upon equally massive architecture are ubiquitous in the empire. The people of Arkhosia speak a more archaic form of the Draconic spoken after the fall of the empire. Several names and sayings have been lost over the passage of centuries.

THE ANCESTRAL DRAGON

The deity many call Io is known by a multitude of names and titles: Asgorath, World-Shaper, The Concordant Dragon, The Great Eternal Wheel, Swallower of Shades, The Ninefold Dragon and The Creator of Dragonkind.

Asgorath was supposed to encompass all alignments, but was often regarded as neutral, thus he had barely any enemies among the gods, since even those of opposing alignment could find common ground with the World-Shaper.

As such a vast amount of different feats and myths is attributed to this deity: Some claim he created the multiverse itself and is the god atop everything, while some others claim that he was but a very powerful deity and when he was cleaved into two pieces by the Primordial Erek-Hus, the King of Terror, during the Dawn War, one half became Bahamut, the Platinum Dragon and one half became Tiamat, the Queen of Evil Dragons.

In the same vein, some dragonborn believe that they originated from this struggle. They say that dragonborn were born from the blood that fell to the ground, when Erek-Hus cut into the flesh of the Ninefold Dragon.

Dragonborn of Ab'eir believe that Io created them at the same time as dragons and established a natural order: Dragonborn were created to serve their dragon masters and kobolds in turn were created to serve dragonborn.

Kobolds tell the myth of how, when Asgorath found that Darastrixhurthi was destroyed, he sought to compensate the kobold race. They say Asgorath himself called upon Kurtulmak, the then mortal kobold hero and elevated him to godhood, to serve as the kobold's permanent champion and patron.

Clerics of Asgorath had no hierarchy or fixed dogma; each interpreted the World-Shaper differently, worshiping him in one of his many aspects. Red dragons worshiped him as an evil being, while gold dragons revered him as a paragon of good. Those who would become Asgorath's clerics sought to rid themselves of all such biases, though some never succeeded.

The debate over Io's alignment and nature was responsible for the most far-reaching holy wars of dragonkind. Every species of dragon and other dragonblooded creatures was certain that Asgorath represented the pinnacle of their particular race. While silver dragons could grudgingly accept the gold dragons' insistence that Asgorath was a lawful good gold dragon, neither could tolerate the red dragons' claim that Asgorath was a chaotic evil red. At one time the resulting wars threatened the entire dragon race with extinction.

In any way, shape or form, Io is still a rather prevalent deity among the denizens of Arkhosia, with dragon and dragonborn alike praying to him.

His domains encompass balance, creation, dragons, knowledge, magic, strength, travel, and wealth.

His symbol is a multicolored metallic disc.



Erek-Hus vs Asgorath. Credit: 4th Edition Draconomicon 1: Chromatic Dragons

CLERIC DOMAIN

DRAGON DOMAIN

DRAGON DOMAIN SPELLS

Cleric Level Spells

1st	<i>absorb elements, chromatic orb</i>
3rd	<i>magic weapon, warding wind</i>
5th	<i>elemental weapon, protection from energy</i>
7th	<i>elemental bane, storm sphere</i>
9th	<i>cone of cold, immolation</i>

BONUS PROFICIENCY

At 1st level, you gain proficiency with martial weapons and heavy armor.

DRACONIC BLESSING

Also at 1st level, choose one damage type from: acid, cold, fire, lightning and poison. You gain resistance to that damage type.

CHANNEL DIVINITY: INFUSE ELEMENT

Starting at 2nd level, you can use your Channel Divinity to make a creature less susceptible to the elements.

You present your holy symbol and call upon the resilience of your draconic deity.

Choose one creature within 60 feet of you and one damage type from acid, cold, fire, lightning and poison. The target gains advantage on saving throws against that damage type and has resistance against that damage type for 1 minute.

EMPOWERED ELEMENT

Starting at 6th level, whenever you deal damage from the same type you chose in your Draconic Blessing feature you can use your reaction to reroll a number of damage dice equal to your Wisdom modifier (minimum 1) and must choose the second roll.

ELEMENTAL AFFINITY

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

ASPECT OF IO

Starting at 17th level, you have taken on the aspect of Io's neutrality and might and you can use an action to change the damage type in your Draconic Blessing feature to another in the list. All other features depending on that choice change with it.

FIGHTER ARCHETYPE

SCION OF ARKHOSSIA

Scions of Arkhosia are dragonborn, who have studied and trained in the old ways of Arkhosia to protect it and its people. They are proud of their heritage and lineage and will go to any lengths to protect their families, lands and above all their honor. They have fully embraced the dragon blood flowing through their veins.

RESTRICTION: DRAGONBORN ONLY

Only dragonborn can choose the scion of arkhosia fighter archetype, because only dragonborn are capable of using a breath weapon and usually keep their ancient traditions a secret.

Your DM can lift this restriction to better suit the campaign. The restriction reflects the physiology of dragonborn, but it might not apply to your DM's setting or your DM might be willing to grant your character a dragonborn's breath weapon upon choosing this path.

DRACONIC FURY

Beginning when you choose this archetype at 3rd level, your Breath Weapon feature progresses differently:

It now deals 3d6 points of damage on a failed save and half as much damage on a successful one. This increases to 5d6 at 6th level, 7d6 at 11th level, and 9d6 at 16th level.

QUICK BREATH

Beginning at 3rd level, you can use your Breath Weapon a number of times equal to your Constitution modifier (minimum 1). Also, when you take the Attack action on your turn you can use your Breath Weapon as a bonus action.

STUDENT OF ANCIENT TRADITIONS

Starting at 7th level you can add your proficiency to any Intelligence, Wisdom or Charisma check you make, that has something to do with dragons, dragonkind or Arkhosia, like recalling information about dragons, persuading a dragonborn general to part with important information or spotting ancient draconic writing.

If you are already proficient in that ability check you can add double your proficiency to the check.

You also learn to speak, read and write Draconic if you don't already.

DRAGON INCARNATE

At 10th level, your breath weapon ignores damage resistances and treats damage immunities as resistances.

Additionally you gain immunity to the damage type of your breath weapon.

RECHARGING BREATH

Beginning at 15th level, you have perfectly mastered your Breath Weapon. Whenever you have expended all your uses of your breath weapon roll 1d6 at the start of each of your turns. On a roll of 5-6 you regain one use of your breath weapon.

BLOOD OF IO

At 18th level, a permanent pair of dragon wings sprouts from your back and grants you a flying speed of 40 feet. Magic armor **usually** reshapes itself to fit your body type (DM discretion) but mundane medium and heavy armor suits have to be custom-made or custom-fitted so you can wear them. If you are wearing heavy armor your flying speed is reduced to 30 feet. You also learn to hurl your breath weapon. When using your breath weapon you can choose a point within 60 feet of you, where it explodes in a 15-foot radius. The energy spreads around corners.

PALADIN OATH

OATH OF DRACONIC MIGHT

The Oath of Draconic Might is mostly taken by either Paladins of the Platinum Dragon or the Queen of Evil Dragons. So while they can make the most shining examples of heroes, the can also be terrible villains. As such their Tenets also vary.

TENETS OF DRACONIC MIGHT

Since there are two different versions of the Oath of Draconic Might, these tenets are also separated into two categories:

Courage. A true dragon doesn't experience fear, why should you?

Compassion. Aid others, protect the weak, and punish those who threaten them. Show mercy to your foes, but temper it with wisdom.

Duty. Be responsible for your actions and their consequences, protect those entrusted to your care, and obey those who have just authority over you.

Avarice. Take whatever you can get, for it is your's by right.

Retribution. No slight may go unpunished, for nobody respects or fears a weakling.

Grandeur. Mortals are tools, to be used and disposed at best and vermin to be snuffed out at worst.

OATH SPELLS

You gain oath spells at the paladin levels listed.

OATH OF DRACONIC MIGHT SPELLS

Paladin Level Spells

3rd	<i>absorb elements, chromatic orb</i>
5th	<i>enlarge/reduce, scorching ray</i>
9th	<i>elemental weapon, lightning bolt</i>
13th	<i>elemental bane, vitriolic sphere</i>
17th	<i>cloudkill, cone of cold</i>

CHANNEL DIVINITY

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

Draconic Weapon. As an action, you can imbue one weapon that you are holding with elemental energy, using your Channel Divinity. Choose a damage type from acid, cold, fire, lightning and poison. For 1 minute, you add 1d8 of the chosen type to damage rolls made with that weapon. If the weapon is not already magical, it becomes magical for the duration. You can end this effect on your turn as part of any other action. If you are no longer holding or carrying this weapon, or if you fall unconscious, this effect ends.

Abjure the Fearless. As an action, you present your holy symbol and speak a prayer of denunciation, using your Channel Divinity. Choose one creature within 60 feet of you that you can see. That creature must make a Wisdom saving throw, unless it is immune to being frightened. Dragons have disadvantage on this saving throw. On a failed save, the creature is frightened for 1 minute or until it takes any damage. While frightened, the creature's speed is 0, and it can't benefit from any bonus to its speed, a flying creature lands at the closest spot, that is not an obvious hazard, such as a pool of lava. On a successful save, the creature's speed is halved for 1 minute or until the creature takes any damage.

AURA OF DRACONIC MIGHT

Starting at 7th level, you and friendly creatures within 10 feet of you can't be frightened and have resistance against dragon's breath weapons while you are conscious. At 18th level, the range of this aura increases to 30 feet.

ELEMENTAL SMITE

Starting at 15th level, you can choose whether your divine smite feature deals acid, cold, fire, lightning, poison or radiant damage.

In addition, any damage you deal with your divine smite feature ignores damage resistance and treats immunities as resistances.

DRAGON FORM

At 20th level, you can assume the form of a draconic hero. Using your action, you undergo a transformation. For 1 hour, you gain the following benefits:

- Dragon wings sprout from your back and grant you a flying speed of 60 feet.
- You emanate an aura of awe in a 30-foot radius. Allies in that aura gain a 1d8 bonus to attack rolls and gain a number of temporary hit points at the start of your turn equal to twice your Charisma modifier (minimum 1).

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

WYVERNS



MILAR IN APPEARANCE TO DRAGONS, Wyverns also come in a variety of shapes, colors and sizes. Ever since the days of the great dragonborn empire Arkhosia, wyverns have been tamed and used as watchdogs, pets and warmounts.

While generally smaller and less dangerous than true dragons there have been a few wyverns that have grown to immense size and were known as sizable threats.

WYVERN TACTICS

A wyvern doesn't fight on the ground unless it can't reach its prey by any other means, or if it has been fooled into a position from which aerial combat isn't an option. If forced into a confrontation on the ground, a wyvern crouches low, keeping its stinger poised above its head as it hisses and growls. Wyverns without stingers will also keep low waiting for an opportunity to tear into their adversaries with their claws. Wyverns will usually focus on singular targets, not giving thought to possible ambushes.

DIFFERENT WYVERNS

As there are a multitude of different dragons, chromatic ones as well as metallic ones, there is a multitude of different wyverns.

But unlike true dragons, who only usually breed within their own respective species, during mating season any combination of wyvern might breed.

Should two different wyverns breed, their offspring usually inherits the father's outward appearance and the mother's elemental abilities. Thus there have been green wyverns capable of breathing acid instead of poison, silver wyverns that were able to breath lightning instead of cold and black wyverns that rained fire from the sky instead of acid.

WYVERN FLOCKS

Wyverns are usually solitary, occasionally living in pairs, during mating season, if however more wyverns live together, they usually come together in flocks of 6 to 10. These flocks are mostly comprised of a few adult wyverns watching over hatchlings until such time as the hatchlings are old enough to leave the nest. The flocks are usually led by an alpha female, that is either an adult wyvern or in rare cases an elder wyvern.

Very rarely does a flock reach more than 14 individuals, at this point the wyverns will start fighting among themselves if they are not led by an incredibly strong elder wyvern that keeps the other wyverns in line.

But should such a flock establish itself nearby towns could very well be in jeopardy.

ELDER WYVERNS

Most wyverns do not reach a high age due to them being hunted by other, larger creatures, infighting and potential prey fighting back during the hunt. If they do however, they may reach a considerable size and gain a higher level of intelligence than their fellow adult wyverns.

FEAT

WYVERN RIDER

Prerequisite: Character level 13 or higher, proficiency in the *animal handling* skill

You are among the chosen few who can successfully raise, train and use a wyvern as a mount. As a result you gain the following benefits:

- During a substantial amount of downtime (about half a year) you can hatch and raise a wyvern, as well as train it to accept you as its rider. If another should be its designated rider this person has to be present at all time during the process. Should the wyvern be rideable by anyone, the time required to train it increases tremendously (anywhere between 2 and 4 years).
- When mounted on a wyvern you can use your bonus action to command your wyvern to use the attack action (one attack only).

WYVERN BEHAVIOR

COMMON WYVERNS

The most common and primitive of wyvernkind. They do not hold any elemental essence unlike their differently colored cousins. They do however have a stinger, filled with an extremely potent venom that burns through its victim's bloodstream, disintegrating veins and arteries on its way to the heart.

Easy to keep. While common wyverns, like all other wyverns have a violent temperament and many would-be masters have lost their lives in trying to tame a wyvern, common wyverns are the easiest to actually keep in stables and housings. While a red wyvern may burn down a pen or a black one might burn a hole into the wall with its caustic breath, a common wyvern can do little harm to a well constructed stable.

First to be tamed. Before the dragonborn of old Arkhosia tamed, bred or even found the more exotic kinds of wyvern, they tamed common wyverns. These became the very first warmounts of old Arkhosia and are still used regularly as the first mount a wyvern rider will usually receive.

BLACK WYVERNS

Foul-tempered, aggressive and glutinous. Black wyverns spend their days sleeping, hunting and eating whatever prey they can catch. Since they lack the intelligence to grasp the consequences of their behavior black wyverns will, if left unchecked, at times hunt entire ecosystems into extinction. An entirely still bog, completely devoid of life, is usually a sign of black wyverns nesting nearby.

Brutal and Cruel. Black wyverns share the temper of black dragons. They are strong and violent and it is known that black wyverns will often bully other creatures. Sometimes even other black wyverns in their flock.

Caustic nature. The saliva and bile of black wyverns is an incredibly potent acid, eating through flesh, wood and even stone over time.

BLUE WYVERNS

Living in deserts and by the sea the ferocious blue wyverns are known to attack travellers and small ships. However, in contrast to their blue dragon relatives, which attack these mostly for sport and treasure, blue wyverns mostly raid these caravans and ships to devour humanoids, since other food is hard to come by in the desert.

Fiercely territorial. Any creature that enters the territory of a flock of blue wyverns unwittingly commits a transgression that is met with incredible violence. Blue wyverns will chase invaders even a few miles outside their territory which often brings them into conflicts with neighbouring creatures.

Hard Shell. Because of them being involved in battles even more frequently than other wyverns, blue wyverns have evolved with an especially hard hide of shell like scales.

GREEN WYVERNS

Smaller and more nimble than most other wyverns, green wyverns live deep in forests and jungles. There they hunt with strategy and cunning unparalleled by any of the other chromatic wyverns.

Extraordinary cunning. While still not as intelligent as true dragons green wyverns are widely considered to be the most intelligent of wyvernkind. When hunting they usually stalk their prey from the sky and once a chase is initiated the wyvern will use its cunning to predict where its prey is going and try to cut it off.

Ever cautious. Unlike other wyverns, green wyverns are able to devise simple hunting strategies and proceed with caution if their would-be prey is unknown to them. They also pay great heed to their surroundings and will under almost no circumstances enter an area in which the cannot fly. Interestingly green wyverns have adapted to humanoid's ambush tactics and will usually not fall for basic traps.

RED WYVERNS

As with dragons, wyverns of the red variety are the most powerful of their kind. These creatures are very territorial and will pursue foes for miles, swooping down for attacks and raining fire down upon them. They make their homes in rolling hills, mountains and active volcanoes.

Red-Scaled Despots. However even though red wyverns lack the intelligence found in their cousins, the true dragons, they are no less tyrannical. Whereas the fights for dominance over a wyvern flock are usually bloody, they are rarely fought to the death, among red wyverns however, only the wyvern that is still alive has won.

Fiery Tempers. Among all of wyvernkind, red wyverns are the hardest to tame and the most likely to try and kill their would-be master. But because of their bad disposition, well trained red wyverns were highly valued as beasts of war in the old days of Arkhosia.

WHITE WYVERNS

In the frigid tundras in the north and on frozen mountaintops, there live the vicious white wyverns. Their tempers are as bad as their habitat is cold and since food is scarce in their homes these wyverns lunge at any opportunity to catch something edible.

Vicious and Violent. If there is anything that white wyverns are truly good at, it is tearing their prey limb from limb, while it is still warm. A flock of hungry white wyverns can pick the bones of a creature clean in a frighteningly short time.

Ever hungry. What white wyverns lack in intelligence they have in hunger. Which is interestingly one of the reasons why they are easier to tame than other wyverns. Keeping a white wyvern well fed, will make it more likely to be loyal to its rider, than any other variety of wyvern.

COMMON WYVERN HATCHLING

Medium dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) piercing damage.

Stinger (Recharge 4-6). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. Hit: 7 (2d4 + 2) piercing damage. The target must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

COMMON WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

Multiaction. The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

ELDER COMMON WYVERN

Huge dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

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

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Actions

Multiaction. The wyvern makes three attacks: one with its bite, one with its claws and one with its stinger.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage.

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

Stinger. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage. The target must make a DC 16 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

BLACK WYVERN

HATCHLING

Medium dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities acid

Skills Perception +2

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) piercing damage plus 2 (1d4) acid damage.

Acid Breath (Recharge 5-6) The wyvern spits acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 14 (4d6) acid damage on a failed save, or half as much damage on a successful one.

BLACK WYVERN

Large dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 110 (13d10 + 39)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities acid

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage plus 3 (1d6) acid damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Acid Breath (Recharge 5-6) The wyvern spits acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 24 (7d6) acid damage on a failed save, or half as much damage on a successful one.

ELDER BLACK WYVERN

Huge dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 168 (16d12 + 64)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

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

Damage Immunities acid

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 6) piercing damage plus 7 (2d6) acid damage.

Claws. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.

Acid Breath (Recharge 5-6) The wyvern spits acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 35 (10d6) acid damage on a failed save, or half as much damage on a successful one.

BLUE WYVERN HATCHLING

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities lightning

Skills Perception +2

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) piercing damage plus 2 (1d4) lightning damage.

Lightning Breath (Recharge 5-6) The wyvern exhales a bolt of lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 14 (4d6) lightning damage on a failed save, or half as much damage on a successful one.

BLUE WYVERN

Large dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities lightning

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage plus 3 (1d6) lightning damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Lightning Breath (Recharge 5-6) The wyvern exhales a bolt of lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 24 (7d6) lightning damage on a failed save, or half as much damage on a successful one.

ELDER BLUE WYVERN

Huge dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

Saving Throws Str +10, Dex +4, Con +8

Damage Immunities lightning

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 6) piercing damage plus 7 (2d6) lightning damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.

Lightning Breath (Recharge 5-6) The wyvern exhales a bolt of lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 35 (10d6) lightning damage on a failed save, or half as much damage on a successful one.

GREEN WYVERN

HATCHLING

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	7 (-2)	11 (+0)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Skills Perception +2

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Actions

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

Poison Breath (Recharge 5-6) The wyvern exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 14 (4d6) poison damage on a failed save, or half as much damage on a successful one.

GREEN WYVERN

Large dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	9 (-1)	13 (+1)	6 (-2)

Damage Immunities poison

Condition Immunities poisoned

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

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

Bite *Melee Weapon Attack*: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage plus 3 (1d6) poison damage.

Claws *Melee Weapon Attack*: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.

Poison Breath (Recharge 5-6) The wyvern exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

ELDER GREEN WYVERN

Huge dragon, unaligned

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	18 (+4)	10 (+0)	14 (+2)	6 (-2)

Saving Throws Dex +6, Int +4, Wis +6

Damage Immunities poison

Condition Immunities poisoned

Skills Perception +6, Stealth +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Actions

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

Bite *Melee Weapon Attack*: +9 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 5) piercing damage plus 7 (2d6) poison damage.

Claws *Melee Weapon Attack*: +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 5) slashing damage.

Poison Breath (Recharge 5-6) The wyvern exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 35 (10d6) poison damage on a failed save, or half as much damage on a successful one.

RED WYVERN HATCHLING

Medium dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	14 (+2)	4 (-3)	10 (+0)	6 (-2)

Damage Immunities fire

Skills Perception +2

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) piercing damage plus 2 (1d4) fire damage.

Fire Breath (Recharge 5-6) The wyvern exhales fire in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much damage on a successful one.

RED WYVERN

Large dragon, unaligned

Armor Class 15 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	16 (+3)	5 (-3)	12 (+1)	6 (-2)

Damage Immunities fire

Skills Perception +4

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 6) piercing damage plus 3 (1d6) fire damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.

Fire Breath (Recharge 5-6) The wyvern exhales fire in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

ELDER RED WYVERN

Huge dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	18 (+4)	6 (-2)	14 (+2)	6 (-2)

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

Damage Immunities fire

Skills Perception +6

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one creature. Hit: 14 (2d6 + 7) piercing damage plus 7 (2d6) fire damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. Hit: 16 (2d8 + 7) slashing damage.

Fire Breath (Recharge 5-6) The wyvern exhales fire in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

WHITE WYVERN

HATCHLING

Medium dragon, unaligned

Armor Class 13 (natural armor)

Hit Points 65 (10d8 + 20)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	11 (+0)	14 (+2)	4 (-3)	12 (+1)	6 (-2)

Damage Immunities cold

Skills Perception +3

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 2 (450 XP)

Actions

Bite. *Melee Weapon Attack*: +5 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 3) piercing damage plus 2 (1d4) cold damage.

Cold Breath (Recharge 5-6) The wyvern exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 14 (4d6) cold damage on a failed save, or half as much damage on a successful one.

WHITE WYVERN

Large dragon, unaligned

Armor Class 14 (natural armor)

Hit Points 119 (14d10 + 42)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	16 (+3)	5 (-3)	14 (+2)	6 (-2)

Damage Immunities cold

Skills Perception +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 6 (2,300 XP)

Actions

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

Bite. *Melee Weapon Attack*: +8 to hit, reach 10 ft., one creature. Hit: 12 (2d6 + 5) piercing damage plus 3 (1d6) cold damage.

Claws. *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Cold Breath (Recharge 5-6) The wyvern exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 24 (7d6) cold damage on a failed save, or half as much damage on a successful one.

ELDER WHITE WYVERN

Huge dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 189 (18d12 + 72)

Speed 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	18 (+4)	6 (-2)	16 (+3)	6 (-2)

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

Damage Immunities cold

Skills Perception +7

Senses darkvision 60 ft., passive Perception 16

Languages —

Challenge 10 (5,900 XP)

Actions

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

Bite. *Melee Weapon Attack*: +10 to hit, reach 10 ft., one creature. Hit: 13 (2d6 + 6) piercing damage plus 7 (2d6) cold damage.

Claws. *Melee Weapon Attack*: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8 + 6) slashing damage.

Cold Breath (Recharge 5-6) The wyvern exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

CHROMATIC DRAGONS (REVISED)

I was a little disappointed by 5th Edition's lackluster options for dragons. It feels as though not enough work has gone into the dragons from Dungeons and Dragons. That is why I made this revision. Every variety of chromatic dragon now has 2 options for its breath weapon, as well as an alternative attack option and a spell-like innate ability. These additional abilities serve to reinforce the nature of the specific dragon and I hope you'll be able to use them to great effect.

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

BLACK DRAGONS

The most evil-tempered and vile of the chromatic dragons, black dragons collect the wreckage and treasures of fallen peoples. These dragons loathe seeing the weak prosper and revel in the collapse of humanoid kingdoms. They make their homes in fetid swamps and crumbling ruins where kingdoms once stood. With deep-set eyes and broad nasal openings, a black dragon's face resembles a skull. Its curving, segmented horns are bone-colored near the base and darken to dead black at the tips. As a black dragon ages, the flesh around its horns and cheekbones deteriorates as though eaten by acid, leaving thin layers of hide that enhance its skeletal appearance. A black dragon's head is marked by spikes and horns. Its tongue is flat with a forked tip, drooling slime whose acidic scent adds to the dragon's reek of rotting vegetation and foul water. When it hatches, a black dragon has glossy black scale. As it ages, its scales become thicker and duller, helping it blend in to the marshes and blasted ruins that are its home.

BLUE DRAGONS

Vain and territorial, blue dragons soar through the skies over deserts, preying on caravans and plundering herds and settlements in the verdant lands beyond the desert's reach. These dragons can also be found in dry steppes, searing badlands, and rocky coasts. They guard their territories against all potential competitors, especially brass dragons. A blue dragon is recognized by its dramatic frilled ears and the massive ridged horn atop its blunt head. Rows of spikes extend back from its nostrils to line its brow and cluster on its jutting lower jaw. A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by the desert sands. As the dragon ages, its scales become thicker and harder, and its hide hums and crackles with static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone and dusty air.

GREEN DRAGONS

The most cunning and treacherous of true dragons, green dragons use misdirection and trickery to get the upper hand against their enemies. Nasty tempered and thoroughly evil, they take special pleasure in subverting and corrupting the good-hearted. In the ancient forests they roam, green dragons demonstrate an aggression that is often less about territory than it is about gaining power and wealth with as little effort as possible. A green dragon is recognized by its curved jawline and the crest that begins near its eyes and continues down its spine, reaching full height just behind the skull. A green dragon has no external ears, but bears leathery spiked plates that run down the sides of its neck. A wyrmiling green dragon's thin scales are a shade of green so dark as to appear nearly black. As a green dragon ages, its scales grow larger and lighter, turning shades of forest, emerald, and olive green to help it blend in with its wooded surroundings. Its wings have a dappled pattern, darker near the leading edges and lighter toward the trailing edges. A green dragon's legs are longer in relation to its body than with any other dragon, enabling it to easily pass over underbrush and forest debris when it walks. With its equally long neck, an older green dragon can peer over the tops of trees without rearing up.

RED DRAGONS

The most covetous of the true dragons, red dragons tirelessly seek to increase their treasure hoards. They are exceptionally vain, even for dragons, and their conceit is reflected in their proud bearing and their disdain for other creatures. The odor of sulfur and pumice surrounds a red dragon, whose swept-back horns and spinal frill define its silhouette. Its beaked snout vents smoke at all times, and its eyes dance with flame when it is angry. Its wings are the longest of any chromatic dragon, and have a blue-black tint along the trailing edge that resembles metal burned blue by fire. The scales of a red dragon wyrmiling are a bright glossy scarlet, turning a dull, deeper red and becoming as thick and strong as metal as the dragon ages. Its pupils also fade as it ages, and the oldest red dragons have eyes that resemble molten lava orbs.

WHITE DRAGONS

The smallest, least intelligent, and most animalistic of the chromatic dragons, white dragons dwell in frigid climes, favoring arctic areas or icy mountains. They are vicious, cruel reptiles driven by hunger and greed. A white dragon has feral eyes, a sleek profile, and a spined crest. The scales of a wyrmiling white dragon glisten pure white. As the dragon ages, its sheen disappears and some of its scales begin to darken, so that by the time it is old, it is mottled by patches of pale blue and light gray. This patterning helps the dragon blend into the realms of ice and stone in which it hunts, and to fade from view when it soars across a cloud-filled sky.

ANCIENT BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +14, Wis +9, Cha +11

Skills Athletics +14, Perception +16, Stealth +9

Damage Immunities acid

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

Languages Common, Draconic

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

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

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

Acid Gloom (Recharge 4-6). Magical darkness spreads from a point the dragon chooses within 60 feet to fill a 25-foot radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The darkness spreads around corners. A creature with darkvision can't see through this darkness and nonmagical light can't illuminate it. If the point the dragon chooses is on an object, that the dragon is holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. If any of this effect's area overlaps with an area of light created by a spell of 5th level or lower, the spell that created the light is dispelled. Any creature that enters the area for the first time or starts its turn in the area must make a DC 19 Constitution saving throw, taking 36 (8d8) acid damage on a failed save, or half as much damage on a successful one.

Acid Spit. The dragon spits a glob of acid at one creature within 90 feet. The target must make a DC 22 Dexterity saving throw taking 31 (7d8) acid damage on a failure and nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10, or taking half as much damage on a successful save.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Acid Breath. The dragon exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Spray. The dragon exhales acid in a 60-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 36 (8d8) acid damage and being blinded for 1 minute on a failed save, or half as much damage and not being blinded on a successful one. A creature that is blinded can use its action to wash its eyes, if it has access to fresh, clean water, to end the effect early.

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

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.

Acid Spit. The dragon uses its acid spit.

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

ADULT BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

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

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

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

Skills Athletics +11, Perception +11, Stealth +7

Damage Immunities acid

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

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

Bloodied Breath. When the dragon drops under half its maximum hit points (98) it immediately recharges and uses its Acid Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Bite. **Melee Weapon Attack:** +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 4 (1d8) acid 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.

Acid Gloom (Recharge 5-6). Magical darkness spreads from a point the dragon chooses within 60 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 darkness spreads around corners. A creature with darkvision can't see through this darkness and nonmagical light can't illuminate it. If the point the dragon chooses is on an object, that the dragon is holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. If any of this effect's area overlaps with an area of light created by a spell of 4th level or lower, the spell that created the light is dispelled. Any creature that enters the area for the first time or starts its turn in the area must make a DC 16 Constitution saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one.

Acid Spit. The dragon spits a glob of acid at one creature within 90 feet. The target must make a DC 18 Dexterity saving throw taking 22 (5d8) acid damage on a failure and nonmagical armor worn by the target is partly dissolved and takes a permanent and cumulative -1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10, or taking half as much damage on a successful save.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Acid Breath. The dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Vitriolic Spray. The dragon exhales acid in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 27 (6d8) acid damage and being blinded for 1 minute on a failed save, or half as much damage and not being blinded on a successful one. A creature that is blinded can use its action to wash its eyes, if it has access to fresh, clean water, to end the effect early.

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

Legendary Actions

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (3d6 + 6) bludgeoning damage and be knocked prone.

YOUNG BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

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

Damage Immunities acid

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

Languages Common, Draconic

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Bloodied Breath. When the dragon drops under half its maximum hit points (64) it immediately recharges and uses its Acid Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) slashing damage.

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

Acid Spit. *Ranged Weapon Attack:* +5 to hit, range 40/120 ft., one target. *Hit:* 21 (6d6) acid damage.

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

Acid Breath. The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage and not being blinded on a successful one.

Vitriolic Spray. The dragon exhales acid in a 60-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 22 (5d8) acid damage and being blinded for 1 minute on a failed save, or half as much damage and not being blinded on a successful one. A creature that is blinded can use its action to wash its eyes, if it has access to fresh, clean water, to end the effect early.

Cloud of Darkness (Recharge 5-6). Magical darkness spreads from a point the dragon chooses within 60 feet to fill a 15-foot radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The darkness spreads around corners. A creature with darkvision can't see through this darkness and nonmagical light can't illuminate it. If the point the dragon chooses is on an object, that the dragon is holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. If any of this effect's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

Reactions

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

VARIANT ABILITIES

I'll be providing some variant abilities, to make your dragon even more unique in these notes. They can, of course, be applied to any dragon. For example the Innate Spellcasting found in the MM:

DRAGONS AS INNATE SPELLCASTERS:

Dragons are innately magical creatures that can master a few spells as they age, using this variant. A young or older dragon can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down). The dragon's bonus to hit with spell attacks is equal to its proficiency bonus + its Charisma bonus. The dragon's spell save DC equals 8 + its proficiency bonus + its Charisma modifier.

BLACK DRAGON WYRMING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	10 (+0)	13 (+1)

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

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

Damage Immunities acid

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

Perception 14

Languages Draconic

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Bleeding Breath. When the dragon drops under half its maximum hit points (17) it immediately recharges and uses its Acid Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) acid damage.

Acid Spit. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 10 (3d6) acid damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.



ANCIENT BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

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

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

Saving Throws Dex +7, Con +15, Wis +10, Cha +12

Skills Athletics +16, Perception +17, Stealth +7

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

Charge. If the dragon moves at least 15 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 33 (6d10) piercing damage. If the target is a creature it must succeed on a DC 24 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Bleeding Breath. When the dragon drops under half its maximum hit points (241) it immediately recharges and uses its Lightning Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Bite. Melee Weapon Attack: +16 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 11 (2d10) lightning damage.

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

Reactions

Retaliation. The dragon makes a claw attack against one creature that hit it with a melee attack.

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.

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

Gore. Melee Weapon Attack: +16 to hit, reach 10 ft., one target. *Hit:* 42 (6d10 + 9) piercing damage.

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

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

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

Thunderburst. The dragon snaps its jaw and produces a soundburst 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 deafened for 1 minute on a failed save, or half as much damage and not being deafened on a successful one.

Ion Winds (Recharge 4-6). A line of electrically charged wind 120 feet long and 10 feet wide blasts from the dragon in a direction of its choosing for 10 minutes. The dragon must hold concentration on this effect, as though concentrating on a spell. Each creature that starts its turn in the line must make a DC 20 Constitution saving throw or be pushed 15 feet away from the dragon in a direction following the line and taking 33 (6d10) lightning damage on a failed save, or half as much damage and not being pushed on a successful one. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the dragon. The winds disperse gas or vapor, and extinguish candles, torches, and similar unprotected flames in the area. It will even extinguish protected flames, such as those of lanterns. As a bonus action on each of the dragon's turns before the effect ends, the dragon can change the direction in which the line blasts from it.

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

Tail Attack. The dragon makes a tail attack.

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

Charge (Costs 3 Actions). The dragon moves up to its speed on the ground and makes a gore attack.

ADULT BLUE DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 225 (18d12 + 108)

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

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

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

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

Damage Immunities lightning

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

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.

Charge. If the dragon moves at least 15 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 22 (4d10) piercing damage. If the target is a creature it must succeed on a DC 20 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Bleeding Breath. When the dragon drops under half its maximum hit points (113) it immediately recharges and uses its Lightning Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Bite. **Melee Weapon Attack:** +12 to hit, reach 15 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage plus 5 (1d10) lightning damage.

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

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

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.

Gore. **Melee Weapon Attack:** +12 to hit, reach 10 ft., one target. **Hit:** 29 (4d10 + 7) piercing damage.

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

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

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

Thunderburst. The dragon snaps its jaw and produces a soundburst in a 45-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 33 (6d10) thunder damage and being deafened for 1 minute on a failed save, or half as much damage and not being deafened on a successful one.

Ion Winds (Recharge 5-6). A line of electrically charged wind 90 feet long and 5 feet wide blasts from the dragon in a direction of its choosing for 10 minutes. The dragon must hold concentration on this effect, as though concentrating on a spell. Each creature that starts its turn in the line must make a DC 17 Constitution saving throw or be pushed 15 feet away from the dragon in a direction following the line and taking 27 (5d10) lightning damage on a failed save, or half as much damage and not being pushed on a successful one. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the dragon. The winds disperse gas or vapor, and extinguish candles, torches, and similar unprotected flames in the area. It will even extinguish protected flames, such as those of lanterns. As a bonus action on each of the dragon's turns before the effect ends, the dragon can change the direction in which the line blasts from it.

Reactions

Retaliation. The dragon makes a claw attack against one creature that hit it with a melee attack.

Tail Attack. The dragon makes a tail attack.

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

Charge (Costs 3 Actions). The dragon moves up to its speed on the ground and makes a gore attack.

YOUNG BLUE DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10 + 64)

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

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

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Athletics +9, Perception +9, Stealth +4

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 10 (5,900 XP)

Charge. If the dragon moves at least 15 feet straight toward a target and then hits it with a Gore attack on the same turn, the target takes an extra 11 (2d10) piercing damage. If the target is a creature it must succeed on a DC 17 Strength saving throw or be pushed up to 15 feet away and knocked prone.

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

Actions

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

Bite *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage plus 5 (1d10) lightning damage.

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

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

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

Lightning Breath. The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Thunderburst. The dragon snaps its jaw and produces a soundburst in a 45-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 27 (5d10) thunder damage and being deafened for 1 minute on a failed save, or half as much damage and not being deafened on a successful one.

Strong Winds (Recharge 5-6). A line of strong wind 60 feet long and 5 feet wide blasts from the dragon in a direction of its choosing for 10 minutes. The dragon must hold concentration on this effect, as though concentrating on a spell. Each creature that starts its turn in the line must succeed on a DC 15 Constitution saving throw or be pushed 15 feet away from the dragon in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the dragon. The winds disperse gas or vapor, and extinguish candles, torches, and similar unprotected flames in the area. It will even extinguish protected flames, such as those of lanterns. As a bonus action on each of the dragon's turns before the effect ends, the dragon can change the direction in which the line blasts from it.

Reactions

Retaliation. The dragon makes a claw attack against one creature that hit it with a melee attack.

TREASURE HOARDERS

Some dragons have an innate sense for treasure that is superior to others. They gain this ability:

Treasure Sense.

The dragon can pinpoint, by an extraordinary additional sense, the location of precious metals and stones, such as coins and gems, art objects and magical items within one mile of it.

BLUE DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

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

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

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

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

Damage Immunities lightning

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

Perception 14

Languages Draconic

Challenge 4 (1,100 XP)

Bleeding Breath. When the dragon drops under half its maximum hit points (26) it immediately recharges and uses its Lightning Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Thunderclap. The dragon snaps its jaw and produces a tiny burst of sound in a 10-foot cone. Each creature in that area must succeed on a DC 12 Constitution saving throw or take 7 (2d6) thunder damage.

Lightning Breath. (Recharge 5-6) The dragon exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.



ANCIENT GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)

Hit Points 385 (22d20 + 154)

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

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

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

Skills Athletics +15, Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

Challenge 22 (41,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

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

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

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

Creeping Silence (Recharge 4-6). For 10 minutes, no sound can be created within or pass through a 20-foot-radius sphere centered on a point of the dragon's choice within 120 feet. The dragon must hold concentration on this effect as though concentrating on a spell. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. Any creature that enters the area for the first time or starts its turn in the area must make a DC 20 Wisdom saving throw, taking 28 (8d6) psychic damage on a failed save, or half as much damage on a successful one.

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

Beguiling Words. The dragon speaks 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 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

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

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

Poison Breath. The dragon exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Psychedelic Spray. The dragon exhales psychedelic poison in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 42 (12d6) poison damage and being poisoned for 1 minute on a failed save, or half as much damage and not being poisoned on a successful one. While poisoned in this way roll a d8 at the start of the creature's turn. 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. A poisoned creature can repeat its 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.

Mind Game. The dragon uses its beguiling words.

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 GREEN DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 207 (18d12 + 90)

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

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

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

Skills Athletics +11, Deception +8, Insight +7,

Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

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

Perception 22

Languages Common, Draconic

Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

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

Bloodied Breath. When the dragon drops under half its maximum hit points (104) it immediately recharges and uses its Poison Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

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

Bite *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison 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.

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

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

Poison Breath. The dragon exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Psychedelic Spray. The dragon exhales psychedelic poison in a 30-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 28 (8d6) poison damage and being poisoned for 1 minute on a failed save, or half as much damage and not being poisoned on a successful one. While poisoned in this way roll a d8 at the start of the

Beguiling Words. The dragon speaks magically enchanted words to one creature within 60 feet. A target must make a DC 17 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 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.

Creeping Silence (Recharge 5-6). For 10 minutes, no sound can be created within or pass through a 15-foot-radius sphere centered on a point of the dragon's choice within 120 feet. The dragon must hold concentration on this effect as though concentrating on a spell. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there. Any creature that enters the area for the first time or starts its turn in the area must make a DC 17 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one.

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

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

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

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

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

Skills Athletics +7, Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

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

Actions

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

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

Bite. **Melee Weapon Attack:** +7 to hit, reach 10 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.

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

SHAPECHANGER

Some dragons can innately change their shape to help them blend in among other creatures. Thanks to /u/calpin99 for suggesting this. Dragons with this trait gain the following action:

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.

Poison Breath. The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Psychedelic Spray. The dragon exhales psychedelic poison in a 15-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 21 (6d6) poison damage and being poisoned for 1 minute on a failed save, or half as much damage and not being poisoned on a successful one. While poisoned in this way roll a d8 at the start of the creature's turn. 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. A poisoned creature can repeat its saving throw at the end of each of its turns.

Silence (Recharge 5-6). For 10 minutes, no sound can be created within or pass through a 10-foot-radius sphere centered on a point of the dragon's choice within 120 feet. The dragon must hold concentration on this effect as though concentrating on a spell. Any creature or object entirely inside the sphere is immune to thunder damage, and creatures are deafened while entirely inside it. Casting a spell that includes a verbal component is impossible there.

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.

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.

GREEN DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

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

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

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

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

Damage Immunities poison

Condition Immunities poisoned

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

Perception 14

Languages Draconic

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Bleeding Breath. When the dragon drops under half its maximum hit points (19) it immediately recharges and uses its Poison Breath. If the triggering creature is within range the dragon will center the attack on that creature.

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 10 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 3 (1d6) poison damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.



RED DRAGONS

ANCIENT RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

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

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

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

Skills Athletics +17, Perception +16, Stealth +7

Damage Immunities fire

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

Languages Common, Draconic

Challenge 24 (62,000 XP)

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

Actions

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

Bite *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

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

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

Eruption (Recharge 4-6). The dragon chooses a point it can see on the ground within 120 feet. A fountain of heated earth and stone erupts in a 20-foot radius cylinder that is 60 feet high centered on that point. Each creature in that area must make a DC 21 Dexterity saving throw. A creature takes 22 (4d10) bludgeoning damage and 22 (4d10) fire damage and is knocked prone on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes heated difficult terrain for 1 hour. A creature takes 5 (1d10) fire damage for each 5-foot-square it moves through in that area. After the area has cooled down the debris can be cleared away in 1 minute's work per 5-foot square.

Reactions

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

Immolation. The dragon spits a ball of fire at one creature within 90 feet. The target must make a DC 24 Dexterity saving throw taking 35 (10d6) fire damage on a failure and if the target is a creature or a flammable object, igniting or taking half as much damage and not catching fire on a successful save. Until a creature douses the fire, with at least 5 gallons (= ~20 litres) of water, it takes 14 (4d6) fire damage at the start 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 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Intense Heat. The dragon exhales hot air in a line that is 60 feet long and 10 feet wide. Each creature in that line must make a DC 24 Constitution saving throw, taking 45 (13d6) fire damage and having its resistance against fire damage be lowered by 1 stage for 1 minute on a failed save and only taking half as much damage on a successful one. (= Immunity becomes resistance, resistance is lost, no resistance becomes vulnerability)

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.

Spit Fire. The dragon makes an immolation attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying

ADULT RED DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 256 (19d12 + 13d3)

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

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

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills Athletics +14, Perception +13, Stealth +6

Damage Immunities fire

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

Languages Common, Draconic

Challenge 17 (18,000 XP)

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

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

Actions

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 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 7 (2d6) fire damage.

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

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

Reactions

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

Legendary Actions

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

Immolation. The dragon spits a ball of fire at one creature within 60 feet. The target must make a DC 21 Dexterity saving throw taking 28 (8d6) fire damage on a failure and if the target is a creature or a flammable object, igniting or taking half as much damage and not catching fire on a successful save. Until a creature douses the fire, with at least 5 gallons (= ~20 litres) of water, it takes 10 (3d6) fire damage at the start 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.

Fire Breath. The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Intense Heat. The dragon exhales hot air in a line that is 30 feet long and 10 feet wide. Each creature in that line must make a DC 21 Constitution saving throw, taking 31 (9d6) fire damage and having its resistance against fire damage be lowered by 1 stage for 1 minute on a failed save and only taking half as much damage on a successful one. (= Immunity becomes resistance, resistance is lost, no resistance becomes vulnerability)

Eruption (Recharge 5-6). The dragon chooses a point it can see on the ground within 120 feet. A fountain of heated earth and stone erupts in a 15-foot radius cylinder that is 60 feet high centered on that point. Each creature in that area must make a DC 21 Dexterity saving throw. A creature takes 16 (3d10) bludgeoning damage and 16 (3d10) fire damage and is knocked prone on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes heated difficult terrain for 1 hour. A creature takes 5 (1d10) fire damage for each 5-foot-square it moves through in that area. After the area has cooled down the debris can be cleared away in 1 minute's work per 5-foot square.

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

Tail Attack. The dragon makes a tail attack.

Spit Fire. The dragon makes an immolation attack.

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

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 48)

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

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

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

Skills Athletics +10, Perception +8, Stealth +4

Damage Immunities fire

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

Languages Common, Draconic

Challenge 10 (5,900 XP)

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

Actions

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

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

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

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

Immolation. The dragon spits a ball of fire at one creature within 30 feet. The target must make a DC 17 Dexterity saving throw taking 21 (6d6) fire damage on a failure and if the target is a creature or a flammable object, igniting or taking half as much damage and not catching fire on a successful save. Until a creature douses the fire, with at least 5 gallons (= ~20 litres) of water, it takes 7 (2d6) fire damage at the start of each of its turns.

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

Fire Breath. The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Intense Heat. The dragon exhales hot air in a line that is 15 feet long and 10 feet wide. Each creature in that line must make a DC 17 Constitution saving throw, taking 28 (8d6) fire damage and having its resistance against fire damage be lowered by 1 stage for 1 minute on a failed save and only taking half as much damage on a successful one. (= Immunity becomes resistance, resistance is lost, no resistance becomes vulnerability)

Eruption (Recharge 5-6). The dragon chooses a point it can see on the ground within 120 feet. A fountain of heated earth and stone erupts in a 15-foot radius cylinder that is 60 feet high centered on that point. Each creature in that area must make a DC 21 Dexterity saving throw. A creature takes 11 (2d10) bludgeoning damage and 11 (2d10) fire damage and is knocked prone on a failed save, or half as much damage on a successful one. Additionally, the ground in that area becomes difficult terrain. The debris can be cleared away in 1 minute's work per 5-foot square.

Reactions

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

Poison Damage

Dragon age	Poison Damage
Young	6d6
Adult	12d6
Ancient	18d6

TAIL SPINE

Some dragons, like their distant cousins, the wyverns have a poisonous spine on their tails. They gain this additional attack option, which they can use instead of tail attacks. Wyrmlings can't use this variant.

Stinger. *Melee Weapon Attack:* Str mod + Prof to hit, reach 10 ft., one target. *Hit:* 2d + Str Mod) piercing damage. The target must make a DC (8 + Con + Prof) Constitution saving throw, taking an poison damage determined by the dragon's age on a failed save, or half as much damage on a successful one.

RED DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

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

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

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

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

Damage Immunities fire

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

Perception 14

Languages Draconic

Challenge 4 (1,100 XP)

Bleeding Breath. When the dragon drops under half its maximum hit points (37) it immediately recharges and uses its Fire Breath.

If the triggering creature is within range the dragon will center the attack on that creature.

Actions

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

Immolation. The dragon spits a ball of fire at one creature within 30 feet. The target must make a DC 13 Dexterity saving throw taking 7 (2d6) fire damage on a failure and if the target is a creature or a flammable object, igniting or taking half as much damage and not catching fire on a successful save. Until a creature uses its action to douse the flames, it takes 3 (1d6) fire damage at the start of each of its turns.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.



WHITE DRAGONS

ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 14d)

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

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

Saving Throws Dex +6, Con +14, Wis +7, Cha +8

Skills Athletics +14, Perception +13, Stealth +6

Damage Immunities cold

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

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

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

Actions

Multiaction. The dragon can use its Frightful Presence. It then makes up to four attacks: one with its bite, two with its claws and one with its rend.

Bite. **Melee Weapon Attack:** +14 to hit, reach 15 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage and the target has to succeed on a DC 22 Dexterity saving throw or be grappled.

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

Legendary Actions

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

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

Rend. **Melee Weapon Attack:** +14 to hit, reach 15 ft., one target grappled by the dragon. **Hit:** 29 (6d6 + 8) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Shock Frost. The dragon exhales pure cold in a 60-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 36 (8d8) cold damage and being restrained and stunned for 1 minute on a failed save, or half as much damage and not being restrained and stunned on a successful one. A creature can repeat the saving throw at the end of its turn. Taking 18 points of fire damage will also end the restrained and stunned condition.

Icicle Field (Recharge 4-6). Magical icicles shoot from the ground, from a point the dragon chooses within 120 feet to fill a 25-foot radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The icicles spread around corners and the area becomes difficult terrain. When a creature moves into or within the area it takes 10 (4d4) piercing damage and 10 (4d4) cold damage for every 5 feet it travels.

Reactions

Retaliation. The dragon makes a claw attack against one creature that hit it with a melee attack.

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

Tail Attack. The dragon makes a tail attack.

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

ADULT WHITE DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	8 (-1)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +11, Wis +6, Cha +6

Skills Athletics +11, Perception +11, Stealth +5

Damage Immunities cold

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

Languages Common, Draconic

Challenge 13 (10,000 XP)

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

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

Actions

Multattack. The dragon can use its Frightful Presence. It then makes up to four attacks: one with its bite, two with its claws and one with its rend.

Bite. **Melee Weapon Attack:** +11 to hit, reach 10 ft., one target. **Hit:** 17 (2d10 + 6) piercing damage plus 4 (1d8) cold damage and the target has to succeed on a DC 19 Dexterity saving throw or be grappled.

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.

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.

Rend. **Melee Weapon Attack:** +11 to hit, reach 15 ft., one target grappled by the dragon. **Hit:** 27 (6d6 + 6) slashing damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Shock Frost. The dragon exhales pure cold in a 30-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 27 (6d8) cold damage and being restrained and stunned for 1 minute on a failed save, or half as much damage and not being restrained and stunned on a successful one. A creature can repeat the saving throw at the end of its turn. Taking 14 points of fire damage will also end the restrained and stunned condition.

Icicle Field (Recharge 5-6). Magical icicles shoot from the ground, from a point the dragon chooses within 90 feet to fill a 15-foot radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The icicles spread around corners and the area becomes difficult terrain. When a creature moves into or within the area it takes 7 (3d4) piercing damage and 7 (3d4) cold damage for every 5 feet it travels.

Reactions

Retaliation. The dragon makes a claw attack against one creature that hit it with a melee attack.

Legendary Actions

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 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 WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

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

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

Damage Immunities cold

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

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

Bloodied Breath. When the dragon drops under half its maximum hit points (67) it immediately recharges and uses its Cold Breath. If the triggering creature is within range the dragon will center the attack on that creature.

Actions

Multattack. The dragon makes up to four attacks: one with its bite, two with its claws and one with its rend.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage and the target has to succeed on a DC 15 Dexterity saving throw or be grappled.

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.

Rend. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target grappled by the dragon. *Hit:* 25 (6d6 + 4) slashing damage.

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

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

Shock Frost. The dragon exhales pure cold in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 22 (5d8) cold damage and being restrained and stunned for 1 minute on a failed save, or half as much damage and not being restrained and stunned on a successful one. A creature can repeat the saving throw at the end of its turn. Taking 11 points of fire damage will also end the restrained and stunned condition.

Icicle Field (Recharge 5-6). Magical icicles shoot from the ground, from a point the dragon chooses within 60 feet to fill a 10-foot radius sphere for up to 10 minutes. The dragon must hold concentration on this effect as though concentrating on a spell. The icicles spread around corners and the area becomes difficult terrain. When a creature moves into or within the area it takes 5 (2d4) piercing damage and 5 (2d4) cold damage for every 5 feet it travels.

Reactions

Retaliation. The dragon makes a claw attack against one creature that hit it with a melee attack.

HEIGHTENED ENERGY DRAGON

On rare occasions a dragon grows up in an area that is strongly infused with their own innate energy type, these dragons become horrible incarnations of these energies and gain these additional traits:

- They are *chaotic evil* and care not for more than wanton destruction.
- **Energy Aura.** The dragon projects an aura of their innate energy in a 30 foot radius around it. Creatures that enter the area for the first time on their turn or start their turn in the area take 1d10 (young), 2d10 (adult) or 3d10 (ancient) points of the appropriate damage.

WHITE DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	5 (-3)	10 (+0)	11 (+0)

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

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

Damage Immunities cold

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

Perception 14

Languages Draconic

Challenge 2 (450 XP)

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

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

Actions

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) cold damage and the target has to succeed on a DC 12 Dexterity saving throw or be grappled.

Rend. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target grappled by the dragon. *Hit:* 16 (4d6 + 2) slashing damage.

Cold Breath. The dragon exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.



THANKS

I would like to note that creating this document was a herculean effort and I feel like working on this project has given me an even deeper appreciation of monster, race or class compendiums (compendia?) out there. I am sure there will be oodles and oodles of small errors, which I will happily correct, if they are pointed out to me.

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

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

Thanks to /u/SwEcky for telling me how to remove the white part, when saving from the pdf, and thus improving the Google Drive pdf significantly.

If you enjoyed my revision and want more stay tuned for this is only Part 1. In the next part I will probably focus on additional Metallic Dragon varieties and their corresponding wyverns and in the part following that I will concentrate on special kinds of draconic entities as well as a Dragon Hall of Fame.

Thank you for reading and may the dice roll ever in your favor.