Adult Black Dragon

Huge dragon, Chaotic Evil

Hit points 195 (17d12 + 85) **Armor class** 19 (Natural Armor)

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

Saving Throws DEX +7, CON +10, WIS +6, CHA +8	ت	STR
DEX +7, C	14 (+2)	
ON +10, WIS	21 (+5)	CON
+6, CHA +8	14 (+2)	
	13 (+1)	SIM
	17 (+3)	СНА

Skills Perception +11, Stealth +7

Damage Immunities Acid

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Challenge 14 (11,500 XP) Languages Common, Draconic

Amphibious. The dragon can breathe air and water

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

ACTIONS

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

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

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

Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one. that is 5 feet wide. Each creature in that line must make a DC 18 Acid Breath (Recharge 5–6). The dragon exhales acid in a 60-foot line

_egendary **A**ctions

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

Detect. The dragon makes a Wisdom (Perception) check

'ail Attack. The dragon makes a tail attacl

ADULT BLUE DRAGON

Huge dragon, Lawful Evil

Armor class 19 (Natural Armor)

Hit points 225 (18d12 + 108)

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

10 (+0) DEX 23 (+6) CON 16 (+3) Ĭ 15 (+2) **VIS** 19 (+4) CHA

Saving Throws DEX +5, CON +11, WIS +7, CHA +9

25 (+7) SŢŖ

Skills Perception +12, Stealth +5

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22 Damage Immunities Lightning

Languages Common, Draconic

Challenge 16 (15,000 XP)

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

ACTIONS

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

(2d10 + 7) piercing damage plus 5 (1d10) lightning damage Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18

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

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

+ 6) bludgeoning damage.

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

save, or half as much damage on a successful one. Dexterity saving throw, taking 66 (12d10) lightning damage on a failed foot line that is 5 feet wide. Each creature in that line must make a DC 19 **Lightning Breath (Recharge 5–6).** The dragon exhales lightning in a 90--

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check

Tail Attack. The dragon makes a tail attack.

Ning Attack (Costs 2 Actions). The dragon beats its wings. Each creature

Adult Brass Dragon

Huge dragon, Chaotic Good

Hit points 172 (15d12 + 75) **Armor class** 18 (Natural Armor)

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

23 (+6) STR 10 (+0) DEX 21 (+5) 8 14 (+2) Ĭ

13 (+1) **VIS**

17 (+3) CHA

Skills History +7, Perception +11, Persuasion +8, Stealth +5 Saving Throws DEX +5, CON +10, WIS +6, CHA +8

Damage Immunities Fire

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Challenge 13 (10,000 XP)

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

ACTIONS

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

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

+ 6) slashing damage. Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 13 (2d6 **Tail.** Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8

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

breath weapons. **Breath Weapons (Recharge 5–6).** The dragon uses one of the following

on a successful one. taking 45 (13d6) fire damage on a failed save, or half as much damage *Fire Breath.* The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw,

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

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options

Adult Bronze Dragon

Huge dragon, Lawful Good

Hit points 212 (17d12 + 102) **Armor class** 19 (Natural Armor)

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

•	25 (+7)	STR
	10 (+0)	DEX
	23 (+6)	CON
	16 (+3)	INT
,	15 (+2)	SIM
	19 (+4)	СНА

Skills Insight +7, Perception +12, Stealth +5 Saving Throws DEX +5, CON +11, WIS +7, CHA +9

Damage Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Languages Common, Draconic

Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water

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

ACTIONS

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

(2d10 + 7) piercing damage Bite. Melee Weapon Attack: +12 to hit, reach 10 ft., one target. Hit: 18

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

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

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

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

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

saving throw. On a failed save, the creature is pushed 60 feet away from cone. Each creature in that area must succeed on a DC 19 Strength Repulsion Breath. The dragon exhales repulsion energy in a 30-foot

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

ADULT COPPER DRAGON

Huge dragon, Chaotic Good Hit points 184 (16d12 + 80) Armor class 18 (Natural Armor)

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

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

Skills Deception +8, Perception +12, Stealth +6 Saving Throws DEX +6, CON +10, WIS +7, CHA +8

Damage Immunities Acid

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Challenge 14 (11,500 XP)

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

ACTIONS

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

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

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

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

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

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

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

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

Adult Gold Dragon

Huge dragon, Lawful Good

Speed 40 ft., fly 80 ft., swim 40 ft. Hit points 256 (19d12 + 133) **Armor class** 19 (Natural Armor)

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

Skills Insight +8, Perception +14, Persuasion +13, Stealth +8 Saving Throws DEX +8, CON +13, WIS +8, CHA +13

Damage Immunities Fire

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 24

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water

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

ACTIONS

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

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

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

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

+ 8) bludgeoning damage.

for the next 24 hours ends for it, the creature is immune to the dragon's Frightful Presence itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

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

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

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

Adult Green Dragon

Huge dragon, Lawful Evil

Hit points 207 (18d12 + 90) **Armor class** 19 (Natural Armor)

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

23 (+6)	STR
12 (+1)	DEX
21 (+5)	CON
18 (+4)	INI
15 (+2)	SIM
17 (+3)	СНА

Saving Throws DEX +6, CON +10, WIS +7, CHA +8

Damage Immunities Poison Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Condition Immunities Poisoned

Challenge 15 (13,000 XP) Languages Common, Draconic

Amphibious. The dragon can breathe air and water

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

ACTIONS

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

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.

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

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

as much damage on a successful one. 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 Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check

ADULT RED DRAGON

Huge dragon, Chaotic Evil

Hit points 256 (19d12 + 133) Armor class 19 (Natural Armor)

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

27 (+8)	STR
10 (+0)	DEX
25 (+7)	CON
16 (+3)	TNI
13 (+1)	VIS
21 (+5)	СНА

Saving Throws DEX +6, CON +13, WIS +7, CHA +11

Skills Perception +13, Stealth +6

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23 Damage Immunities Fire

Challenge 17 (18,000 XP)

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

ACTIONS

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

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

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

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

for the next 24 hours. ends for it, the creature is immune to the dragon's Frightful Presence itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

on a successful one. taking 63 (18d6) fire damage on a failed save, or half as much damage Each creature in that area must make a DC 21 Dexterity saving throw, Fire Breath (Recharge 5–6). The dragon exhales fire in a 60-foot cone.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) check

Tail Attack. The dragon makes a tail attack.

Ning Attack (Costs 2 Actions). The dragon beats its wings. Each creature

Adult Silver Dragon

Huge dragon, Lawful Good

Hit points 243 (18d12 + 126) **Armor class** 19 (Natural Armor)

Speed 40 ft., fly 80 ft.

WIS

27 (

Skills Arcana +8, History +8, Perception +11, Stealth +5 Saving Throws DEX +5, CON +12, WIS +6, CHA +10

Damage Immunities Cold

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Challenge 16 (15,000 XP)

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

ACTIONS

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

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

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

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

for the next 24 hours ends for it, the creature is immune to the dragon's Frightful Presence itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom Frightful Presence. Each creature of the dragon's choice that is within

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

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

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

beast that has a challenge rating no higher than its own, or back into its Change Shape. The dragon magically polymorphs into a humanoid or true form. It reverts to its true form if it dies. Any equipment it is

Adulti 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.

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

Skills Perception +11, Stealth +5 Saving Throws DEX +5, CON +11, WIS +6, CHA +6

Damage Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21 Languages Common, Draconic

Challenge 13 (10,000 XP)

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

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

ACTIONS

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

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

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

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

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

damage on a successful one throw, taking 54 (12d8) cold damage on a failed save, or half as much cone. Each creature in that area must make a DC 19 Constitution saving Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 60-foot

Legendary Actions

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

Gargantuan dragon, Chaotic Evil

ANCIENT BLACK DRAGON

Armor class 22 (Natural Armor)

Hit points 367 (21d20 + 147)

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

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

Saving Throws DEX +9, CON +14, WIS +9, CHA +11

27

Skills Perception +16, Stealth +9

Damage Immunities Acid

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 26

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water

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

ACTIONS

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

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

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

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

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours. itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

for the next 24 hours.

half as much damage on a successful one. Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or that is 10 feet wide. Each creature in that line must make a DC 22 Acid Breath (Recharge 5–6). The dragon exhales acid in a 90-foot line

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check

Tail Attack. The dragon makes a tail attacl

Ancient Blue Dragon

Gargantuan dragon, Lawful Evil

Hit points 481 (26d20 + 208) **Armor class** 22 (Natural Armor)

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

29 (+9) STR 10 (+0) DEX 27 (+8) 0 0 0 18 (+4) Ĭ 17 (+3) **SIM**

21 (+5) CHA

Skills Perception +17, Stealth +7 Saving Throws DEX +7, CON +15, WIS +10, CHA +12

Damage Immunities Lightning

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Challenge 23 (50,000 XP)

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

ACTIONS

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

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

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

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

+ 9) bludgeoning damage.

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

failed save, or half as much damage on a successful one. DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a 120--foot line that is 10 feet wide. Each creature in that line must make a **Lightning Breath (Recharge 5–6).** The dragon exhales lightning in a

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) chec

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature

Ancient Brass Dragon

Gargantuan dragon, Chaotic Good

Hit points 297 (17d20 + 119) Armor class 20 (Natural Armor)

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

Saving Throws DEX +6, CON +13, WIS +8, CHA +10

Skills History +9, Perception +14, Persuasion +10, Stealth +6

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 24 Languages Common, Draconic

Challenge 20 (25,000 XP)

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

ACTIONS

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

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

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

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

ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat Frightful Presence. Each creature of the dragon's choice that is within itself on a success. If a creature's saving throw is successful or the effect 120 feet of the dragon and aware of it must succeed on a DC 18 Wisdom

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

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

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

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 Change Shape. The dragon magically polymorphs into a humanoid or earing or carrying is absorbed or borne by the new form (the dragon's

ANCIENT BRONZE DRAGON

Gargantuan dragon, Lawful Gooa

Speed 40 ft., fly 80 ft., swim 40 ft. Hit points 444 (24d20 + 192) Armor class 22 (Natural Armor)

29 (+9) SŢŖ

10 (+0) DEX

27 (+8) CON

18 (+4) Ĭ

17 (+3) **VIS**

21 (+5) CHA



ANCIENT COPPER DRAGON

Gargantuan dragon, Chaotic Good

Hit points 350 (20d20 + 140) **Armor class** 21 (Natural Armor)

27 (+8)	STR	Speed 40 ft.,
12 (+1)	DEX	climb 40 ft., fly 80 ft.
25 (+7)	CON	, fly 80 ft.
20 (+5)	INI	
17 (+3)	VIS	

19 (+4) SHA

Skills Deception +11, Perception +17, Stealth +8 Saving Throws DEX +8, CON +14, WIS +10, CHA +11

Damage Immunities Acid

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Challenge 21 (33,000 XP)

Amphibious. The dragon can breathe air and water

Challenge 22 (41,000 XP) Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Damage Immunities Lightning

Skills Insight +10, Perception +17, Stealth +7 Saving Throws DEX +7, CON +15, WIS +10, CHA +12

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

ACTIONS

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

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

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

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

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

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

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

the dragon saving throw. On a failed save, the creature is pushed 60 feet away from cone. Each creature in that area must succeed on a DC 23 Strength Repulsion Breath. The dragon exhales repulsion energy in a 30-foot

beast that has a challenge rating no higher than its own, or back into its Change Shape. The dragon magically polymorphs into a humanoid or

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

ACTIONS

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

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

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

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

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

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

damage on a successful one. throw, taking 63 (14d8) acid damage on a failed save, or half as much wide. Each creature in that line must make a DC 22 Dexterity saving **4cid Breath.** The dragon exhales acid in an 90-foot line that is 10 feet

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

Ancient Gold Dragon

Gargantuan dragon, Lawful Good

Hit points 546 (28d20 + 252) **Armor class** 22 (Natural Armor)

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

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

Saving Throws DEX +9, CON +16, WIS +10, CHA +16

Skills Insight +10, Perception +17, Persuasion +16, Stealth +9

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water

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

ACTIONS

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

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

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

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

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

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

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

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

ANCIENT GREEN DRAGON

Gargantuan dragon, Lawful Evil Armor class 21 (Natural Armor)

Speed 40 ft., fly 80 ft., swim 40 ft. Hit points 385 (22d20 + 154)

STR	DEX	CON	INT	VIS	СНА
7 (+8)	12 (+1)	25 (+7)	20 (+5)	17 (+3)	19 (+4)

Saving Throws DEX +8, CON +14, WIS +10, CHA +11

Skills 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

Challenge 22 (41,000 XP) Languages Common, Draconic

Amphibious. The dragon can breathe air and water

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

ACTIONS

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

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

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

+ 10) bludgeoning damage.

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

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

save, or half as much damage on a successful one Constitution saving throw, taking 77 (22d6) poison damage on a failed 90--foot cone. Each creature in that area must make a DC 22 **Poison Breath (Recharge 5–6).** The dragon exhales poisonous gas in a

LEGENDARY ACTIONS

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

Ancient Red Dragon



Gargantuan dragon, Chaotic Evil

Speed 40 ft., climb 40 ft., fly 80 ft. Hit points 546 (28d20 + 252) **Armor class** 22 (Natural Armor)

30 (+10) STR 10 (+0) DEX 29 (+9) S 18 (+4) Ĭ 15 (+2) **SIM** 23 (+6)

CHA

Skills Perception +16, Stealth +7 Saving Throws DEX +7, CON +16, WIS +9, CHA +13

Damage Immunities Fire

Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 26

Challenge 24 (62,000 XP)

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

ACTIONS

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

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

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

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

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

taking 91 (26d6) fire damage on a failed save, or half as much damage Each creature in that area must make a DC 24 Dexterity saving throw, Fire Breath (Recharge 5–6). The dragon exhales fire in a 90-foot cone.

Legendary Actions

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

Detect. The dragon makes a Wisdom (Perception) chec

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature

Ancient Silver Dragon

Gargantuan dragon, Lawful Good

Hit points 487 (25d20 + 225) Armor class 22 (Natural Armor)

Speed 40 ft., fly 80 ft.

20 (+0) 18 (+1) 15 (+2)

Skills Arcana +11, History +11, Perception +16, Stealth +7

Damage Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 26 Languages Common, Draconic

Challenge 23 (50,000 XP)

Challenge 20 (25,000 XP) Languages Common, Draconic Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23

Damage Immunities Cold Skills Perception +13, Stealth +6 Saving Throws DEX +6, CON +14, WIS +7, CHA +8

26 (+8) SŢŖ

10 (+0) DEX

26 (+8) CON

10 (+0) Ĭ

13 (+1) SIM

14 (+2) CHA

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

ACTIONS

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

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

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

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

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

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

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

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

beast that has a challenge rating no higher than its own, or back into its Change Shape. The dragon magically polymorphs into a humanoid or rue form. It reverts to its true form if it dies. Any equipment it is

ANCIENT WHITE DRAGON

Gargantuan dragon, Chaotic Evil

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

Hit points 333 (18d20 + 144) Armor class 20 (Natural Armor)



Black Dragon Wyrmling

Medium dragon, Chaotic Evil

Speed 30 ft., fly 60 ft., swim 30 ft. Hit points 33 (6d8 + 6) **Armor class** 17 (Natural Armor)

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

Saving Throws DEX +4, CON +3, WIS +2, CHA +3

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

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

ACTIONS

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

(2d10 + 8) piercing damage plus 9 (2d8) cold damage Bite. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 19

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

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

for the next 24 hours. ends for it, the creature is immune to the dragon's Frightful Presence itself on a success. If a creature's saving throw is successful or the effect the saving throw at the end of each of its turns, ending the effect on saving throw or become frightened for 1 minute. A creature can repeat 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

damage on a successful one. throw, taking 72 (16d8) cold damage on a failed save, or half as much cone. Each creature in that area must make a DC 22 Constitution saving Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 90-foot

LEGENDARY ACTIONS

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

Skills Perception +4, Stealth +4

Challenge 2 (450 XP) Languages Draconic Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14 Damage Immunities Acid

Amphibious. The dragon can breathe air and water.

ACTIONS

piercing damage plus 2 (1d4) acid damage. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 +

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

BLUE DRAGON WYRMLING

Medium dragon, Lawful Evil

Speed 30 ft., burrow 15 ft., fly 60 ft. Hit points 52 (8d8 + 16) **Armor class** 17 (Natural Armor)

17 (+3)	STR
10 (+0)	DEX
15 (+2)	CON
12 (+1)	INI
11 (+0)	SIM
15 (+2)	СНА

Saving Throws DEX +2, CON +4, WIS +2, CHA +4

Skills Perception +4, Stealth +2

Saving Throws DEX +2, CON +3, WIS +2, CHA +3

15 (+2) STR

10 (+0) DEX

13 (+1) S

10 (+0) Ĭ

11 (+0) SIM

13 (+1) CHA Speed 30 ft., burrow 15 ft., fly 60 ft

Hit points 16 (3d8 + 3) Armor class 16 (Natural Armor)

Damage Immunities Fire

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Skills Perception +4, Stealth +2

Damage Immunities Lightning

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14 Languages Draconic

Challenge 3 (700 XP)

ACTIONS

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

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

Brass Dragon Wyrmling

Medium dragon, Chaotic Good



Bronze Dragon Wyrmling

Medium dragon, Lawful Good

Hit points 32 (5d8 + 10) Armor class 17 (Natural Armor)

eed 30 ft.	beed 30 ft., fly 60 ft., swim 30 ft.	vim 30 ft.		
STR	DEX	CON	INT	VIS
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)

15 (+2) CHA

Saving Throws DEX +2, CON +4, WIS +2, CHA +4

Skills Perception +4, Stealth +2

Damage Immunities Lightning

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Challenge 2 (450 XP) Languages Draconic

2) piercing damage. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + ACTIONS Challenge 1 (200 XP) Languages Draconic

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

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

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

Amphibious. The dragon can breathe air and water.

ACTIONS

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

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

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

saving throw. On a failed save, the creature is pushed 30 feet away from cone. Each creature in that area must succeed on a DC 12 Strength **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot

COPPER DRAGON WYRMLING

Medium dragon, Chaotic Good

Speed 30 ft., climb 30 ft., fly 60 ft. Hit points 22 (4d8 + 4) **Armor class** 16 (Natural Armor)

15 (+2)	STR
12 (+1)	DEX
13 (+1)	CON
14 (+2)	INI
11 (+0)	SIM
13 (+1)	СНА

Saving Throws DEX +3, CON +3, WIS +2, CHA +3

Skills Perception +4, Stealth +3

Damage Immunities Acid

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Languages Draconic

Challenge 1 (200 XP) ACTIONS

piercing damage. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+

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

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

at the end of each of its turns, ending the effect on itself with a can't make more than one attack on its turn. In addition, the creature failed save, the creature can't use reactions, its speed is halved, and it These effects last for 1 minute. The creature can repeat the saving throw can use either an action or a bonus action on its turn, but not both. in that area must succeed on a DC 11 Constitution saving throw. On a Slowing Breath. The dragon exhales gas in a 15-foot cone. Each creature

GOLD DRAGON WYRMLING



Medium dragon, Lawful Good

Hit points 60 (8d8 + 24) **Armor class** 17 Natural Armor **Speed** 30 ft., fly 60 ft., swim 30 ft.

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

Saving Throws DEX +4, CON +5, WIS +2, CHA +5

Skills Perception +4, Stealth +4

Damage Immunities Fire

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Challenge 3 (700 XP) Languages Draconic

TRAITS

Amphibious: The dragon can breathe air and water.

ACTIONS

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

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

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

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

GREEN DRAGON WYRMLING

Medium dragon, Lawful Evil

Speed 30 ft., fly 60 ft., swim 30 ft. Hit points 38 (7d8 + 7) Armor class 17 (Natural Armor)

STR	DEX	CON	INT	VIS	СНА
6 (+2)	12 (+1)	13 (+1)	14 (+2)	11 (+0)	13 (+1)

Saving Throws DEX +3, CON +3, WIS +2, CHA +3

Skills Perception +4, Stealth +3

Damage Immunities Poison

Condition Immunities Poisoned Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Challenge 2 (450 XP) **Languages** Draconic

TRAITS

4*mphibious***.** The dragon can breathe air and water

ACTIONS

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

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

Pseudodragon

Tiny dragon, Neutral Good

Speed 15 ft., fly 60 ft. Hit points 7 (2d4 + 2) **Armor class** 13 (Natural Armor)

10 (+0)	12 (+1)	10 (+0)	13 (+1)	15 (+2)	6 (-2)
CHA	SIM	INI	CON	DEX	STR

Skills Perception +3, Stealth +4

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13

Languages Understands Common and Draconic but can't speak them Challenge 1/4 (50 XP)

TRAITS

against spells and other magical effects. Magic Resistance. The pseudodragon has advantage on saving throws

simple ideas, emotions, and images telepathically with any creature within 100 feet of it that can understand a language. **Limited Telepathy.** The pseudodragon can magically communicate

ACTIONS

2) piercing damage. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 +

duration, or until it takes damage or another creature uses an action to throw fails by 5 or more, the target falls unconscious for the same Constitution saving throw or become poisoned for 1 hour. If the saving Sting. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11

RED Dragon Wyrmling

Medium dragon, Chaotic Evil

Hit points 75 (10d8 + 30) **Armor class** 17 (Natural Armor)

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

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

Skills Perception +4, Stealth +2 Saving Throws DEX +2, CON +5, WIS +2, CHA +4

Damage Immunities Fire

Languages Draconic Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14

Challenge 4 (1,100 XP)

ACTIONS

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

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

SILVER DRAGON WYRMLING

Medium dragon, Lawful Good

Speed 30 ft., fly 60 ft. Hit points 45 (6d8 + 18) Armor class 17 (Natural Armor)

STR	DEX	CON	INT	WIS	CHA
9 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15

Saving Throws DEX +2, CON +5, WIS +2, CHA +4

Skills Perception +4, Stealth +2

Languages Draconic Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14 Damage Immunities Cold

Challenge 2 (450 XP)

ACTIONS

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

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

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

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



WHITE DRAGON WYRMLING

YOUNG BLACK DRAGON

YOUNG BLUE DRAGON

Medium dragon, Chaotic Evil

Hit points 32 (5d8 + 10) **Armor class** 16 (Natural Armor)

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

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

Saving Throws DEX +2, CON +4, WIS +2, CHA +2

Skills Perception +4, Stealth +2

Damage Immunities Cold

Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14 Languages Draconic

Challenge 2 (450 XP)

ACTIONS

2) piercing damage plus 2 (1d4) cold damage. Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+

much damage on a successful one. saving throw, taking 22 (5d8) cold damage on a failed save, or half as Cold Breath (Recharge 5-6). The dragon exhales an icy blast of hail in a 15-foot cone. Each creature in that area must make a DC 12 Constitution

Large dragon, Chaotic Evil

Armor class 18 (Natural Armor) **Speed** 40 ft., fly 80 ft., swim 40 ft. Hit points 127 (15d10 + 45)

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

Skills Perception +6, Stealth +5 Saving Throws DEX +5, CON +6, WIS +3, CHA +5

Damage Immunities Acid

Languages Common, Draconic Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16

Challenge 7 (2,900 XP)

TRAITS

Amphibious. The dragon can breathe air and water

ACTIONS

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

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

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

half as much damage on a successful one. Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or that is 5 feet wide. Each creature in that line must make a DC 14 Acid Breath (Recharge 5–6). The dragon exhales acid in a 30-foot line

Large dragon, Lawful Evil

Speed 40 ft., burrow 20 ft., fly 80 ft. Hit points 152 (16d10 + 64) **Armor class** 18 (Natural Armor)

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

Skills Perception +9, Stealth +4 Saving Throws DEX +4, CON +8, WIS +5, CHA +7

Languages Common, Draconic Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19 Damage Immunities Lightning

Challenge 9 (5,000 XP)

ACTIONS

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

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

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

save, or half as much damage on a successful one. Dexterity saving throw, taking 55 (10d10) lightning damage on a failed foot line that is 5 feet wide. Each creature in that line must make a DC 16 **Lightning Breath (Recharge 5–6).** The dragon exhales lightning in an 60-

Young Brass Dragon

Large dragon, Chaotic Good

Speed 40 ft., burrow 20 ft., fly 80 ft. Hit points 110 (13d10 + 39) Armor class 17 (Natural Armor)

19 (+4)	STR
10 (+0)	DEX
17 (+3)	CON
12 (+1)	INI
11 (+0)	SIM
15 (+2)	СНА

Skills Perception +6, Persuasion +5, Stealth +3 Saving Throws DEX +3, CON +6, WIS +3, CHA +5

Damage Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16 Languages Common, Draconic

Challenge 6 (2,300 XP)

ACTIONS

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

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

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following

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

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

Large dragon, Lawful Good

YOUNG BRONZE DRAGON

Hit points 142 (15d10 + 60) Armor class 18 (Natural Armor)

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

STR	DEX	CON	TNI	WIS	СНА
1 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Skills Insight +4, Perception +7, Stealth +3 Saving Throws DEX +3, CON +7, WIS +4, CHA +6

Damage Immunities Lightning

Languages Common, Draconic Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water

ACTIONS

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

+ 5) piercing damage. Bite. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 16 (2d10

5) slashing damage Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 +

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

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

the dragon. saving throw. On a failed save, the creature is pushed 40 feet away from cone. Each creature in that area must succeed on a DC 15 Strength **Repulsion Breath.** The dragon exhales repulsion energy in a 30-foot

YOUNG COPPER DRAGON

Large dragon, Chaotic Good

Speed 40 ft., climb 40 ft., fly 80 ft. Hit points 119 (14d10 + 42) **Armor class** 17 (Natural Armor)

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

Skills Deception +5, Perception +7, Stealth +4 Saving Throws DEX +4, CON +6, WIS +4, CHA +5

Damage Immunities Acid

Languages Common, Draconic Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17

Challenge 7 (2,900 XP)

ACTIONS

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

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

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

Breath Weapons (Recharge 5–6). The dragon uses one of the following

4) slashing damage.

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

at the end of each of its turns, ending the effect on itself with a These effects last for 1 minute. The creature can repeat the saving throw can't make more than one attack on its turn. In addition, the creature failed save, the creature can't use reactions, its speed is halved, and it in that area must succeed on a DC 14 Constitution saving throw. On a Slowing Breath. The dragon exhales gas in a 30-foot cone. Each creature

YOUNG GOLD DRAGON

Large dragon, Lawful Good

Armor class 18 (Natural Armor) **Hit points** 178 (17d10 + 85) **Speed** 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws DEX +6, CON +9, WIS +5, CHA +9
Skills Insight +5, Perception +9, Persuasion +9, Stealth +6

Damage Immunities Fire

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19 Languages Common, Draconic

Challenge 10 (5,900 XP)

IKALIS

Amphibious. The dragon can breathe air and water.

Actions

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

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

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

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

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

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

Young Green Dragon

Young Red Dragon



Large dragon, Lawful Evil

Armor class 18 (Natural Armor) **Hit points** 136 (16d10 + 48) **Speed** 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws DEX +4, CON +6, WIS +4, CHA +5
Skills Deception +5, Perception +7, Stealth +4

Damage Immunities Poison

Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17 Condition Immunities Poisoned

Languages Common, Draconic **Challenge** 8 (3,900 XP)

TRAITS

Amphibious. The dragon can breathe air and water.

ACTIONS

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

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

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

Poison Breath (Recharge 5-6). 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.

Large dragon, Chaotic Evil

Armor class 18 (Natural Armor) **Hit points** 178 (17d10 + 85) **Speed** 40 ft., climb 40 ft., fly 80 ft.

23 (+6)	STR	
10 (+0)	DEX	
21 (+5)	CON	
14 (+2)	INI	
11 (+0)	SIM	
19 (+4)	СНА	

Saving Throws DEX +4, CON +9, WIS +4, CHA +8
Skills 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)

Actions

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

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

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

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much damage on a successful one.

YOUNG SILVER DRAGON

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YOUNG WHITE DRAGON



Large dragon, Lawful Good

Hit points 168 (16d10 + 80) Speed 40 ft., fly 80 ft. Armor class 18 (Natural Armor)

Saving Throws DEX +4, CON +9, WIS +4, CHA +8

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

Damage Immunities Cold

Languages Common, Draconic Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18

Challenge 9 (5,000 XP)

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

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

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

Breath Weapons (Recharge 5-6). The dragon uses one of the following

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

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

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	SIM	СНА
8 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws DEX +3, CON +7, WIS +3, CHA +4

Skills 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)

TRAITS

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

ACTIONS

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

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

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

throw, taking 45 (10d8) cold damage on a failed save, or half as much cone. Each creature in that area must make a DC 15 Constitution saving Cold Breath (Recharge 5–6). The dragon exhales an icy blast in a 30-foot