

*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** Perception +11, Stealth +7  
**Damage Immunities** Acid  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21  
**Languages** Common, Draconic  
**Challenge** 14 (11,500 XP)

## TRAITS

**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.

## ACTIONS

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

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

**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.

**Acid Breath (Recharge 5-6).** 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 5d4 (12d8) acid damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

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

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

**Tail Attack.** The dragon makes a tail attack.

*Huge dragon, Lawful Evil*

**Armor class** 19 (Natural Armor)  
**Hit points** 225 (18d12 + 108)  
**Speed** 40 ft., burrow 30 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** Perception +12, Stealth +5  
**Damage Immunities** Lightning  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22  
**Languages** Common, Draconic  
**Challenge** 16 (15,000 XP)

## TRAITS

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

## ACTIONS

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

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

**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.

**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.

**Lightning Breath (Recharge 5-6).** 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 6d6 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

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

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

**Tail Attack.** The dragon makes a tail attack.

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

*Huge dragon, Chaotic Good*

**Armor class** 18 (Natural Armor)  
**Hit points** 172 (15d12 + 75)  
**Speed** 40 ft., burrow 30 ft., fly 80 ft.

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

**Saving Throws** DEX +5, CON +10, WIS +6, CHA +8  
**Skills** History +7, Perception +11, Persuasion +8, Stealth +5  
**Damage Immunities** Fire  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21  
**Languages** Common, Draconic  
**Challenge** 13 (10,000 XP)

## TRAITS

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

## ACTIONS

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

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

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

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

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

**Fire Breath.** The dragon exhales fire in an 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 4d5 (13d6) fire damage on a failed save, or half as much damage on a successful one.

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

## LEGENDARY ACTIONS

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

## ADULT BRONZE DRAGON



### Huge dragon, Lawful Good

**Armor class** 19 (Natural Armor)  
**Hit points** 212 (17d12 + 102)  
**Speed** 40 ft., fly 80 ft., swim 40 ft.

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

**Saving Throws** DEX +5, CON +11, WIS +7, CHA +9  
**Skills** insight +7, Perception +12, Stealth +5  
**Damage Immunities** Lightning  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22  
**Languages** Common, Draconic  
**Challenge** 15 (13,000 XP)

#### TRAITS

**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.

#### ACTIONS

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

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

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

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

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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 Weapons (Recharge 5-6).** The dragon uses one of the following breath weapons.

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

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

**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

**Armor class** 18 (Natural Armor)  
**Hit points** 184 (16d12 + 80)  
**Speed** 40 ft., climb 40 ft., fly 80 ft.

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

**Saving Throws** DEX +6, CON +10, WIS +7, CHA +8  
**Skills** Deception +8, Perception +12, Stealth +6  
**Damage Immunities** Acid  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22  
**Languages** Common, Draconic  
**Challenge** 14 (11,500 XP)

#### TRAITS

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

#### ACTIONS

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

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

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

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

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

**Acid Breath.** The dragon exhales acid in an 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.

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

## ADULT GOLD DRAGON



### Huge dragon, Lawful Good

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

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

**Saving Throws** DEX +8, CON +13, WIS +8, CHA +13  
**Skills** insight +8, Perception +14, Persuasion +13, Stealth +8  
**Damage Immunities** Fire  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 24  
**Languages** Common, Draconic  
**Challenge** 17 (18,000 XP)

#### TRAITS

**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.

#### ACTIONS

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

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

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

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

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

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

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

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

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

**Condition Immunities** Poisoned

**Languages** Common, Draconic

**Challenge** 15 (13,000 XP)

## TRAITS

**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.

## ACTIONS

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

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

**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.

**Poison Breath (Recharge 5-6).** 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.

## 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.

*Huge dragon, Chaotic Evil*

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

## TRAITS

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

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 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.

**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.

**Fire Breath (Recharge 5-6).** 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.

## 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

*Huge dragon, Lawful Good*

**Armor class** 19 (Natural Armor)  
**Hit points** 243 (18d12 + 126)  
**Speed** 40 ft., fly 80 ft.

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

**Saving Throws** DEX +5, CON +12, WIS +6, CHA +10

**Skills** Arcana +8, History +8, Perception +11, Stealth +5  
**Damage Immunities** Cold

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

**Languages** Common, Draconic

**Challenge** 16 (15,000 XP)

## TRAITS

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

## ACTIONS

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

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

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

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

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

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

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

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

**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

*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** 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)

## TRAITS

**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.

## ACTIONS

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

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

**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.

**Cold Breath (Recharge 5-6).** 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.

## 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.

*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** 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)

## TRAITS

**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.

## ACTIONS

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

**Bite.** *Melee Weapon Attack:* +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.

**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.

**Acid Breath (Recharge 5-6).** 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.

## 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.

*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** 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)

## TRAITS

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

## ACTIONS

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

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

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

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

**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.

**Lightning Breath (Recharge 5-6).** 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.

## 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

## ANCIENT BRASS DRAGON



### Gargantuan dragon, Chaotic Good

**Armor class** 20 (Natural Armor)  
**Hit points** 297 (17d20 + 119)  
**Speed** 40 ft., burrow 40 ft., fly 80 ft.

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

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

#### TRAITS

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

#### ACTIONS

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

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

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

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

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

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

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

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

**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

## ANCIENT BRONZE DRAGON



### Gargantuan dragon, Lawful Good

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

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

**Saving Throws** DEX +7, CON +15, WIS +10, CHA +12  
**Skills** Insight +10, Perception +17, Stealth +7  
**Damage Immunities** Lightning  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27  
**Languages** Common, Draconic  
**Challenge** 22 (41,000 XP)

#### TRAITS

**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.

#### ACTIONS

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

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

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

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

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

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

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

**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

## ANCIENT COPPER DRAGON



### Gargantuan dragon, Chaotic Good

**Armor class** 21 (Natural Armor)  
**Hit points** 350 (20d20 + 140)  
**Speed** 40 ft., climb 40 ft., fly 80 ft.

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

**Saving Throws** DEX +8, CON +14, WIS +10, CHA +11  
**Skills** Deception +11, Perception +17, Stealth +8  
**Damage Immunities** Acid  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27  
**Languages** Common, Draconic  
**Challenge** 21 (33,000 XP)

#### TRAITS

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

#### ACTIONS

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

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

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

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

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

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

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



*Gargantuan dragon, Lawful Good*

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

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

**Saving Throws** DEX +9, CON +16, WIS +10, CHA +16  
**Skills** 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)

T R A I T S

**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.

ACTIONS

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

**Bite.** *Melee Weapon Attack:* +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.

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

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

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

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



*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** Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8  
**Damage Immunities** Poison  
**Senses** Blindsight 60 ft., Darkvision 120 ft., Passive Perception 27  
**Condition Immunities** Poisoned  
**Languages** Common, Draconic  
**Challenge** 22 (41,000 XP)

T R A I T S

**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.

ACTIONS

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

**Bite.** *Melee Weapon Attack:* +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 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

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

**Poison Breath (Recharge 5-6).** 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.

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.



*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** 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)

T R A I T S

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

ACTIONS

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

**Bite.** *Melee Weapon Attack:* +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.

**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.

**Fire Breath (Recharge 5-6).** 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.

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



*Gargantuan dragon, Lawful Good*

<b>Armor class</b> 22 (Natural Armor)					
<b>Hit points</b> 487 (25d20 + 225)					
<b>Speed</b> 40 ft., fly 80 ft.					
STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	18 (+4)	15 (+2)	23 (+6)
<b>Saving Throws</b> DEX +7, CON +16, WIS +9, CHA +13					
<b>Skills</b> Arcana +11, History +11, Perception +16, Stealth +7					
<b>Damage Immunities</b> Cold					
<b>Senses</b> Blindsight 60 ft., Darkvision 120 ft., Passive Perception 26					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 23 (50,000 XP)					
TRAITS					

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

ACTIONS

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

**Bite.** *Melee Weapon Attack:* +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.

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

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

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

**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



*Gargantuan dragon, Chaotic Evil*

<b>Armor class</b> 20 (Natural Armor)					
<b>Hit points</b> 333 (18d20 + 144)					
<b>Speed</b> 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)
<b>Saving Throws</b> DEX +6, CON +14, WIS +7, CHA +8					
<b>Skills</b> Perception +13, Stealth +6					
<b>Damage Immunities</b> Cold					
<b>Senses</b> Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 20 (25,000 XP)					
TRAITS					

**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.

ACTIONS

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

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

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

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

**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.

**Cold Breath (Recharge 5–6).** 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.

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.



*Medium dragon, Chaotic Evil*

<b>Armor class</b> 17 (Natural Armor)					
<b>Hit points</b> 33 (6d8 + 6)					
<b>Speed</b> 30 ft., fly 60 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	10 (+0)	11 (+0)	13 (+1)
<b>Saving Throws</b> DEX +4, CON +3, WIS +2, CHA +3					
<b>Skills</b> Perception +4, Stealth +4					
<b>Damage Immunities</b> Acid					
<b>Senses</b> Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14					
<b>Languages</b> Draconic					
<b>Challenge</b> 2 (450 XP)					
TRAITS					

**Amphibious.** The dragon can breathe air and water.

ACTIONS

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



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 Perception +4, Stealth +2					
Damage Immunities Lightning					
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14					
Languages Draconic					
Challenge 3 (700 XP)					
ACTIONS					

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



Medium dragon, Chaotic Good

Armor class 16 (Natural Armor)					
Hit points 16 (3d8 + 3)					
Speed 30 ft., burrow 15 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	13 (+1)	10 (+0)	11 (+0)	13 (+1)
Saving Throws DEX +2, CON +3, WIS +2, CHA +3					
Skills Perception +4, Stealth +2					
Damage Immunities Fire					
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14					
Languages Draconic					
Challenge 1 (200 XP)					
ACTIONS					

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

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

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

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



Medium dragon, Lawful Good

Armor class 17 (Natural Armor)					
Hit points 32 (5d8 + 10)					
Speed 30 ft., fly 60 ft., swim 30 ft.					
STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)
Saving Throws DEX +2, CON +4, WIS +2, CHA +4					
Skills Perception +4, Stealth +2					
Damage Immunities Lightning					
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14					
Languages Draconic					
Challenge 2 (450 XP)					
TRAITS					

**Amphibious.** The dragon can breathe air and water.

ACTIONS

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

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

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

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





### Medium dragon, Chaotic Good

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

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

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

**Skills** Perception +4, Stealth +3

**Damage Immunities** Acid

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

**Languages** Draconic

**Challenge** 1 (200 XP)

#### ACTIONS

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

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

**Acid Breath.** The dragon exhales acid in an 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d6) acid damage on a failed save, or half as much damage on a successful one.

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



### Medium dragon, Lawful Good

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

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

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

**Skills** Perception +4, Stealth +4

**Damage Immunities** Fire

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

**Languages** Draconic

**Challenge** 3 (700 XP)

#### TRAITS

**Amphibious.** The dragon can breathe air and water.

#### ACTIONS

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

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

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

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



### 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** Perception +4, Stealth +3

**Damage Immunities** Poison

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

**Condition Immunities** Poisoned

**Languages** Draconic

**Challenge** 2 (450 XP)

#### TRAITS

**Amphibious.** The dragon can breathe air and water.

#### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 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.



*Tiny dragon, Neutral Good*

<b>Armor class</b> 13 (Natural Armor)					
<b>Hit points</b> 7 (2d4 + 2)					
<b>Speed</b> 15 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	13 (+1)	10 (+0)	12 (+1)	10 (+0)
<b>Skills</b> Perception +3, Stealth +4					
<b>Senses</b> Blindsight 10 ft., Darkvision 60 ft., Passive Perception 13					
<b>Languages</b> Understands Common and Draconic but can't speak them					
<b>Challenge</b> 1/4 (50 XP)					
TRAITS					

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

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

ACTIONS

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

**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 Constitution saving throw or become poisoned for 1 hour. If the saving throw fails by 5 or more, the target falls unconscious for the same duration, or until it takes damage or another creature uses an action to shake it awake.



*Medium dragon, Chaotic Evil*

<b>Armor class</b> 17 (Natural Armor)					
<b>Hit points</b> 75 (10d8 + 30)					
<b>Speed</b> 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)
<b>Saving Throws</b> DEX +2, CON +5, WIS +2, CHA +4					
<b>Skills</b> Perception +4, Stealth +2					
<b>Damage Immunities</b> Fire					
<b>Senses</b> Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14					
<b>Languages</b> Draconic					
<b>Challenge</b> 4 (1,100 XP)					
ACTIONS					

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

**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.



*Medium dragon, Lawful Good*

<b>Armor class</b> 17 (Natural Armor)					
<b>Hit points</b> 45 (6d8 + 18)					
<b>Speed</b> 30 ft., fly 60 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)
<b>Saving Throws</b> DEX +2, CON +5, WIS +2, CHA +4					
<b>Skills</b> Perception +4, Stealth +2					
<b>Damage Immunities</b> Cold					
<b>Senses</b> Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14					
<b>Languages</b> Draconic					
<b>Challenge</b> 2 (450 XP)					
ACTIONS					

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

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

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

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



### 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 Perception +4, Stealth +2					
Damage Immunities Cold					
Senses Blindsight 10 ft., Darkvision 60 ft., Passive Perception 14					
Languages Draconic					
Challenge 2 (450 XP)					
ACTIONS					

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

**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 saving throw, taking 22 (5d8) cold 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 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 Perception +6, Stealth +5					
Damage Immunities Acid					
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16					
Languages Common, Draconic					
Challenge 7 (2,900 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 4 (1d8) acid damage.

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

**Acid Breath (Recharge 5–6).** 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 on a successful one.

### Large dragon, Lawful Evil

Armor class 18 (Natural Armor)					
Hit points 152 (16d10 + 64)					
Speed 40 ft., burrow 20 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 Perception +9, Stealth +4					
Damage Immunities Lightning					
Senses Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19					
Languages Common, Draconic					
Challenge 9 (5,000 XP)					
ACTIONS					

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

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

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

**Lightning Breath (Recharge 5–6).** The dragon exhales lightning in an 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.

*Large dragon, Chaotic Good*

<b>Armor class</b> 17 (Natural Armor)					
<b>Hit points</b> 110 (13d10 + 39)					
<b>Speed</b> 40 ft., burrow 20 ft., fly 80 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)
<b>Saving Throws</b> DEX +3, CON +6, WIS +3, CHA +5					
<b>Skills</b> Perception +6, Persuasion +5, Stealth +3					
<b>Damage Immunities</b> Fire					
<b>Senses</b> Blindsight 30 ft., Darkvision 120 ft., Passive Perception 16					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 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.

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

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

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

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

*Large dragon, Lawful Good*

<b>Armor class</b> 18 (Natural Armor)					
<b>Hit points</b> 142 (15d10 + 60)					
<b>Speed</b> 40 ft., fly 80 ft., swim 40 ft.					
STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)
<b>Saving Throws</b> DEX +3, CON +7, WIS +4, CHA +6					
<b>Skills</b> Insight +4, Perception +7, Stealth +3					
<b>Damage Immunities</b> Lightning					
<b>Senses</b> Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 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:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing damage.

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

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

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

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

*Large dragon, Chaotic Good*

<b>Armor class</b> 17 (Natural Armor)					
<b>Hit points</b> 119 (14d10 + 42)					
<b>Speed</b> 40 ft., climb 40 ft., fly 80 ft.					
STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)
<b>Saving Throws</b> DEX +4, CON +6, WIS +4, CHA +5					
<b>Skills</b> Deception +5, Perception +7, Stealth +4					
<b>Damage Immunities</b> Acid					
<b>Senses</b> Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 7 (2,900 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.

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

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

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

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

*Large dragon, Lawful Good*

<b>Armor class</b> 18 (Natural Armor)					
<b>Hit points</b> 178 (17d10 + 85)					
<b>Speed</b> 40 ft., fly 80 ft., swim 40 ft.					
STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	13 (+1)	20 (+5)
<b>Saving Throws</b> DEX +6, CON +9, WIS +5, CHA +9					
<b>Skills</b> Insight +5, Perception +9, Persuasion +9, Stealth +6					
<b>Damage Immunities</b> Fire					
<b>Senses</b> Blindsight 30 ft., Darkvision 120 ft., Passive Perception 19					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 10 (5,900 XP)					
TRAITS					

**Amphibious.** The dragon can breathe air and water.

## ACTIONS

**Multitattack.** 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.

*Large dragon, Lawful Evil*

<b>Armor class</b> 18 (Natural Armor)					
<b>Hit points</b> 136 (16d10 + 48)					
<b>Speed</b> 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)
<b>Saving Throws</b> DEX +4, CON +6, WIS +4, CHA +5					
<b>Skills</b> Deception +5, Perception +7, Stealth +4					
<b>Damage Immunities</b> Poison					
<b>Senses</b> Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17					
<b>Condition Immunities</b> Poisoned					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 8 (3,900 XP)					
TRAITS					

**Amphibious.** The dragon can breathe air and water.

## ACTIONS

**Multitattack.** 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*

<b>Armor class</b> 18 (Natural Armor)					
<b>Hit points</b> 178 (17d10 + 85)					
<b>Speed</b> 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)
<b>Saving Throws</b> DEX +4, CON +9, WIS +4, CHA +8					
<b>Skills</b> Perception +8, Stealth +4					
<b>Damage Immunities</b> Fire					
<b>Senses</b> Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18					
<b>Languages</b> Common, Draconic					
<b>Challenge</b> 10 (5,900 XP)					
ACTIONS					

**Multitattack.** 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



Large dragon, Lawful Good

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

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

**Saving Throws** DEX +4, CON +9, WIS +4, CHA +8  
**Skills** Arcana +6, History +6, Perception +8, Stealth +4  
**Damage Immunities** Cold  
**Senses** Blindsight 30 ft., Darkvision 120 ft., Passive Perception 18  
**Languages** Common, Draconic  
**Challenge** 9 (5,000 XP)

ACTIONS

**Multitattack.** 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.

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

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

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** 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 needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

**Multitattack.** 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) cold damage.

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

**Cold Breath (Recharge 5–6).** The dragon exhales an icy blast in a 30-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.