Dragons!

Volume 1 – Chromatic Dragons

Dragons of All Ages: From Very Young to Great Wyrm
For Fifth Edition Dungeons and Dragons

By Tony Petrecca

Cover art by Gary Dupuis
Dragons!

Volume 1 – Chromatic Dragons

Dragons of All Ages – from Very Young to Great Wyrm - for Fifth Edition Dungeons and Dragons

Written by Tony Petrecca

Starring
Shawn Brock as Melenkurious
Shawn Brock as Moshka
Gary Edwards as Dok
Chris Osborne as Krago
Rod Schroeder as Ribald
Dennis Wilson as Markus

Cover art by Gary Dupuis
http://www.gdupuis.com

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www.outlandishstudios.com

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Venomfang, Grol, Snarl and the goblins of Crawmaw Castle appear in the outstanding adventure The Lost Mines of Phandelver. The Lost Mines of Phandelver is included with the Dungeons and Dragons Starter Set. Noob or Grognard - Get it, you won't regret it.

Adventure Template For OpenOffice/LibreOffice by Dale Robbins
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Prologue – Home Invasion

Pre dawn, in the dim light of a waning moon, the party set out. It was chilly, with frost covering the early spring leaves. The plan was to sneak up the hill through the wooded underbrush to the cottage and ruined tower, hoping to approach Venomfang’s tower lair unnoticed.

A brief bit of scouting revealed a western facing window in the cottage, a front door to the south, and back door to the north. The forty foot tall tower attached to the cottage’s eastern wall had no external doors. The tower’s roof was collapsed, but the cottage stood strong. Peering through the window of the one room cottage could be seen scattered furniture, weeds growing through the floor boards, and a double door in its interior eastern wall - clearly the entrance to the tower.

There was discussion as to what move to make next – the young warlock Markus expressed that he could mage hand the door from where they were standing. Elf ranger Krago then moved stealthily inside, with gnome fighter Ribald following next. Dok, the gnome mage, moved inside and opposite the tower door. Markus and the dragonborn monk Melenkurious stood ready inside the cottage’s open northern door. Krago listened at the door, and in the utter silence he heard a deep breath.

A plan was quietly discussed to silence the door, then open it, hoping for some surprise. And so it was silenced, and opened, and on the other side... an open tower room with a five foot wide winding stair hugging its wall. Moonlight shone through the collapsed roof. No dragon could be seen from the doorway. So Krago stepped inside to look up -

SLASH, SLASH, CHOMP! The young green dragon, having heard the discussion outside the cottage, was poised on the stair that wound above the door, and its claws tore at Krago, nearly killing him... Krago fled before the vicious bite finished him off.

Melenkurious dropped the silence and cast a minor illusion and soon an image of Melenkurious ran into the tower’s round room and turned, readying Shuriken to throw at the dragon. Dok hit the area with a shatter spell while Markus readied his dissonant whispers to cast as soon as he saw the beast. Ribald readied his sword to engage should the dragon come near the door, while Krago drank a desperately needed healing potion.

The dragon pounced on the Melenkurious illusion. Markus’ spell hit it with full force and immediately the dragon scrambled upwards with wing and claw, moving to get away from the chaotic insanity in its own head. Krago stepped inside the tower, fired upward at the dragon, and retreated back into the cottage. Melenkurious moved in and spat fire at the beast, then retreated back near the northern door. Dok and Ribald followed suit, hitting and running. Markus moved inside the tower, took several steps up the spiraling stair, and hit the beast with another round of dissonance. It fled further, stepping on the top of the tower’s wall and flying north.

Ribald moved out the northern door to take a shot at the flying dragon. The dragon, angered at this tenacious intrusion, considered its options and, having seen Ribald outside of the open door that led into the closed quarters of the cottage, made its move. It swooped down, twenty feet from the cottage, and belched forth its poisonous breath. Ribald was engulfed, choking and gasping and falling unconscious. Melenkurious, a few feet inside the open doorway, was overwhelmed by the poisonous spew. His throat and lungs filled with chlorinous ruin, dissolved, their liquefied putrescence choking out of the dragonborn’s lifeless mouth as he collapsed.

From the southern wall of the cottage Dok sent an ice lance through the door that exploded near the beast. Markus blasted it with eldritch energy, and Krago hit it with precise arrows. Injured, certainly unwilling to die for this small crumbling tower lair, and having extracted an appropriately satisfying toll for the intrusion, the dragon took to the air to retreat. It took a batch of magic missiles ignobly in its backside, and arrows whizzed by it as it flew, but the beast escaped and, unlike Melenkurious, lived on.

Introduction

“My advice to young adventurers? Don’t ask for dragons.”
— Sir Sprite Silverlocks

Welcome dragon lovers! Our beloved 5th Edition Monster Manual has provided us with a fine collection of dragons for our campaigns however, with only four age categories per dragon, I wanted more.

On the following pages you will find stat blocks for Very Young, Juvenile, Young Adult, Old, Wyrm and Great Wyrm dragons for each of the five Chromatic dragons. No muss, no flavor, no fluff – nothing but clawing, biting, breathing and wing buffeting crunch. Enjoy!

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<th>Dragon Age Categories</th>
<th>Size</th>
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<tbody>
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<td>Wyrmling</td>
<td>Medium</td>
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<td>Very Young</td>
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<td>6-15 years</td>
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<td>1201-1600 years</td>
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<td>Great Wyrm</td>
<td>Gargantuan</td>
<td>1601 or more</td>
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</tbody>
</table>
**Black Dragons**

**Very Young Black Dragon**

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 78 (12d8+24)

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

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<td>15 (+2)</td>
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**Saving Throws** Dex +5, Con +5, Wis +3, Cha +5

**Skills** Perception +6, Stealth +5

**Damage Immunities** acid

**Senses** blindsight 30 ft., darkvision 60 ft., passive perception 16

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

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

**Actions**

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

**Bite. Melee Weapon Attack:** +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) plus 4 (1d8) acid damage.

**Claw. Melee Weapon Attack:** +6 to hit, one target. *Hit:* 10 (2d6+3) slashing damage.

**Acid Breath (Recharge 5-6).** The dragon exhales acid in a 20 foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 36 (8d8) acid damage on a failed saving throw, or half as much damage on a successful one.

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**Juvenile Black Dragon**

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 152 (16d10+64)

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

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

**Skills** Perception +8, Stealth +6

**Damage Immunities** acid

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 18

**Languages** Common, Draconic

**Challenge** 9 (5,000 XP)

**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:** +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) plus 4 (1d8) acid damage.

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

**Acid Breath (Recharge 5-6).** The dragon exhales acid in a 40 foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (11d8) acid damage on a failed saving throw, or half as much damage on a successful one.
Young Adult Black Dragon

*Large dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 168 (16d12+64)

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

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<td>13(+1)</td>
<td>12(+1)</td>
<td>16(+3)</td>
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**Saving Throws** Dex +6, Con +8, Wis +5, Cha +7

**Skills** Perception +9, Stealth +6

**Damage Immunities** acid

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 19

**Languages** Common, Draconic

**Challenge** 11 (7,200 XP)

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

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

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

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

**Tail.** Melee Weapon Attack: +10 to hit, reach 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 15 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 50 foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 54 (12d8) acid damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Old Black Dragon**

*Huge dragon, chaotic evil*

**Armor Class 20** (natural armor)

**Hit Points 243** (18d12+126)

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

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**Saving Throws** Dex +8, Con +12, Wis +8, Cha +10

**Skills** Perception +14, Stealth +8

**Damage Immunities** acid

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 24

**Languages** Common, Draconic

**Challenge 17 (18,000 XP)**

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**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:** +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 +7) plus 9 (2d8) acid damage.

**Claws. Melee Weapon Attack:** +13 to hit, reach 5 feet, one target. *Hit:* 14 (2d6+7) slashing damage.

**Tail. Melee Weapon Attack:** +13 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 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.

**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 20 Dexterity saving throw, taking 59 (13d8) acid damage on a failed saving throw, or half as much damage on a successful one.

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**Legendary Actions**

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

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

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

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Wyrm Black Dragon**
*Gargantuan dragon, chaotic evil*

**Armor Class** 23 (natural armor)

**Hit Points** 444 (24d20+192)

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

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**Saving Throws** Dex +9, Con +14, Wis +10, Cha +12

**Skills** Perception +18, Stealth +9

**Damage Immunities** acid

**Senses** blindsight 90 ft., darkvision 120 ft., passive perception 27

**Languages** Common, Draconic

**Challenge** 23 (50,000 XP)

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

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

**Actions**

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

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 26 (3d10+9) plus 14 (3d8) acid damage.

**Claws.** *Melee Weapon Attack:* +16 to hit, reach 10 feet., one target. *Hit:* 20 (3d6+9) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 23 (3d8+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.

**Acid Breath (Recharge 5-6).** The dragon exhales acid in a 120 foot line that is 5 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 110 (20d10) acid damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 20 (3d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Great Wyrm Black Dragon**  
Gargantuan dragon, chaotic evil

**Armor Class** 24 (natural armor)  
**Hit Points** 546 (28d20+252)  
**Speed** 40 ft., climb 40., fly 80 ft.

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**Saving Throws** Dex +10, Con +17, Wis +12, Cha +14  
**Skills** Perception +20, Stealth +10  
**Damage Immunities** acid  
**Senses** blindsight 120 ft., darkvision 120 ft., passive perception 28  
**Languages** Common, Draconic  
**Challenge** 26 (90,000 XP)

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

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

**Actions**

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

**Bite.** Melee Weapon Attack: +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 18 (4d8) acid damage.

**Claws.** Melee Weapon Attack: +17 to hit, reach 10 feet., one target. *Hit:* 23 (4d6+9) slashing damage.

**Tail.** Melee Weapon Attack: +19 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+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 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the dragon’s Frightful Presence for the next 24 hours.

**Acid Breath (Recharge 5-6).** The dragon exhales acid in a 180 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 121 (22d10) acid damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Blue Dragons**

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**Very Young Blue Dragon**

*Medium dragon, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 85 (10d8+30)

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

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**Saving Throws** Dex +3, Con +6, Wis +4, Cha +5

**Skills** Perception +7, Stealth +3

**Damage Immunities** lightning

**Senses** blindsight 30 ft., darkvision 60 ft., passive perception 17

**Languages** Common, Draconic

**Challenge** 6 (2,300 XP)

**Actions**

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

**Bite.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d10+4) plus 3 (1d6) lightning damage.

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

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 50 foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

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**Juvenile Blue Dragon**

*Large dragon, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 168 (16d10+80)

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

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**Saving Throws** Dex +4, Con +9, 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** 11 (7,200 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) plus 5 (1d10) lightning damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, one target. *Hit:* 12 (2d6+6) slashing damage.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 70 foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 44 (10d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

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**Young Adult Blue Dragon**  
*Large dragon, lawful evil*

**Armor Class** 19 (natural armor)  
**Hit Points** 168 (16d10+80)  
**Speed** 40 ft., burrow 30 ft., fly 80 ft.

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**Saving Throws** Dex +5, Con +10, Wis +7, Cha +10  
**Skills** Perception +14, Stealth +5  
**Damage Immunities** lightning  
**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 24  
**Languages** Common, Draconic  
**Challenge** 13 (10,000 XP)

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

**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) plus 5 (1d10) lightning damage.

**Claws.** *Melee Weapon Attack:* +11 to hit, reach 5 feet., 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.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 80 foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
Old Blue Dragon
Huge dragon, lawful evil

Armor Class 20 (natural armor)
Hit Points 338 (25d12+175)
Speed 40 ft., burrow 40 ft., fly 80 ft.

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Saving Throws Dex +6, Con +13, Wis +9, Cha +11
Skills Perception +15, Stealth +6
Damage Immunities lightning
Senses blindsight 60 ft., darkvision 120 ft., passive perception 25
Languages Common, Draconic
Challenge 19 (22,000 XP)

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) plus 11 (2d10) lightning damage.

Claws. Melee Weapon Attack: +14 to hit, reach 5 feet., 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.

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 21 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Wyrm Blue Dragon**
*Gargantuan dragon, lawful evil*

**Armor Class** 23 (natural armor)
**Hit Points** 513 (30d20+198)
**Speed** 40 ft., burrow 40 ft., fly 80 ft.

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**Saving Throws** Dex +8, Con +17, Wis +12, Cha +14
**Skills** Perception +20, Stealth +8
**Damage Immunities** lightning
**Senses** blindsight 90 ft., darkvision 120 ft., passive perception 28
**Languages** Common, Draconic
**Challenge** 26 (90,000 XP)

**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 four attacks: one with its bite, two with its claws, and one with its tail.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 18 (4d8) lightning damage.

**Claws.** *Melee Weapon Attack:* +17 to hit, reach 10 feet., one target. *Hit:* 23 (4d6+9) slashing damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 27 (4d8+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 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.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 120 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 130 (20d12) lightning damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Great Wyrm Blue Dragon**

*Gargantuan dragon, chaotic evil*

**Armor Class** 25 (natural armor)

**Hit Points** 696 (32d20+360)

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

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**Saving Throws** Dex +8, Con +18, Wis +12, Cha +18

**Skills** Perception +20, Stealth +8

**Damage Immunities** lightning

**Senses** blindsight 120 ft., darkvision 120 ft., passive perception 28

**Languages** Common, Draconic

**Challenge** 28 (120,000 XP)

---

**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 four attacks: one with its bite, two with its claws, and one with its tail.

**Bite. Melee Weapon Attack:** +18 to hit, reach 15 ft., one target. *Hit:* 43 (6d10+10) plus 27 (6d8) lightning damage.

**Claws. Melee Weapon Attack:** +18 to hit, reach 10 feet., one target. *Hit:* 31 (6d6+10) slashing damage.

**Tail. Melee Weapon Attack:** +18 to hit, reach 20 ft., one target, *Hit:* 37 (6d8+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 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the dragon’s Frightful Presence for the next 24 hours.

**Lightning Breath (Recharge 5-6).** The dragon exhales lightning in a 180 foot line that is 5 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 150 (23d12) lightning damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 31 (6d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**GREEN DRAGONS**

**VERY YOUNG GREEN DRAGON**

*Medium dragon, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8+20)

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

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

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 60 ft., passive perception 17

**Languages** Common, Draconic

**Challenge** 5 (1,800 XP)

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

**Actions**

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

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

**Claw. Melee Weapon Attack:** +6 to hit, one target. *Hit:* 9 (2d6+3) slashing damage.

**Poison Breath (Recharge 5-6).** The dragon exhales poisonous gas in a 20 foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 28 (8d6) poison damage on a failed saving throw, or half as much damage on a successful one.

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**JUVENILE GREEN DRAGON**

*Large dragon, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 152 (17d10+75)

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

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

**Skills** Deception +6, Perception +9, Stealth +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 19

**Languages** Common, Draconic

**Challenge** 10 (5,900 XP)

**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:** +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) plus 7 (2d6) poison damage.

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

**Poison Breath (Recharge 5-6).** The dragon exhales poisonous gas in a 40 foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 46 (13d6) poison damage on a failed saving throw, or half as much damage on a successful one.
**Young Adult Green Dragon**

*Large dragon, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 189 (18d10+90)

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

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**Saving Throws** Dex +5, Con +10, Wis +6, Cha +7

**Skills** Deception +7, Insight +6, Perception +10, Persuasion +7, Stealth +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 20

**Languages** Common, Draconic

**Challenge** 12 (8,400 XP)

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

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

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

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

**Tail.** *Melee Weapon Attack:* +10 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 15 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 50 foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (14d6) poison damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Old Green Dragon**

*Huge dragon, lawful evil*

**Armor Class** 20 (natural armor)

**Hit Points** 250 (20d12+120)

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

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**Saving Throws** Dex +7, Con +12, Wis +9, Cha +10

**Skills** Deception +10, Insight +9, Perception +15, Persuasion +10, Stealth +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 25

**Languages** Common, Draconic

**Challenge** 18 (20,000 XP)

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

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

---

**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:* 18 (2d10+7) plus 9 (2d6) poison damage.

**Claws.** *Melee Weapon Attack:* +13 to hit, reach 5 feet., one target. *Hit:* 14 (2d6+7) slashing damage.

**Tail.** *Melee Weapon Attack:* +13 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 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.

**Poison Breath (Recharge 5-6).** The dragon exhales poisonous gas in a 60 foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 70 (20d6) poison damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Wyrm Green Dragon**

*Gargantuan dragon, chaotic evil*

**Armor Class** 22 (natural armor)

**Hit Points** 481 (26d20+208)

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

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**Saving Throws** Dex +8, Con +15, Wis +11, Cha +12

**Skills** Deception +12, Insight +11, Perception +18, Persuasion +12, Stealth +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 90 ft., darkvision 120 ft., passive perception 28

**Languages** Common, Draconic

**Challenge** 24 (62,000 XP)

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**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 four attacks: one with its bite, two with its claws, and one with its tail.

**Bite.** *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 14 (4d6) poison damage.

**Claws.** *Melee Weapon Attack:* +16 to hit, reach 10 feet., one target. *Hit:* 23 (4d6+9) slashing damage.

**Tail.** *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 27 (4d8+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.

**Poison Breath (Recharge 5-6).** The dragon exhales poisonous gas in a 120 foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 117 (18d12) poison damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
Great Wyrm Green Dragon
Gargantuan dragon, lawful evil

Armor Class 23 (natural armor)
Hit Points 555 (30d20+240)
Speed 40 ft., climb 40., fly 80 ft.

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Saving Throws Dex +9, Con +16, Wis +13, Cha +14
Skills Deception +14, Insight +13, Perception +19, Persuasion +14, Stealth +9
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 120 ft., darkvision 120 ft., passive perception 29
Languages Common, Draconic
Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe air and water.

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

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

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 42 (6d10+9) plus 27 (6d8) lightning damage.

Claws. Melee Weapon Attack: +17 to hit, reach 10 feet., one target. Hit 30 (6d6+9) slashing damage.

Tail. Melee Weapon Attack: +17 to hit, reach 20 ft., one target, Hit: 36 (6d8+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 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 or 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 180 foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 143 (22d12) poison damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 30 (6d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
RED DRAGONS

**Very Young Red Dragon**
*Medium dragon, chaotic evil*

**Armor Class**: 17 (natural armor)
**Hit Points**: 128 (15d8+60)
**Speed**: 30 ft., climb 30 ft., fly 60 ft.

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**Saving Throws**: Dex +3, Con +7, Wis +3, Cha +6

**Skills**: Perception +6, Stealth +3

**Damage Immunities**: fire

**Senses**: blindsight 30 ft., darkvision 60 ft., passive perception 16

**Languages**: Common, Draconic

**Challenge**: 7 (2,900 XP)

**Actions**

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

**Bite**: *Melee Weapon Attack*: +8 to hit, reach 5 ft., one target. *Hit*: 10 (1d10+5) plus 3 (1d6) fire damage.

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

**Fire Breath (Recharge 5-6)**: The dragon exhales fire in a 20 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed saving throw, or half as much damage on a successful one.

---

**Juvenile Red Dragon**
*Medium dragon, chaotic evil*

**Armor Class**: 19 (natural armor)
**Hit Points**: 207 (18d10+108)
**Speed**: 40 ft., climb 40 ft., fly 80 ft.

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<td>15 (+2)</td>
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**Saving Throws**: Dex +4, Con +10, Wis +4, Cha +9

**Skills**: Perception +8, Stealth +5

**Damage Immunities**: fire

**Senses**: blindsight 30 ft., darkvision 120 ft., passive perception 18

**Languages**: Common, Draconic

**Challenge**: 12 (8,400 XP)

**Actions**

**Multiattack**: The dragon 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) plus 3 (1d6) fire damage.

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

**Fire Breath (Recharge 5-6)**: The dragon exhales fire in a 40 foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed saving throw, or half as much damage on a successful one.
**Young Adult Red Dragon**

*Large dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 225 (18d10+126)

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

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

**Skills** Perception +11, Stealth +5

**Damage Immunities** fire

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 21

**Languages** Common, Draconic

**Challenge** 14 (11,500 XP)

---

**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) plus 7 (2d6) fire damage.

**Claw.** *Melee Weapon Attack:* +13 to hit, reach 5 feet., 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.

**Fire Breath (Recharge 5-6).** The dragon exhales fire in a 60 foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 60 (17d6) fire damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
Old Red Dragon
Huge dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 377 (26d12+208)
Speed 40 ft., climb 40 ft., fly 80 ft.

STR 28 (+9)  DEX 10 (+0)  CON 27 (+8)  INT 17 (+3)  WIS 14 (+2)  CHA 22 (+6)

Saving Throws Dex +6, Con +14, Wis +8, Cha +12
Skills Perception +14, Stealth +6
Damage Immunities fire
Senses blindsight 60 ft., darkvision 120 ft., passive perception 24
Languages Common, Draconic
Challenge 20 (25,000 XP)

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

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 10 ft., one target. Hit: 20 (2d10+9) plus 7 (2d6) fire damage.

Claw. Melee Weapon Attack: +15 to hit, reach 5 feet, one target. Hit: 16 (2d6+9) slashing damage.

Tail. Melee Weapon Attack: +15 to hit, reach 15 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60 foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 77 (22d6) fire damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Wyrm Red Dragon**

*D gargantuan dragon, chaotic evil*

**Armor Class** 24 (natural armor)

**Hit Points** 656 (32d20+320)

**Speed** 40 ft., climb 40 ft., fly 120 ft.

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**Saving Throws** Dex +8, Con +18, Wis +12, Cha +15

**Skills** Perception +20, Stealth +8

**Damage Immunities** fire

**Senses** blindsight 90 ft., darkvision 120 ft., passive perception 30

**Languages** Common, Draconic

**Challenge** 27 (105,000 XP)

**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 four attacks: one with its bite, two with its claws, and one with its tail.

**Bite. Melee Weapon Attack:** +18 to hit. Reach 15 ft., one target. *Hit:* 32 (4d10+10) plus 18 (5d6) fire damage.

**Claw. Melee Weapon Attack:** +18 to hit. Reach 10 feet., one target. *Hit:* 24 (4d6+10) slashing damage.

**Tail. Melee Weapon Attack:** +19 to hit. Reach 20 ft., one target, *Hit:* 28 (4d8+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 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature’s saving throw is successful or the effect ends for it, the creature is immune to the dragon’s Frightful Presence for the next 24 hours.

**Fire Breath (Recharge 5-6).** The dragon exhales fire in a 120 foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 143 (22d12) fire damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 24 (4d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
Great Wyrm Red Dragon
Gargantuan dragon, chaotic evil

Armor Class 26 (natural armor)
Hit Points 738 (36d20+360)
Speed 40 ft., climb 40 ft., fly 120 ft.

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Saving Throws: Dex +9, Con +19, Wis +14, Cha +21

Skills: Perception +23, Stealth +9

Damage Immunities: fire

Senses: blindsight 120 ft., darkvision 120 ft., passive perception 33

Languages: Common, Draconic

Challenge: 30 (155,000 XP)

---

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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 43 (6d10+10) plus 21 (6d6) fire damage.

Claw. Melee Weapon Attack: +19 to hit, reach 10 feet, one target. Hit: 31 (6d6+10) slashing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 37 (6d8+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 23 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 4-6). The dragon exhales fire in a 180 foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 156 (24d12) fire damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 31 (6d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up
**White Dragons**

**Very Young White Dragon**  
*Medium dragon, chaotic evil*

**Armor Class** 16 (natural armor)  
**Hit Points** 85 (10d8+30)  
**Speed** 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

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**Saving Throws** Dex +2, Con +5, Wis +2, Cha +2  
**Skills** Perception +4, Stealth +2  
**Damage Immunities** cold  
**Senses** blindsight 30 ft., darkvision 60 ft., passive perception 14  
**Languages** Common, Draconic  
**Challenge** 4 (1,100 XP)

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

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) plus 2 (1d4) cold damage.

**Claw.** *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 10 (2d6+3) slashing damage.

**Cold Breath (Recharge 5-6).** The dragon exhales an icy blast in a 20 foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 32 (7d8) cold damage on a failed saving throw, or half as much damage on a successful one.

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**Juvenile White Dragon**  
*Large dragon, chaotic evil*

**Armor Class** 17 (natural armor)  
**Hit Points** 158 (15d10+75)  
**Speed** 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

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**Saving Throws** Dex +3, Con +8, 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** 8 (3,900 XP)

**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) plus 4 (1d8) cold damage.

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

**Cold Breath (Recharge 5-6).** The dragon exhales an icy blast in a 40 foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 50 (11d8) cold damage on a failed saving throw, or half as much damage on a successful one.
**Young Adult White Dragon**

*Large dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 168 (16d10+80)

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

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**Saving Throws** Dex +4, Con +9, Wis +4, Cha +5

**Skills** Perception +8, Stealth +4

**Damage Immunities** cold

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 18

**Languages** Common, Draconic

**Challenge** 10 (5,900 XP)

---

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

**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**

**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:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) plus 4 (1d8) cold damage.

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

**Tail.** *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 14 (2d8+5) 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 12 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 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
**Old White Dragon**
*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 243 (18d12+126)

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

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**Saving Throws** Dex +5, Con +13, 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** 16 (15,000 XP)

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

**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**

**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) plus 9 (2d8) cold damage.

**Claws.** *Melee Weapon Attack:* +12 to hit, reach 5 feet., 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 15 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 fan icy blast in a 60 foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 63 (14d8) cold damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
Wyrm White Dragon
Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)
Hit Points 429 (22d20+198)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

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Saving Throws: Dex +7, Con +16, Wis +9, Cha +9
Skills: Perception +16, Stealth +7
Damage Immunities: cold
Senses: blindsight 90 ft., darkvision 120 ft., passive perception 26
Languages: Common, Draconic
Challenge: 22 (41,000 XP)

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

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

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


Claws. Melee Weapon Attack: +16 to hit, reach 10 feet., one target. Hit 20 (3d6+9) slashing damage.

Tail. Melee Weapon Attack: +16 to hit, reach 20 ft., one target. Hit: 23 (3d8+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 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.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 120 foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 99 (18d10) cold damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 20 (3d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
Great Wyrm White Dragon
Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)
Hit Points 492 (24d20+240)
Speed 40 ft., burrow 40 ft., fly 80 ft., swim 40 ft.

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Saving Throws: Dex +8, Con +18, Wis +10, Cha +11
Skills: Perception +18, Stealth +8
Damage Immunities: cold
Senses: blindsight 120 ft., darkvision 120 ft., passive perception 28
Languages: Common, Draconic
Challenge: 25 (75,000 XP)

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

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

Bite. Melee Weapon Attack: +17 to hit, reach 15 ft., one target. Hit: 31 (4d10+9) plus 18 (4d8) cold damage.

Claws. Melee Weapon Attack: +17 to hit, reach 10 feet., one target. Hit: 23 (4d6+9) slashing damage.

Tail. Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 27 (4d8+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 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.

Cold Breath (Recharge 4-6). The dragon exhales an icy blast in a 180 foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 110 (20d10) cold damage on a failed saving throw, 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 within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.
Epilogue – A New Home

Many days later… Krago, aided by an invisibility spell, set out to scout around the goblin infested Cragmaw Castle. The double doors of the western front entrance were busted in, and he spied a goblin sentry through an arrow slit near the front. Upon the northern side of the castle a subtle trail led to a way in through a hole in a crumbling wall that was concealed by a dusty gray tarp. On the southern wall stairs led up to a side entrance and noises from a kitchen could be heard. Krago finished his scouting and returned to the group, who were hiding in the nearby woods.

A frontal assault was ruled out, and it was decided that the northern concealed entrance would be taken. The group moved around the woods and attempted to cross the clearing unseen. Little did they know they were being watched not from the castle, but from a beast in the woods.

This back entrance into a crumbling tower was an old store room, with a curtain to the south and a door to the east. The eastern door was inspected, leading to an easterly hallway twenty feet long that bent south, with a door in its eastern wall. Krago peeked around the bend and spotted two hobgoblins twenty feet south down the hall. Alert, one of the brutes was looking right at Krago.

"GROL!" it shouted as it charged. And battle was engaged.

Ribald rushed down the southern hall to intercept the charging brute. Krago let fly an arrow. Doc readied a sleep spell in case something came through the curtain. Moshka the bard squeezed into the narrow hall right next to the eastern door to launch a spell at a hobgoblin. Markus moved through the crowded hall and opened the eastern door where he was greeted by a massive old Bugbear, its wolf pet Snarl, a drow, and an unconscious dwarf. Markus launched an eldritch blast at the bugbear and used a misty step to retreat.

The bugbear, Grol, ordered Snarl to attack Moshka, then hurled a javelin at Moshka, while the drow threw a brutal punch at Moshka. The second hobgoblin closed on Ribald. Ribald disarmed the hobgoblin with a devastating blow, while Krago fired an arrow between the eyes and through the skull of Snarl the wolf. Moshka, brutally injured, retreated to the store room, and the bugbear moved into the hall to attack Krago. The drow moved south down the hall to surround Ribald, its brutal blow parried by Ribald. Markus hit the bugbear with a witchbolt and lightning arced through the bugbear’s body. The disarmed hobgoblin retreated to retrieve its sword.

Doc moved through the curtain, through the room beyond, and flankled the goblins, hitting them with a shatter spell that felled three, including the hobgoblin archer, and injured the largest goblin. That hobgoblin, wearing an apron and brandishing a cleaver, turned and charged doc, though soon fell to Doc’s shocking grasp. Ribald finished off the other hobgoblin and hobgoblin, and soon all turned attention to the drow. Krago delivered a fatal blow with his ax. As the drow fell, its body contorted into a human, then a bugbear, then a goblin, then an orc, then it fell into its true form – a dead doppleganger.

The group briefly rested, recouped, found a bit of treasure in Grol’s room, and conversed with the dwarf, Gundren. Gundren was clearly traumatized – he mentioned daily beatings – and eager to get to safety. Gundren was advised to stay put in the Bugbear’s room while the party cleared the keep of further dangers. He was in no shape to disagree.

The group moved west in the keep and passed through the empty kitchen toward another crumbling tower. Hiding in the rubble were three Goblins that sprang up to attack. These foolhardy little fellows were hardly a match for the battle tested adventurers. Ribald charged into their midst and, with a bit of ranged support, they were quickly dispatched.

Then Ribald noticed a shadow through the open door in the northern wall of this south western tower. That door led to the entry hall and ruined front gate, and the sunlight from outside had been blocked momentarily. A deep, growling, reptilian voice - a familiar voice - rumbled its demand.

"Have you home wrecking adventurer’s cleared my new lair of its pests?” asked the green dragon Venomfang. "If so, as payment for your services, I’ll give you one chance – crawl out the way you came in and I’ll let you live… Now!"

The group happily obliged.

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