

CYCLOPS

Cyclopes are one-eyed giants that eke out a meager existence in wild lands. Isolationists by nature, they avoid contact with other races and try to drive away strangers in their territory.

Nonreligious. Legends claim that the cyclopes are the spawn of one of the gods of the giants, but these creatures pay little heed to any deities. They see little benefit in prayer and dislike ritual, which they perceive as complex and foreign. However, a cyclops that gains direct benefit from some site of divine power, or which is threatened by a supernatural force or creature, will pay homage as long as the benefit or threat remains.

Unsophisticated. Though they are reasonably intelligent, cyclopes live simple, reclusive lives, keeping herds of animals for food. They prefer to dwell alone or in small family groups, lairing in caves, ruins, or rough structures of dry stone construction they build themselves. A cyclops keeps its herd animals with it at night, sealing the entrance to its home with boulders to let it serve double duty as a barn.

A cyclops lairs within a day's journey of other cyclopes, so that they can meet to trade goods or seek mates. They craft weapons and tools of wood and stone, but will use metal when they can find it. Although cyclopes understand the Giant tongue, they write nothing and speak little, using grunts and gestures for their interactions with each other.

Cyclopes don't use money for trade, but they value gold, shells, and other glittering and colorful objects as jewelry. A cyclops might wear a necklace strung with feathers and silver coins, but also with pewter goblets, cutlery, and other bits of ruined metal.

Unwise. Cyclopes aren't great thinkers or strategists. Slow to learn and bound to their traditional ways, they find innovation difficult. Although they are a terrifying threat in combat due to their size and strength, they can often be tricked by clever foes.

Cyclopes can be cowed and awed by obvious displays of magic. Rustics with little exposure to magic, they can be deceived into mistaking a warlock, cleric, or other caster for a powerful divine figure. However, their sense of pride causes them to react with vengeful, bloodthirsty violence once they learn that the individual they assumed was a "god" is a mere mortal.



CYCLOPS

Huge giant, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 138 (12d12 + 60)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	11 (+0)	20 (+5)	8 (-1)	6 (-2)	10 (+0)

Senses passive Perception 8

Languages Giant

Challenge 6 (2,300 XP)

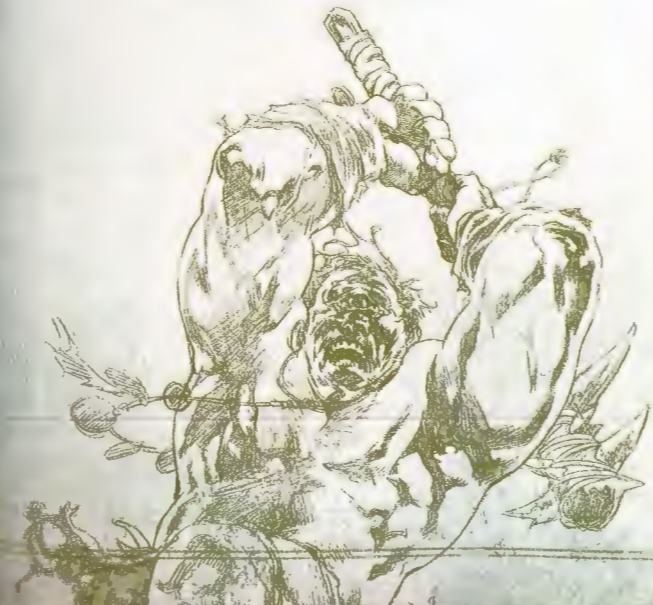
Poor Depth Perception. The cyclops has disadvantage on any attack roll against a target more than 30 feet away.

ACTIONS

Multiattack. The cyclops makes two greatclub attacks.

Greatclub. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 19 (3d8 + 6) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +9 to hit, range 30/120 ft., one target. *Hit:* 28 (4d10 + 6) bludgeoning damage.



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"REMINDE ME AGAIN WHY WE'RE ON THIS QUEST?"
— ETHELREDE THE FIGHTER, AFTER HIS FIRST
DARKMANTLE ENCOUNTER

DARKMANTLE

A darkmantle clings to cavern ceilings, remaining perfectly still as it waits for creatures to pass beneath it. From a distance, it can pass itself off as a stalactite or a lump of stone. Then it drops from the ceiling and unfurls, surrounding itself with magical darkness as it engulfs and crushes its prey.

Darkmantles are found throughout the Underdark, but they are equally common on the Shadowfell. Thriving in that dark realm, they fill an ecological niche similar to bats on the Material Plane. Intelligent creatures of the Shadowfell sometimes train darkmantles as guardians or companions.

DARKMANTLE

Small monstrosity, unaligned

Armor Class 11
Hit Points 22 (5d6 + 5)
Speed 10 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	13 (+1)	2 (-4)	10 (+0)	5 (-3)

Skills Stealth +3
Senses blindsight 60 ft., passive Perception 10
Languages —
Challenge 1/2 (100 XP)

Echolocation. The darkmantle can't use its blindsight while deafened.

False Appearance. While the darkmantle remains motionless, it is indistinguishable from a cave formation such as a stalactite or stalagmite.

ACTIONS

Crush. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) bludgeoning damage, and the darkmantle attaches to the target. If the target is Medium or smaller and the darkmantle has advantage on the attack roll, it attaches by engulfing the target's head, and the target is also blinded and unable to breathe while the darkmantle is attached in this way.

While attached to the target, the darkmantle can attack no other creature except the target but has advantage on its attack rolls. The darkmantle's speed also becomes 0, it can't benefit from any bonus to its speed, and it moves with the target.

A creature can detach the darkmantle by making a successful DC 13 Strength check as an action. On its turn, the darkmantle can detach itself from the target by using 5 feet of movement.

Darkness Aura (1/Day). A 15-foot radius of magical darkness extends out from the darkmantle, moves with it, and spreads around corners. The darkness lasts as long as the darkmantle maintains concentration, up to 10 minutes (as if concentrating on a spell). Darkvision can't penetrate this darkness, and no natural light can illuminate it. If any of the darkness overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

DEATH KNIGHT

When a paladin that falls from grace dies without seeking atonement, dark powers can transform the once-mortal knight into a hateful undead creature. A death knight is a skeletal warrior clad in fearsome plate armor. Beneath its helmet, one can see the knight's skull with malevolent pinpoints of light burning in its eye sockets.

Eldritch Power. The death knight retains the ability to cast divine spells. However, no death knight can use its magic to heal. A death knight also attracts and commands lesser undead, although death knights that serve powerful fiends might have fiendish followers instead. Death knights often use warhorse skeletons and nightmares as mounts.

Immortal Until Redeemed. A death knight can arise anew even after it has been destroyed. Only when it atones for a life of wickedness or finds redemption can it finally escape its undead purgatory and truly perish.

LORD SOTH

Lord Soth began his fall from grace with an act of heroism, saving an elf named Isolde from an ogre. Soth and Isolde fell in love, but Soth was already married. He had a servant dispose of his wife and was charged with murder, but fled with Isolde. When his castle fell under siege, he prayed for guidance and was told that he must atone for his misdeeds by completing a quest, but growing fears about Isolde's fidelity caused him to abandon his quest. Because his mission was not accomplished, a great cataclysm swept the land. When Isolde gave birth to a son, Soth refused to believe that the child was his and slew them both. All were incinerated in a fire that swept through the castle, yet Soth would find no rest in death, becoming a death knight.



DEATH KNIGHT

Medium undead, chaotic evil

Armor Class 20 (plate, shield)

Hit Points 180 (19d8 + 95)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	11 (+0)	20 (+5)	12 (+1)	16 (+3)	18 (+4)

Saving Throws Dex +6, Wis +9, Cha +10

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Abyssal, Common

Challenge 17 (18,000 XP)

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

Marshal Undead. Unless the death knight is incapacitated, it and undead creatures of its choice within 60 feet of it have advantage on saving throws against features that turn undead.

Spellcasting. The death knight is a 19th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks). It has the following paladin spells prepared:

1st level (4 slots): *command*, *compelled duel*, *searing smite*

2nd level (3 slots): *hold person*, *magic weapon*

3rd level (3 slots): *dispel magic*, *elemental weapon*

4th level (3 slots): *banishment*, *staggering smite*

5th level (2 slots): *destructive wave* (necrotic)

ACTIONS

Multiattack. The death knight makes three longsword attacks.

Longsword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands, plus 18 (4d8) necrotic damage.

Hellfire Orb (1/Day). The death knight hurls a magical ball of fire that explodes at a point it can see within 120 feet of it. Each creature in a 20-foot-radius sphere centered on that point must make a DC 18 Dexterity saving throw. The sphere spreads around corners. A creature takes 35 (10d6) fire damage and 35 (10d6) necrotic damage on a failed save, or half as much damage on a successful one.

REACTIONS

Parry. The death knight adds 6 to its AC against one melee attack that would hit it. To do so, the death knight must see the attacker and be wielding a melee weapon.



"I, ACERERAK THE ETERNAL, BECKON YOU TO YOUR DOOM. COME, FOOLISH ONES, PLUNDER MY TREASURES, IF YOU DARE! OTHERS HAVE TRIED. ALL HAVE FAILED! FROM YOUR SKIN, TAPESTRIES SHALL BE WOVEN, AND YOUR BONES WILL CARPET MY TOMB. ONLY I AM BEYOND DEATH'S REACH, ONLY I KNOW THE SECRET TO TRUE IMMORTALITY!"
 —EPITAPH OF A DEMILICH

DEMILICH

Tiny undead, neutral evil

Armor Class 20 (natural armor)

Hit Points 80 (20d4)

Speed 0 ft., fly 30 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	10 (+0)	20 (+5)	17 (+3)	20 (+5)

Saving Throws Con +6, Int +11, Wis +9, Cha +11

Damage Resistances bludgeoning, piercing, and slashing from magic weapons

Damage Immunities necrotic, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned, prone, stunned

Senses truesight 120 ft., passive Perception 13

Languages —

Challenge 18 (20,000 XP)

Avoidance. If the demilich is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

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

Turn Immunity. The demilich is immune to effects that turn undead.

ACTIONS

Howl (Recharge 5–6). The demilich emits a bloodcurdling howl. Each creature within 30 feet of the demilich that can hear

the howl must succeed on a DC 15 Constitution saving throw or drop to 0 hit points. On a successful save, the creature is frightened until the end of its next turn.

Life Drain. The demilich targets up to three creatures that it can see within 10 feet of it. Each target must succeed on a DC 19 Constitution saving throw or take 21 (6d6) necrotic damage, and the demilich regains hit points equal to the total damage dealt to all targets.

LEGENDARY ACTIONS

The demilich 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 demilich regains spent legendary actions at the start of its turn.

Flight. The demilich flies up to half its flying speed.

Cloud of Dust. The demilich magically swirls its dusty remains. Each creature within 10 feet of the demilich, including around a corner, must succeed on a DC 15 Constitution saving throw or be blinded until the end of the demilich's next turn. A creature that succeeds on the saving throw is immune to this effect until the end of the demilich's next turn.

Energy Drain (Costs 2 Actions). Each creature within 30 feet of the demilich must make a DC 15 Constitution saving throw. On a failed save, the creature's hit point maximum is magically reduced by 10 (3d6). If a creature's hit point maximum is reduced to 0 by this effect, the creature dies. A creature's hit point maximum can be restored with the *greater restoration* spell or similar magic.

Vile Curse (Costs 3 Actions). The demilich targets one creature it can see within 30 feet of it. The target must succeed on a DC 15 Wisdom saving throw or be magically cursed. Until the curse ends, the target has disadvantage on attack rolls and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the curse on a success.

DEMILICH

The immortality granted to a lich lasts only as long as it feeds mortal souls to its phylactery. If it falters or fails in that task, its bones turn to dust until only its skull remains. This “demilich” contains only a fragment of the lich’s malevolent life force—just enough so that if it is disturbed, these remains rise into the air and assume a wraithlike form. The skull then emits a terrifying howl that can slay the weak-hearted and leave others trembling with fear. Left alone, it sinks back down and returns to the empty peace of its existence.

Few liches seek to become demiliches, for it means an end to the existence they hoped to preserve by becoming undead. However, time can erode the lich’s reason and memory, causing it to retreat into its ancient tomb and forget to feed on souls. The spells it once knew fade from its mind, and it no longer channels the arcane energy it wielded as a lich. However, even as a mere skull it remains a deadly and vexing enemy.

Enduring Existence. Even after a lich is reduced to a demilich state, its phylactery survives. As long as its phylactery is intact, the demilich can’t be permanently destroyed. Its skull reforms after 1d10 days, restoring the creature to its wretched state. If it has the presence of mind to do so, a demilich can reclaim its former power by feeding just one soul to its phylactery. Doing so restores the demilich to lich form, reconstituting its undead body.

Undead Nature. A demilich doesn’t require air, food, drink, or sleep. So great is a demilich’s will to survive that it always has the maximum number of hit points for its Hit Dice, instead of average hit points.

A DEMILICH’S LAIR

A demilich hides its earthly remains and treasures in a labyrinthine tomb guarded by monsters and traps. At the heart of this labyrinth rests the demilich’s skull and the dust from its other bones.

In its crypt, a demilich has access to lair actions and additional uses for its legendary actions. Its whole lair also has unique traits. A demilich in its lair has a challenge rating of 20 (24,500 XP).

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the demilich rolls a d20. On a result of 11 or higher, the demilich takes a lair action to cause one of the following effects. It can’t use the same effect two rounds in a row.

- The tomb trembles violently for a moment. Each creature on the floor of the tomb must succeed on a DC 19 Dexterity saving throw or be knocked prone.
- The demilich targets one creature it can see within 60 feet of it. An *antimagic field* fills the space of the target, moving with it until initiative count 20 on the next round.
- The demilich targets any number of creatures it can see within 30 feet of it. No target can regain hit points until initiative count 20 on the next round.

LAIR TRAITS

A demilich’s tomb might have any or all of the following effects in place:

- The first time a non-evil creature enters the tomb’s area, the creature takes 16 (3d10) necrotic damage.
- Monsters in the tomb have advantage on saving throws against being charmed or frightened, and against features that turn undead.
- The tomb is warded against the magical travel of creatures the demilich hasn’t authorized. Such creatures can’t teleport into or out of the tomb’s area or use planar travel to enter or leave it. Effects that allow teleportation or planar travel work within the tomb as long as they aren’t used to leave or enter the tomb’s area.

If the demilich is destroyed, these effects fade over the course of 10 days.

ACERERAK AND HIS DISCIPLES

The transformation into a demilich isn’t a bitter end for all liches that experience it. Made as a conscious choice, the path of the demilich becomes the next step in a dark evolution. The lich Acererak—a powerful wizard and demonologist and the infamous master of the Tomb of Horrors—anticipated his own transformation, preparing for it by setting enchanted gemstones into his skull’s eye sockets and teeth. Each of these soul gems possessed the power to capture the souls on which his phylactery would feed.

Acererak abandoned his physical body, accepting that it would mold and dissolve to dust while he traveled the planes as a disembodied consciousness. If the skull that was his last physical remains was ever disturbed, its gems would claim the souls of the insolent intruders to his tomb, magically transferring them to his phylactery.

Liches who follow Acererak’s path believe that by becoming free of their bodies, they can continue their quest for power beyond the mortal world. As their patron did, they secure their remains within well-guarded vaults, using soul gems to maintain their phylacteries and destroy the adventurers who disturb their lairs.

Acererak or another demilich like him has a challenge rating of 21 (33,000 XP), or 23 (50,000 XP) in its lair, and gains the following additional action option.

Trap Soul. The demilich targets one creature that it can see within 30 feet of it. The target must make a DC 19 Charisma saving throw. On a failed save, the target’s soul is magically trapped inside one of the demilich’s gems. While the soul is trapped, the target’s body and all the equipment it is carrying cease to exist. On a successful save, the target takes 24 (7d6) necrotic damage, and if this damage reduces the target to 0 hit points, its soul is trapped as if it failed the saving throw. A soul trapped in a gem for 24 hours is devoured and ceases to exist.

If the demilich drops to 0 hit points, it is destroyed and turns to powder, leaving behind its gems. Crushing a gem releases any soul trapped within, at which point the target’s body re-forms in an unoccupied space nearest to the gem and in the same state as when it was trapped.



DEMONS

Spawned in the Infinite Layers of the Abyss, demons are the embodiment of chaos and evil—engines of destruction barely contained in monstrous form. Possessing no compassion, empathy, or mercy, they exist only to destroy.

Spawn of Chaos. The Abyss creates demons as extensions of itself, spontaneously forming fiends out of filth and carnage. Some are unique monstrosities, while others represent uniform strains virtually identical to each other. Other demons (such as manes) are created from mortal souls shunned or cursed by the gods, or which are otherwise trapped in the Abyss.

Capricious Elevation. Demons respect power and power alone. A greater demon commands shrieking mobs of lesser demons because it can destroy any lesser demon that dares to refuse its commands. A demon's status grows with the blood it spills; the more enemies that fall before it, the greater it becomes.

A demon might spawn as a manes, then become a dretch, and eventually transform to a vrock after untold time spent fighting and surviving in the Abyss. Such elevations are rare, however, for most demons are destroyed before they attain significant power. The greatest of those that do survive make up the ranks of the demon lords that threaten to tear the Abyss apart with their endless warring.

By expending considerable magical power, demon lords can raise lesser demons into greater forms, though such promotions never stem from a demon's deeds or accomplishments. Rather, a demon lord might warp a manes into a quasit when it needs an invisible spy, or turn an army of dretches into hezrous when marching against a rival lord. Demon lords only rarely elevate demons to the highest ranks, fearful of inadvertently creating rivals to their own power.

Abyssal Invasions. Wherever they wander across the Abyss, demons search for portals to the other planes. They crave the chance to slip free of their native realm and spread their dark influence across the multiverse, undoing the works of the gods, tearing down civilizations, and reducing the cosmos to despair and ruin.

Some of the darkest legends of the mortal realm are built around the destruction wrought by demons set loose in the world. As such, even nations embroiled in bitter conflict will set their differences aside to help contain an outbreak of demons, or to seal off abyssal breaches before these fiends can break free.

Signs of Corruption. Demons carry the stain of abyssal corruption with them, and their mere presence changes the world for the worse. Plants wither and die in areas where abyssal breaches and demons appear. Animals shun the sites where a demon has made a kill. The site of a demonic infestation might be fouled by a stench that never abates, by areas of bitter cold or burning heat, or by permanent shadows that mark the places where these fiends lingered.

Eternal Evil. Outside the Abyss, death is a minor nuisance that no demon fears. Mundane weapons can't stop these fiends, and many demons are resistant to the energy of the most potent spells. When a lucky hero

manages to drop a demon in combat, the fiend dissolves into foul ichor. It then instantly reforms in the Abyss, its mind and essence intact even as its hatred is inflamed. The only way to truly destroy a demon is to seek it in the Abyss and kill it there.

Protected Essence. A powerful demon can take steps to safeguard its life essence, using secret methods and abyssal metals to create an amulet into which part of that essence is ceded. If the demon's abyssal form is ever destroyed, the amulet allows the fiend to reform at a time and place of its choosing.

Obtaining a demonic amulet is a dangerous enterprise, and simply seeking such a device risks drawing the attention of the demon that created it. A creature possessing a demonic amulet can exact favors from the demon whose life essence the amulet holds—or inflict great pain if the fiend resists. If an amulet is destroyed, the demon that created it is trapped in the Abyss for a year and a day.

Demonic Cults. Despite the dark risks involved in dealing with fiends, the mortal realm is filled with creatures that covet demonic power. Demon lords manipulate these mortal servants into performing ever greater acts of depravity, furthering the demon lord's ambitions in exchange for magic and other boons. However, a demon regards any mortals in its service as tools to use and then discard at its whim, consigning their mortal souls to the Abyss.

Demon Summoning. Few acts are as dangerous as summoning a demon, and even mages who bargain freely with devils fear the fiends of the Abyss. Though demons yearn to sow chaos on the Material Plane, they show no gratitude when brought there, raging against their prisons and demanding release.

Those who would risk summoning a demon might do so to wrest information from it, press it into service, or send it on a mission that only a creature of absolute evil can complete. Preparation is key, and experienced summoners know the specific spells and magic items that can force a demon to bend to another's will. If a single mistake is made, a demon that breaks free shows no mercy as it makes its summoner the first victim of its wrath.

Bound Demons. *The Book of Vile Darkness*, the *Black Scrolls of Ahm*, and the *Demonomicon of Igggwilv* are the foremost authorities on demonic matters. These ancient tomes describe techniques that can trap the essence of a demon on the Material Plane, placing it within a weapon, idol, or piece of jewelry and preventing the fiend's return to the Abyss.

An object that binds a demon must be specially prepared with unholy incantations and innocent blood. It radiates a palpable evil, chilling and fouling the air around it. A creature that handles such an object experiences unsettling dreams and wicked impulses, but is able to control the demon whose essence is trapped within the object. Destroying the object frees the demon, which immediately seeks revenge against its binder.

Demonic Possession. No matter how secure its bindings, a powerful demon often finds a way to escape an object that holds it. When a demonic essence

emerges from its container, it can possess a mortal host. Sometimes a fiend employs stealth to hide a successful possession. Other times, it unleashes the full brunt of its fiendish drives through its new form.

As long as the demon remains in possession of its host, the soul of that host is in danger of being dragged to the Abyss with the demon if it is exorcised from the flesh, or if the host dies. If a demon possesses a creature and the object binding the demon is destroyed, the possession lasts until powerful magic is used to drive the demonic spirit out of its host.

DEMON LORDS

The chaotic power of the Abyss rewards demons of particular ruthlessness and ingenuity with a dark blessing, transforming them into unique fiends whose power can rival the gods. These demon lords rule through cunning or brute force, hoping to one day claim the prize of absolute control over all the Abyss.

Reward for Outsiders. Although most demon lords rise up from the vast and uncountable mobs of demons rampaging across the Abyss, the plane also rewards outsiders that conquer any of its infinite layers. The elven goddess Lolth became a demon lord after Corellon Larethian cast her into the Abyss for betraying elvenkind. Sages claim that the Dark Prince Graz'zt originated on some other plane before stealing his abyssal title from another long-forgotten demon lord.

Power and Control. The greatest sign of a demon lord's power is its ability to reshape an abyssal realm. A layer of the Abyss controlled by a demon lord becomes a twisted reflection of that fiend's vile personality, and demon lords seldom leave their realms for fear of allowing another creature to reshape and seize it.

As with other demons, a demon lord that dies on another plane has its essence return to the Abyss, where it reforms into a new body. Likewise, a demon lord that dies in the Abyss is permanently destroyed. Most demon lords keep a portion of their essence safely stored away to prevent such a fate.

BAPHOMET

The demon lord Baphomet, also known as the Horned King and the Prince of Beasts, rules over minotaurs and other savage creatures. If he had his way, civilization would crumble and all races would embrace their base animal savagery.

The Prince of Beasts appears as a huge, black-furred minotaur with iron horns, red eyes, and a blood-soaked mouth. His iron crown is topped with the rotting heads of his enemies, while his dark armor is set with spikes and skull-like serrations. He carries a huge glaive named Heartcleaver, but often hurls it into the fray so as to face his enemies with horns and hooves.

DEMOGORGON

The Sibillant Beast and the self-styled Prince of Demons, Demogorgon yearns for nothing less than undoing the order of the multiverse. An insane assemblage of features and drives, the Prince of Demons inspires fear and hatred among other demons and demon lords.

Demogorgon towers three times the height of a human, his body as sinuous as a snake's and as powerful as a great ape's. Suckered tentacles take the place of his arms. His saurian lower torso ends in webbed and clawed feet, and a forked tail whose whip-like tips are armed with cruel blades. The Prince of Demons has two baleful baboon heads, both of them mad. It is only the conflict between the two halves of his dual nature that keeps the demon lord's ambitions in check.

GRAZ'ZT

The demon lord Graz'zt appears as a darkly handsome figure nearly nine feet tall. Those who refer to the Dark Prince as the most humanoid of the demon lords vastly underestimate the capacity for evil in his scheming heart.

Graz'zt is a striking physical specimen, whose demonic nature shows in his ebon skin, pointed ears, yellow fangs, crown of horns, and six-fingered hands. He delights in finery, pageantry, and sating his decadent desires with subjects and consorts alike, among whom incubi and succubi are often his favorites.

JUIBLEX

The demon lord of slimes and oozes, Juiblex is a stew of noxious fluids that lurks in the abyssal depths. The wretched Faceless Lord cares nothing for cultists or mortal servants, and its sole desire is to turn all creatures into formless copies of its horrid self.

In its resting state, Juiblex spreads out in a noxious mass, bubbling and filling the air with a profound stench. On the rare occasions when creatures confront the demon lord, Juiblex draws itself up into a shuddering cone of slime striated with veins of black and green. Baleful red eyes swim within its gelatinous body, while dripping pseudopods of ooze lash out hungrily at any creature they can reach.

LOLTH

The Demon Queen of Spiders is the evil matron of the drow. Her every thought is touched by malice, and the depth of her viciousness can surprise even her most faithful priestesses. She directs her faithful while she weaves plots across the worlds of the Material Plane, looking forward to the time when her drow followers bring those worlds under her control.

Lolth appears as a lithe, imperious drow matriarch when she manifests to her followers in the mortal realm, which she does with unusual frequency. When battle breaks out—or if she has a reason to remind her followers to fear her—Lolth's lower body transforms into that of a huge demonic spider, whose spike-tipped legs and mandibles tear foes apart.

ORCUS

Known as the Demon Prince of Undeath and the Blood Lord, the demon lord Orcus is worshiped by the undead and by living creatures that channel the power of undeath. A brooding and nihilistic entity, Orcus yearns to make the multiverse a place of death and darkness, forever unchanging except by his will.

The Demon Prince of Undeath is a foul and corpulent creature, with a humanoid torso, powerful goat legs, and the desiccated head of a ram. His sore-ridden body stinks of disease, but his decaying head and glowing red eyes are as a creature already dead. Great black bat wings sprout from his back, stirring reeking air as he moves.

Orcus wields a malevolent artifact known as the *Wand of Orcus*, a mace-like rod of obsidian topped by a humanoid skull. He surrounds himself with undead, and living creatures not under his control are anathema to him.

YEENOGHU

Known as the Gnoll Lord and the Beast of Butchery, the demon lord Yeenoghu hungers for slaughter and senseless destruction. Gnolls are his mortal instruments, and he drives them to ever-greater atrocities in his name. Delighting in sorrow and hopelessness, the Gnoll Lord yearns to turn the world into a wasteland in which the last surviving gnolls tear each other apart for the right to feast upon the dead.

Yeenoghu appears as a huge, scarred gnoll with a spiky crest of black spines, and eyes that burn with emerald flame. His armor is a patchwork of shields and breastplates claimed from fallen foes, and decorated by those foes' flayed skins. Yeenoghu can summon a triple flail he calls the Butcher, which he wields to deadly effect or wills to fly independently into battle as he tears foes apart with teeth and claws.

OTHER DEMON LORDS

No one knows the full number of demon lords that rage in the Abyss. Given the infinite depths of that plane, powerful demons constantly rise to become demon lords, then fall almost as quickly. Among the demon lords whose power has endured long enough for demonologists to name them are Fraz-Urb'luu, the Prince of Deception; Kostchtchie, the Prince of Wrath; Pazuzu, Prince of the Lower Aerial Kingdoms; and Zuggtmoy, Lady of Fungi.

DEMON TYPES

Demonologists organize the chaotic distribution of demons into broad categories of power known as types. Most demons fit into one of six major types, with the weakest categorized as Type 1 and the strongest as Type 6. Demons outside the six main types are categorized as minor demons and demon lords.

DEMONS BY TYPE

Type	Examples
1	barlurga, shadow demon, vrock
2	chasma, hezrou
3	glabrezu, yochlol
4	nalfeshnee
5	marilith
6	balor, goristro

BALOR

Figures of ancient and terrible evil, balors rule as generals over demonic armies, yearning to seize power while destroying any creatures that oppose them.

Wielding a flaming whip and a longsword that channels the power of the storm, a balor's battle prowess is fueled by hatred and rage. It channels this demonic fury in its death throes, falling within a blast of fire that can destroy even the hardest foes.

BARLGURA

The bargura represents the savagery and brutality of the Abyss. Barguras gather in packs to take down tougher foes, keep gruesome trophies from their victories, and decorate their territory with such objects.

A bargura looks like a hulking orangutan with a gruesome, drooping visage and tusks jutting from its jaw. Standing just under 8 feet tall, it has broad shoulders and weighs 650 pounds. It moves apishly along the ground, but it climbs with great speed and agility.

CHASME

This loathsome demon resembles an unspeakable crossing of humanoid and fly. A chasme shuffles about on four spindly legs that can find purchase on walls and ceilings. A droning sound precedes the approach of a chasme, inflicting foes with a terrible lethargy that leaves them open to attack.

The lowly chasmes serve more powerful masters as interrogators or taskmasters. A chasme lives to dole out torture as punishment, and has a knack for spotting demons that have deserted their lords. Capturing and returning such traitors allows a chasme to torment the victim without fear of reprisal.

DRETCH

Dretches are among the weakest of demons—repulsive, self-loathing creatures doomed to spend eternity in a state of perpetual discontent. Their low intelligence makes dretches unsuitable for anything but the simplest tasks. However, what they lack in potential, they make up for in sheer malice. Dretches mill about in mobs, voicing their displeasure as an unsettling din of hoots, snarls, and grunts.

GLABREZU

A glabrezu takes great pleasure in destroying mortals through temptation, and these creatures are among the few demons to offer their service to creatures foolish enough to summon them.

Although glabrezus are devastating in combat, they prefer to tempt victims into ruin, using power or wealth as a lure. Engaging in guile, trickery, and evil bargains, a glabrezu hoards riches that it uses to fulfill promises to shortsighted summoners and weak-willed mortals. However, if its attempts to entice or deceive fail, a glabrezu has the strength to fight and win.

GORISTRO

The goristro resembles a fiendish minotaur towering more than twenty feet tall. When controlled by a demon lord, goristros make formidable living siege engines and prized pets. Goristros possess preternatural cunning when navigating labyrinthine passages and shifting corridors, pursuing foes in a terrifying hunt.

A hulking goristro sometimes bears a palanquin, carrying smaller demons on its broad shoulders, much like an elephant carries riders on its back.

HEZROU

Hezrous serve as foot soldiers in the demonic hordes of the Abyss. Although physically powerful, they are weak-minded and hezrous can easily be duped into sacrificing themselves by more powerful demons. As they press their attacks into the heart of an enemy's forces, their foul stench can sicken even the toughest foes.

MANES

Souls of evil creatures that descend to the Lower Planes are transformed into manes—the lowest form of demonkind. These wretched fiends attack any non-demon they see, and they are called to the Material Plane by those seeking to sow death and chaos.

Orcus, the Prince of Undeath, has the power to transform manes into undead monsters, most often ghouls and shadows. Other demon lords feed on manes, destroying them utterly. Otherwise, killing a manes causes it to dissipate into a cloud of reeking vapor that reforms into another manes after one day.

MARILITH

Terrible to behold, a marilith has the lower body of a great serpent and the upper torso of a humanoid female with six arms.

Wielding a wicked blade in each of its six hands, a marilith is a devastating foe that few can match in battle. These demons possess keen minds and a finely honed sense of tactics, and they are able to lead and unite other demons in common cause. Mariliths are often encountered as captains at the head of a demonic horde, where they embrace any opportunity to rush headlong into battle.

DEMON TRUE NAMES

Though demons all have common names, every demon lord and every demon of type 1 through 6 has a true name that it keeps secret. A demon can be forced to disclose its true name if charmed, and ancient scrolls and tomes are said to exist that list the true names of the most powerful demons.

A mortal who learns a demon's true name can use powerful summoning magic to call the demon from the Abyss and exercise some measure of control over it. However, most demons brought to the Material Plane in this manner do everything in their power to wreak havoc or sow discord and strife.

NALFESHNEE

The nalfeshnee is one of the most grotesque demons—a corpulent mockery of ape and boar standing twice the height of a human, with feathered wings that seem too small for its bloated body. These brutish features conceal a remarkable intelligence and cunning.

Nalfeshnees are devastating in combat, using their wings to soar above the front ranks and reach vulnerable adversaries that can be dispatched with little effort. From the thick of battle, they telepathically bellow commands to lesser demons, even as they inspire a sense of dread that forces their foes to scatter and run.

Nalfeshnees feed on hatred and despair, but they crave humanoid flesh above all else. They keep their larders filled with humanoids abducted from the Material Plane, then eat those creatures alive during elaborate feasts. Thinking of themselves as refined and cultured, nalfeshnees employ stained and rusted cutlery when they dine.

QUASIT

Quasits infest the Lower Planes. Physically weak, they keep to the shadows to plot mischief and wickedness. More powerful demons use quasits as spies and messengers when they aren't devouring them or pulling them apart to pass the time.

A quasit can assume animal forms, but in its true form it looks like a 2-foot-tall green humanoid with a barbed tail and horns. The quasit has clawed fingers and toes, and these claws can deliver an irritating poison. It prefers to be invisible when it attacks.

SHADOW DEMON

When a demon's body is destroyed but the fiend is prevented from reforming in the Abyss, its essence sometimes takes on a vague physical form. These shadow demons exist outside the normal abyssal hierarchy, since their creation results most often from mortal magic, not from transformation or promotion.

Shadow demons all but disappear in the darkness, and they can creep about without making a sound. A shadow demon uses its insubstantial claws to feast on its victim's fears, to taste its memories, and drink in its doubts. Bright light harries this fiend and shows its distinct shape, resolving it from a blur of darkness to a winged humanoid creature whose lower body trails off into nothing, and whose claws rend a victim's mind.

Shadowy Nature. A shadow demon doesn't require air, food, drink, or sleep.

VROCK

Vrocks are dull-witted, capricious fiends that live only to create pain and carnage. A vrock resembles a giant hybrid of humanoid and vulture, its gnarled, bestial body and broad wings stinking of offal.

Vrocks gobble humanoid flesh whenever they can, stunning potential prey with an ear-splitting shriek, then swooping down to attack with beak and claw. Vrocks can shake their wings, releasing clouds of toxic spores.

Coveting pretty things, vrocks turn against each other for the chance to lay claim to cheap jewelry or ornamental stones. Despite their love of treasure, vrocks are difficult to bribe, seeing no reason to bargain when they can simply take what they want from a would-be bargainer's corpse.

YOCHLOL

The yochlols are the Handmaidens of Lolth—extensions of the Spider Queen's will dedicated to acting as her spies, taskmasters, and agents of villainy. They attend their goddess in the Demonweb Pits, but Lolth sometimes dispatches yochlols to the Material Plane to guard her temples and to aid her most devout priestesses. Yochlols don't form outside Lolth's realm of the Demonweb, and they serve no demon lords except their queen.

Outside the Abyss, a yochlol can assume the guise of a female drow or monstrous spider to conceal its demonic form. In its true form, the fiend appears as a pillar of yellow slime with a single malevolent eye. In its drow and true form, a yochlol's touch carries the same venomous touch as its spider form's bite.

VARIANT: DEMON SUMMONING

Some demons can have an action option that allows them to summon other demons.

Summon Demon (1/Day). The demon chooses what to summon and attempts a magical summoning.

- A **balor** has a 50 percent chance of summoning 1d8 vrocks, 1d6 hezrous, 1d4 glabrezus, 1d3 nalfeshnees, 1d2 mariliths, or one goristro.
- A **barlgura** has a 30 percent chance of summoning one barlgura.
- A **chasme** has a 30 percent chance of summoning one chasme.
- A **glabrezu** has a 30 percent chance of summoning 1d3 vrocks, 1d2 hezrous, or one glabrezu.
- A **hezrou** has a 30 percent chance of summoning 2d6 dretches or one hezrou.
- A **marilith** has a 50 percent chance of summoning 1d6 vrocks, 1d4 hezrous, 1d3 glabrezus, 1d2 nalfeshnees, or one marilith.
- A **nalfeshnee** has a 50 percent chance of summoning 1d4 vrocks, 1d3 hezrous, 1d2 glabrezus, or one nalfeshnee.
- A **vrock** has a 30 percent chance of summoning 2d4 dretches or one vrock.
- A **yochlol** has a 50 percent chance of summoning one yochlol.

A summoned demon appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other demons. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.



DEMONS ARE PAINFULLY DIFFICULT TO SUMMON AND CONTROL. IT IS NOT A BURDEN FOR THE WEAK OF HEART OR THE WEAK OF SPIRIT.
—FROM THE DEMONOMICON OF IGGWILV

BALOR

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 262 (21d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	15 (+2)	22 (+6)	20 (+5)	16 (+3)	22 (+6)

Saving Throws Str +14, Con +12, Wis +9, Cha +12

Damage Resistances cold, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 19 (22,000 XP)

Death Throes. When the balor dies, it explodes, and each creature within 30 feet of it must make a DC 20 Dexterity saving throw, taking 70 (20d6) fire damage on a failed save, or half as much damage on a successful one. The explosion ignites flammable objects in that area that aren't being worn or carried, and it destroys the balor's weapons.

Fire Aura. At the start of each of the balor's turns, each creature within 5 feet of it takes 10 (3d6) fire damage, and flammable objects in the aura that aren't being worn or carried ignite. A creature that touches the balor or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

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

Magic Weapons. The balor's weapon attacks are magical.

ACTIONS

Multiattack. The balor makes two attacks: one with its longsword and one with its whip.

Longsword. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. **Hit:** 21 (3d8 + 8) slashing damage plus 13 (3d8) lightning damage. If the balor scores a critical hit, it rolls damage dice three times, instead of twice.

Whip. Melee Weapon Attack: +14 to hit, reach 30 ft., one target. **Hit:** 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage, and the target must succeed on a DC 20 Strength saving throw or be pulled up to 25 feet toward the balor.

Teleport. The balor magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.



BARLGURA

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	7 (-2)	14 (+2)	9 (-1)

Saving Throws Dex +5, Con +6

Skills Perception +5, Stealth +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Innate Spellcasting. The bargura's spellcasting ability is Wisdom (spell save DC 13). The bargura can innately cast the following spells, requiring no material components:

1/day each: *entangle*, *phantasmal force*

2/day each: *disguise self*, *invisibility* (self only)

Reckless. At the start of its turn, the bargura can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

Running Leap. The bargura's long jump is up to 40 feet and its high jump is up to 20 feet when it has a running start.

ACTIONS

Multiattack. The bargura makes three attacks: one with its bite and two with its fists.

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

Fist. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) bludgeoning damage.



CHASME

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)

Hit Points 84 (13d10 + 13)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	10 (+0)

Saving Throws Dex +5, Wis +5

Skills Perception +5

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 15

Languages Abyssal, telepathy 120 ft.

Challenge 6 (2,300 XP)

Drone. The chasme produces a horrid droning sound to which demons are immune. Any other creature that starts its turn within 30 feet of the chasme must succeed on a DC 12 Constitution saving throw or fall unconscious for 10 minutes. A creature that can't hear the drone automatically succeeds on the save. The effect on the creature ends if it takes damage or if another creature takes an action to splash it with holy water. If a creature's saving throw is successful or the effect ends for it, it is immune to the drone for the next 24 hours.

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

Spider Climb. The chasme can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

Proboscis. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 16 (4d6 + 2) piercing damage plus 24 (7d6) necrotic damage, and the target's hit point maximum is reduced by an amount equal to the necrotic damage taken. If this effect reduces a creature's hit point maximum to 0, the creature dies. This reduction to a creature's hit point maximum lasts until the creature finishes a long rest or until it is affected by a spell like *greater restoration*.



DRETCH

Small fiend (demon), chaotic evil

Armor Class 11 (natural armor)

Hit Points 18 (4d6 + 4)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	11 (+0)	12 (+1)	5 (-3)	8 (-1)	3 (-4)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 9

Languages Abyssal, telepathy 60 ft. (works only with creatures that understand Abyssal)

Challenge 1/4 (50 XP)

ACTIONS

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

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

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 5 (2d4) slashing damage.

Fetid Cloud (1/Day). A 10-foot radius of disgusting green gas extends out from the dretch. The gas spreads around corners, and its area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions.



GLABREZU

Large fiend (demon), chaotic evil

Armor Class 17 (natural armor)

Hit Points 157 (15d10 + 75)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	15 (+2)	21 (+5)	19 (+4)	17 (+3)	16 (+3)

Saving Throws Str +9, Con +9, Wis +7, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Innate Spellcasting. The glabrezu's spellcasting ability is Intelligence (spell save DC 16). The glabrezu can innately cast the following spells, requiring no material components:

At will: *darkness*, *detect magic*, *dispel magic*
1/day each: *confusion*, *fly*, *power word stun*

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

ACTIONS

Multiattack. The glabrezu makes four attacks: two with its pincers and two with its fists. Alternatively, it makes two attacks with its pincers and casts one spell.

Pincer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). The glabrezu has two pincers, each of which can grapple only one target.

Fist. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) bludgeoning damage.



GORISTRO

Huge fiend (demon), chaotic evil

Armor Class 19 (natural armor)

Hit Points 310 (23d12 + 161)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	11 (+0)	25 (+7)	6 (-2)	13 (+1)	14 (+2)

Saving Throws Str +13, Dex +6, Con +13, Wis +7

Skills Perception +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 17

Languages Abyssal

Challenge 17 (18,000 XP)

Charge. If the goristro moves at least 15 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 38 (7d10) piercing damage. If the target is

a creature, it must succeed on a DC 21 Strength saving throw or be pushed up to 20 feet away and knocked prone.

Labyrinthine Recall. The goristro can perfectly recall any path it has traveled.

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

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

ACTIONS

Multiattack. The goristro makes three attacks: two with its fists and one with its hoof.

Fist. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 20 (3d8 + 7) bludgeoning damage.

Hoof. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 23 (3d10 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 21 Strength saving throw or be knocked prone.

Gore. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 45 (7d10 + 7) piercing damage.



"HAVE NO PITY FOR THIS DAMNABLE WRETCH. BLOODY THING COULD GROW UP TO BE A DEMON LORD ONE DAY."
—EMIRIKOL THE CHAOTIC



HEZROU

Large fiend (demon), chaotic evil

Armor Class 16 (natural armor)

Hit Points 136 (13d10 + 65)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	20 (+5)	5 (-3)	12 (+1)	13 (+1)

Saving Throws Str +7, Con +8, Wis +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 8 (3,900 XP)

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

Stench. Any creature that starts its turn within 10 feet of the hezrou must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to the hezrou's stench for 24 hours.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 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.

MANES

Small fiend (demon), chaotic evil

Armor Class 9

Hit Points 9 (2d6 + 2)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	9 (-1)	13 (+1)	3 (-4)	8 (-1)	4 (-3)

Damage Resistances cold, fire, lightning

Damage Immunities poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 60 ft., passive Perception 9

Languages understands Abyssal but can't speak

Challenge 1/8 (25 XP)

ACTIONS

Claws. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 5 (2d4) slashing damage.



"THE TEMPLE WAS STREWN WITH BODY PARTS. WE CONCLUDED THAT THE CULTISTS HAD SUMMONED A POWERFUL DEMON AND NOT LIVED TO REGRET IT. NOT WANTING TO GET HACKED TO PIECES OURSELVES, WE CUT SHORT OUR EXPEDITION AND RETURNED TO THE VILLAGE OF HONMLET WITH OUR TAILS BETWEEN OUR LEGS. RUFUS AND BURNE HAD A GOOD LAUGH AT OUR EXPENSE, LET ME TELL YOU."
 —NELUMÉ, A YOUNG HALF-ELF WIZARD, CHRONICLING HER ONE AND ONLY VISIT TO THE TEMPLE OF ELEMENTAL EVIL



MARILITH

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 189 (18d10 + 90)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Str +9, Con +10, Wis +8, Cha +10

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 13

Languages Abyssal, telepathy 120 ft.

Challenge 16 (15,000 XP)

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

Magic Weapons. The marilith's weapon attacks are magical.

Reactive. The marilith can take one reaction on every turn in a combat.

ACTIONS

Multiattack. The marilith makes seven attacks: six with its longswords and one with its tail.

Longsword. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one creature. *Hit:* 15 (2d10 + 4) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 19). Until this grapple ends, the target is restrained, the marilith can automatically hit the target with its tail, and the marilith can't make tail attacks against other targets.

Teleport. The marilith magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.

REACTIONS

Parry. The marilith adds 5 to its AC against one melee attack that would hit it. To do so, the marilith must see the attacker and be wielding a melee weapon.



NALFESHNEE

Large fiend (demon), chaotic evil

Armor Class 18 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	19 (+4)	12 (+1)	15 (+2)

Saving Throws Con +11, Int +9, Wis +6, Cha +7

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 11

Languages Abyssal, telepathy 120 ft.

Challenge 13 (10,000 XP)

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

ACTIONS

Multiattack. The nalfeshnee uses Horror Nimbus if it can. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 32 (5d10 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (3d6 + 5) slashing damage.

Horror Nimbus (Recharge 5–6). The nalfeshnee magically emits scintillating, multicolored light. Each creature within 15 feet of the nalfeshnee that can see the light must succeed on a DC 15 Wisdom saving throw or be 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 nalfeshnee's Horror Nimbus for the next 24 hours.

Teleport. The nalfeshnee magically teleports, along with any equipment it is wearing or carrying, up to 120 feet to an unoccupied space it can see.



VARIANT: QUASIT FAMILIAR

Mortal spellcasters interested in extraplanar familiars find quasits easy to summon and eager to serve. The quasit plays the part of the obsequious servant. It serves its master well, but it goads the mortal to greater and greater acts of chaos and evil. Such quasits have the following trait.

Familiar. The quasit can serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the quasit senses as long as they are within 1 mile of each other. While the quasit is within 10 feet of its master, the master shares the quasit's Magic Resistance trait. At any time and for any reason, the quasit can end its service as a familiar, ending the telepathic bond.

QUASIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 13

Hit Points 7 (3d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	7 (-2)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. The quasit can use its action to polymorph into a beast form that resembles a bat (speed 10 ft., fly 40 ft.), a centipede (40 ft., climb 40 ft.), or a toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each

form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

ACTIONS

Claws (Bite in Beast Form). *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must succeed on a DC 10 Constitution saving throw or take 5 (2d4) poison damage and become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of the quasit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the quasit is within line of sight, ending the effect on itself on a success.

Invisibility. The quasit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment the quasit wears or carries is invisible with it.



SHADOW DEMON

Medium fiend (demon), chaotic evil

Armor Class 13
Hit Points 66 (12d8 + 12)
Speed 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	17 (+3)	12 (+1)	14 (+2)	13 (+1)	14 (+2)

Saving Throws Dex +5, Cha +4
Skills Stealth +7
Damage Vulnerabilities radiant
Damage Resistances acid, fire, necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities cold, lightning, poison
Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 4 (1,100 XP)

Incorporeal Movement. The demon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Light Sensitivity. While in bright light, the demon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Stealth. While in dim light or darkness, the demon can take the Hide action as a bonus action.

ACTIONS

Claws. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 10 (2d6 + 3) psychic damage or, if the demon had advantage on the attack roll, 17 (4d6 + 3) psychic damage.



VROCK

Large fiend (demon), chaotic evil

Armor Class 15 (natural armor)
Hit Points 104 (11d10 + 44)
Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	13 (+1)	8 (-1)

Saving Throws Dex +5, Wis +4, Cha +2
Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Abyssal, telepathy 120 ft.
Challenge 6 (2,300 XP)

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

ACTIONS

Multiattack. The vrock makes two attacks: one with its beak and one with its talons.

Beak. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Talons. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Spores (Recharge 6). A 15-foot-radius cloud of toxic spores extends out from the vrock. The spores spread around corners. Each creature in that area must succeed on a DC 14 Constitution saving throw or become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Emptying a vial of holy water on the target also ends the effect on it.

Stunning Screech (1/Day). The vrock emits a horrific screech. Each creature within 20 feet of it that can hear it and that isn't a demon must succeed on a DC 14 Constitution saving throw or be stunned until the end of the vrock's next turn.



YOCHLOL

Medium fiend (demon, shapechanger), chaotic evil

Armor Class 15 (natural armor)

Hit Points 136 (16d8 + 64)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	18 (+4)	13 (+1)	15 (+2)	15 (+2)

Saving Throws Dex +6, Int +5, Wis +6, Cha +6

Skills Deception +10, Insight +6

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Abyssal, Elvish, Undercommon

Challenge 10 (5,900 XP)

Shapechanger. The yochlol can use its action to polymorph into a form that resembles a female drow or giant spider, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

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

Spider Climb. The yochlol can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Innate Spellcasting. The yochlol's spellcasting ability is Charisma (spell save DC 14). The yochlol can innately cast the following spells, requiring no material components:

At will: *detect thoughts*, *web*
1/day: *dominate person*

Web Walker. The yochlol ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The yochlol makes two melee attacks.

Slam (Bite in Spider Form). *Melee Weapon Attack:* +6 to hit, reach 5 ft. (10 ft. in demon form), one target. *Hit:* 5 (1d6 + 2) bludgeoning (piercing in spider form) damage plus 21 (6d6) poison damage.

Mist Form. The yochlol transforms into toxic mist or reverts to its true form. Any equipment it is wearing or carrying is also transformed. It reverts to its true form if it dies.

While in mist form, the yochlol is incapacitated and can't speak. It has a flying speed of 30 feet, can hover, and can pass through any space that isn't airtight. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to nonmagical damage.

While in mist form, the yochlol can enter a creature's space and stop there. Each time that creature starts its turn with the yochlol in its space, the creature must succeed on a DC 14 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target is incapacitated.



DEVILS

Devils personify tyranny, with a totalitarian society dedicated to the domination of mortal life. The shadow of the Nine Hells of Baator extends far across the multiverse, and Asmodeus, the dark lord of Nessus, strives to subjugate the cosmos to satisfy his thirst for power. To do so, he must continually expand his infernal armies, sending his servants to the mortal realm to corrupt the souls from which new devils are spawned.

Lords of Tyranny. Devils live to conquer, enslave, and oppress. They take perverse delight in exercising authority over the weak, and any creature that defies the authority of a devil faces swift and cruel punishment. Every interaction is an opportunity for a devil to display its power, and all devils have a keen understanding of how to use and abuse their power.

Devils understand the failings that plague intelligent mortals, and they use that knowledge to lead mortals into temptation and darkness, turning creatures into slaves to their own corruption. Devils on the Material Plane use their influence to manipulate humanoid rulers, whispering evil thoughts, fomenting paranoia, and eventually driving them to tyrannical actions.

Obedience and Ambition. In accordance with their lawful alignment, devils obey even when they envy or dislike their superiors, knowing that their obedience will be rewarded. The hierarchy of the Nine Hells depends on this unswerving loyalty, without which that fiendish plane would become as anarchic as the Abyss.

At the same time, it is in the nature of devils to scheme, creating in some a desire to rule that eclipses their contentment to be ruled. This singular ambition is strongest among the archdevils whom Asmodeus appoints to rule the nine layers of the Nine Hells. These high-ranking fiends are the only devils to ever sample true power, which they crave like the sweetest ambrosia.

Dark Dealers and Soul Mongers. Devils are confined to the Lower Planes, but they can travel beyond those planes by way of portals or powerful summoning magic. They love to strike bargains with mortals seeking to gain some benefit or prize, but a mortal making such a bargain must be wary. Devils are crafty negotiators and positively ruthless at enforcing the terms of an agreement. Moreover, a contract with even the lowliest devil is enforced by Asmodeus's will. Any mortal creature that breaks such a contract instantly forfeits its soul, which is spirited away to the Nine Hells.

To own a creature's soul is to have absolute control over that creature, and most devils accept no other currency in exchange for the fiendish power and boons they can provide. A soul is usually forfeited when a mortal dies naturally, for devils are immortal and can wait years for a contract to play out. If a contract allows a devil to claim a mortal's soul before death, it can instantly return to the Nine Hells with the soul in its possession. Only divine intervention can release a soul after a devil has claimed it.

THE INFERNAL HIERARCHY

The Nine Hells has a rigid hierarchy that defines every aspect of its society. Asmodeus is the supreme ruler of all devils, and the only creature in the Nine Hells with the powers of a lesser god. Worshiped as such in the Material Plane, Asmodeus inspires the evil humanoid cults that take his name. In the Nine Hells, he commands scores of pit fiend generals, which in turn command legions of subordinates.

A supreme tyrant, a brilliant deceiver, and a master of subtlety, Asmodeus protects his throne by keeping his friends close and his enemies closer. He delegates most matters of rulership to the pit fiends and lesser archdevils that make up the infernal bureaucracy of the Nine Hells, even as he knows that those powerful devils conspire to usurp the Throne of Baator from which he rules. Asmodeus appoints archdevils, and he can strip any member of the infernal hierarchy of rank and status as he likes.

If it dies outside the Nine Hells, a devil disappears in a cloud of sulfurous smoke or dissolves into a pool of ichor, instantly returning to its home layer, where it reforms at full strength. Devils that die in the Nine Hells are destroyed forever—a fate that even Asmodeus fears.

Archdevils. The archdevils include all the current and deposed rulers of the Nine Hells (see the Layers and Lords of the Nine Hells table), as well as the dukes and duchesses that make up their courts, attend them as advisers, and hope to supplant them. Every archdevil is a unique being with an appearance that reflects its particular evil nature.

Greater Devils. The greater devils include the pit fiends, erinyes, horned devils, and ice devils that command lesser devils and attend the archdevils.

Lesser Devils. The lesser devils include numerous strains of fiends, including imps, chain devils, spined devils, bearded devils, barbed devils, and bone devils.

Lemures. The lowest form of devil, lemures are the twisted and tormented souls of evil and corrupted mortals. A lemure killed in the Nine Hells is only permanently destroyed if it is killed with a blessed weapon or if its shapeless corpse is splashed with holy water before it can return to life.

Promotion and Demotion. When the soul of an evil mortal sinks into the Nine Hells, it takes on the physical form of a wretched lemure. Archdevils and greater devils have the power to promote lemures to lesser devils. Archdevils can promote lesser devils to greater devils, and Asmodeus alone can promote a greater devil to archdevil status. This diabolic promotion invokes a brief, painful transformation, with the devil's memories passing intact from one form to the next.

Low-level promotions are typically based on need, such as when a pit fiend transforms lemures into imps to gain invisible spies under its command. High-level promotions are almost always based on merit, such as when a bone devil that distinguishes itself in battle is transformed into a horned devil by the archdevil it serves. A devil is seldom promoted more than one step at a time in the hierarchy of infernal forms.

INFERNAL HIERARCHY

1. lemure

Lesser devils

2. imp

3. spined devil

4. bearded devil

5. barbed devil

6. chain devil

7. bone devil

Greater devils

8. horned devil

9. erinyes

10. ice devil

11. pit fiend

Archdevils

12. duke or duchess

13. archduke or archduchess

Demotion is the customary punishment for failure or disobedience among the devils. Archdevils or greater devils can demote a lesser devil to a lemure, which loses all memory of its prior existence. An archdevil can demote a greater devil to lesser devil status, but the demoted devil retains its memories—and might seek vengeance if the severity of the demotion is excessive.

No devil can promote or demote another devil that has not sworn fealty to it, preventing rival archdevils from demoting each other's most powerful servants. Since all devils swear fealty to Asmodeus, he can freely demote any other devil, transforming it into whatever infernal form he desires.

THE NINE HELLS

The Nine Hells are a single plane comprising nine separate layers (see the Layers and Lords of the Nine Hells table). The first eight layers are each ruled by archdevils that answer to the greatest archdevil of all: Asmodeus, the Archduke of Nessus, the ninth layer. To reach the deepest layer of the Nine Hells, one must descend through all eight of the layers above it, in order. The most expeditious means of doing so is the River Styx, which plunges ever deeper as it flows from one layer to the next. Only the most courageous adventurers can withstand the torment and horror of that journey.

DEVIL TRUE NAMES AND TALISMANS

Though devils all have common names, every devil above a lemure in station also has a true name that it keeps secret. A devil can be forced to disclose its true name if charmed, and ancient scrolls and tomes are said to exist that list the true names of certain devils.

A mortal who learns a devil's true name can use powerful summoning magic to call the devil from the Nine Hells and bind it into service. Binding can also be accomplished with the help of a devil talisman. Each of these ancient relics is inscribed with the true name of a devil it controls, and was bathed in the blood of a worthy sacrifice—typically someone the creator loved—when crafted.

However it is summoned, a devil brought to the Material Plane typically resents being pressed into service. However, the devil seizes every opportunity to corrupt its summoner so that the summoner's soul ends up in the Nine Hells. Only imps are truly content to be summoned, and they easily commit to serving a summoner as a familiar, but they still do their utmost to corrupt those who summon them.

VARIANT: DEVIL SUMMONING

Some devils can have an action option that allows them to summon other devils.

Summon Devil (1/Day). The devil chooses what to summon and attempts a magical summoning.

- A **barbed devil** has a 30 percent chance of summoning one barbed devil.
- A **bearded devil** has a 30 percent chance of summoning one bearded devil.
- A **bone devil** has a 40 percent chance of summoning 2d6 spined devils or one bone devil.
- An **erinyes** has a 50 percent chance of summoning 3d6 spined devils, 1d6 bearded devils, or one erinyes.
- A **horned devil** has a 30 percent chance of summoning one horned devil.
- An **ice devil** has a 60 percent chance of summoning one ice devil.
- A **pit fiend** summons 2d4 bearded devils, 1d4 barbed devils, or one erinyes with no chance of failure.

A summoned devil appears in an unoccupied space within 60 feet of its summoner, acts as an ally of its summoner, and can't summon other devils. It remains for 1 minute, until it or its summoner dies, or until its summoner dismisses it as an action.

BARBED DEVIL (HAMATULA)

Creatures of unbridled greed and desire, barbed devils act as guards to the more powerful denizens of the Nine Hells and their vaults. Resembling a tall humanoid covered in sharp barbs, spines, and hooks, a barbed devil has gleaming eyes that are ever watchful for objects and creatures it might claim for itself. These fiends welcome any chance to fight when victory promises reward.

Barbed devils are known for an alertness that makes them difficult to surprise, and they attend to their duties without boredom or distraction. They use their sharp claws as weapons or hurl balls of flame at foes that try to flee them.

BEARDED DEVIL (BARBAZU)

Bearded devils serve archdevils as shock troops, fighting shoulder-to-shoulder and reveling in the glory of battle. They respond with violence to any slight, real or imagined, gorging themselves on violence as their infernal saw-toothed glaives carve a path through their foes.

LAYERS AND LORDS OF THE NINE HELLS

Layer	Layer Name	Archduke or Archduchess	Previous Rulers	Primary Inhabitants
1	Avernus	Zariel	Bel, Tiamat	Erinyes, imps, spined devils
2	Dis	Dispater	—	Bearded devils, erinyes, imps, spined devils
3	Minauros	Mammon	—	Bearded devils, chain devils, imps, spined devils
4	Phlegethos	Belial and Fierna	—	Barbed devils, bone devils, imps, spined devils
5	Stygia	Levistus	Geryon	Bone devils, erinyes, ice devils, imps
6	Malbolge	Glasya	Malagard, Moloch	Barbed devils, bone devils, horned devils, imps
7	Maladomini	Baalzebul	—	Barbed devils, bone devils, horned devils, imps
8	Cania	Mephistopheles	—	Horned devils, ice devils, imps, pit fiends
9	Nessus	Asmodeus	—	All devils

A bearded devil is humanoid in form, with pointed ears, scaly skin, a long tail, and claws that clearly show its fiendish nature. These devils take their names from the snakelike growths that adorn their chins, which they use to lash and poison enemies, weakening them with their virulent venom.

BONE DEVIL (OSYLUTH)

Driven by hate, lust, and envy, bone devils act as the cruel taskmasters of the Nine Hells. They set weaker devils to work, taking special delight in seeing fiends that defy them demoted. At the same time, they long for promotion and are bitterly envious of their superiors, attempting to curry favor though it irks them to do so.

A bone devil appears as a humanoid husk, with dried skin stretched tight across its skeletal frame. It bears a fearsome skull-like head and the tail of a scorpion, and a foul odor of decay hangs in the air around it. Though they are devastating in combat with their claws, bone devils also wield hooked polearms made of bone, which they use to subdue enemies before striking with their venomous tails.

CHAIN DEVIL (KYTON)

This ominous fiend wears chains like a shroud. Driving lesser creatures before it with its fearsome gaze, a chain devil animates the chains that cover its body as well as inanimate chains nearby, which sprout hooks, blades, and spikes to eviscerate enemies.

Chain devils act as sadistic jailers and torturers in the infernal realms, relishing pain and living to inflict it on others. They are called on to torment mortal souls trapped in the Nine Hells, inflicting their sadistic fury on the horrid lemures in which those souls manifest.

ERINYES

The most beautiful and striking of all lesser and greater devils, the erinyes are fierce and disciplined warriors. Sweeping down from the skies, they bring swift death to creatures that have wronged their masters or defied the edicts of Asmodeus. The erinyes appear as male or female humanoids with statuesque builds and large feathery wings. Most wear stylized armor and horned helmets, and carry exquisite swords and bows. A few also use *ropes of entanglement* to ensnare powerful foes.

Legends tell that the first erinyes were angels that fell from the Upper Planes because of temptation or misdeed. Erinyes are always willing to take advantage of being mistaken for celestials in their missions of conquest and corruption.

HORNED DEVIL (MALEBRANCHE)

Horned devils are lazy to the point of belligerence and reluctant to put themselves in harm's way. Moreover, they hate and fear any creature stronger than themselves. When they are sufficiently provoked or antagonized, the fury of these fiends can be terrifying.

A malebranche stands as tall as an ogre and is sheathed in scales as tough as iron. The flying infantry of the hellish legions, horned devils follow orders to the letter. Their huge wings and sweeping horns create an intimidating presence as they drop from the sky and strike with deadly forks and lashing tails.

ICE DEVIL (GELUGON)

Found most commonly on the cold layers of Stygia and Cania, ice devils serve as commanders of the infernal armies of the Nine Hells, tormenting lesser devils as an outlet for their anger and resentment. Coveting the power of their pit fiend superiors, ice devils work ceaselessly toward promotion, slaughtering the enemies of the Nine Hells and claiming as many souls as they can for their archdevil masters.

Resembling a giant bipedal insect, an ice devil has clawed hands and feet, powerful mandibles, and a long tail covered in razor-sharp spikes. Some carry barbed spears whose icy touch can render a foe all but helpless in combat.

IMP

Imps are found throughout the Lower Planes, either running errands for their infernal masters, spying on rivals, or misleading and waylaying mortals. An imp will proudly serve an evil master of any kind, but it can't be relied on to carry out tasks with any speed or efficiency.

An imp can assume animal form at will, but in its natural state it resembles a diminutive red-skinned humanoid with a barbed tail, small horns, and leathery wings. It strikes while invisible, attacking with its poison stinger.

LEMURE

A lemure arises when a mortal soul is twisted by evil and banished to the Nine Hells for eternity. The lowest type of devil, lemures are repugnant, shapeless creatures doomed to suffer torment until they are promoted to a higher form of devil, most commonly an imp.

A lemure resembles a molten mass of flesh with a vaguely humanoid head and torso. A permanent expression of anguish twists across its face, its feeble mouth babbling even though it can't speak.

VARIANT: IMP FAMILIAR

Imps can be found in the service to mortal spellcasters, acting as advisors, spies, and familiars. An imp urges its master to acts of evil, knowing the mortal's soul is a prize the imp might ultimately claim. Imps display an unusual loyalty to their masters, and an imp can be quite dangerous if its master is threatened. Some such imps have the following trait.

Familiar. The imp can enter into a contract to serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what the imp senses as long as they are within 1 mile of each other. While the imp is within 10 feet of its master, the master shares the imp's Magic Resistance trait. If its master violates the terms of the contract, the imp can end its service as a familiar, ending the telepathic bond.

PIT FIEND

The undisputed lords of most other devils, pit fiends attend the archdukes and archduchesses of the Nine Hells and carry out their wishes. These mighty devils are the generals of the Nine Hells, leading its infernal legions into battle.

With an inflated sense of superiority and entitlement, pit fiends form a grotesque aristocracy in the infernal realm. These domineering and manipulative tyrants conspire to eliminate anything that stands between them and their desires, even as they negotiate the convoluted and dangerous politics of the Nine Hells.

A pit fiend is a hulking monster with a whip-like tail and enormous wings that it wraps around itself like a cloak. Armored scales cover its body, and its fanged maw drips a venom that can lay the mightiest mortal creatures low. Fearless in battle, a pit fiend takes on the most powerful foes in single combat, demonstrating its supremacy and an arrogance that prevents it from acknowledging any chance of defeat.

SPINED DEVIL (SPINAGON)

Smaller than most other devils, spinagons act as messengers and spies for greater devils and archdevils. They are the eyes and ears of the Nine Hells, and even fiends that despise a spined devil's weakness treat it with a modicum of respect.

A spined devil's body and tail bristle with spines, and it can fling its tail spines as ranged weapons. The spines burst into flame on impact.

When not delivering messages or gathering intelligence, spined devils serve in the infernal legions as flying artillery, making up for their relative weakness by mobbing together to overwhelm their foes. Though they crave promotion and power, spined devils are craven by nature, and they will quickly scatter if a fight goes against them.



BARBED DEVIL

Medium fiend (devil), lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8 + 52)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	12 (+1)	14 (+2)	14 (+2)

Saving Throws Str +6, Con +7, Wis +5, Cha +5

Skills Deception +5, Insight +5, Perception +8

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 18

Languages Infernal, telepathy 120 ft.

Challenge 5 (1,800 XP)

Barbed Hide. At the start of each of its turns, the barbed devil deals 5 (1d10) piercing damage to any creature grappling it.

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: one with its tail and two with its claws. Alternatively, it can use Hurl Flame twice.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 6 (1d6 + 3) piercing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) piercing damage.

Hurl Flame. *Ranged Spell Attack:* +5 to hit, range 150 ft., one target. *Hit:* 10 (3d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



BEARDED DEVIL

Medium fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	15 (+2)	9 (-1)	11 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Infernal, telepathy 120 ft.

Challenge 3 (700 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Steadfast. The devil can't be frightened while it can see an allied creature within 30 feet of it.

ACTIONS

Multiattack. The devil makes two attacks: one with its beard and one with its glaive.

Beard. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature.

Hit: 6 (1d8 + 2) piercing damage, and the target must succeed on a DC 12 Constitution saving throw or be poisoned for 1 minute. While poisoned in this way, the target can't regain hit points. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Glaive. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target.

Hit: 8 (1d10 + 3) slashing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 12 Constitution saving throw or lose 5 (1d10) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 5 (1d10). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.



VARIANT: BONE DEVIL POLEARM

Some bone devils have the following action options.

Multiattack. The devil makes two attacks: one with its hooked polearm and one with its sting.

Hooked Polearm. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 17 (2d12 + 4) piercing damage. If the target is a Huge or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the devil can't use its polearm on another target.

BONE DEVIL

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	16 (+3)

Saving Throws Int +5, Wis +6, Cha +7

Skills Deception +7, Insight +6

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 9 (5,000 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: two with its claws and one with its sting.

Claw. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

Sting. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 17 (5d6) poison damage, and the target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



CHAIN DEVIL

Medium fiend (devil), lawful evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, telepathy 120 ft.

Challenge 8 (3,900 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes two attacks with its chains.

Chain. Melee Weapon Attack: +8 to hit, reach 10 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage. The target is grappled (escape DC 14) if the devil isn't already grappling a creature. Until this grapple ends, the target is restrained and takes 7 (2d6) piercing damage at the start of each of its turns.

Animate Chains (Recharges after a Short or Long Rest). Up to four chains the devil can see within 60 feet of it magically sprout razor-edged barbs and animate under the devil's control, provided that the chains aren't being worn or carried.

Each animated chain is an object with AC 20, 20 hit points, resistance to piercing damage, and immunity to psychic and thunder damage. When the devil uses Multiattack on its turn, it can use each animated chain to make one additional chain attack. An animated chain can grapple one creature of its own but can't make attacks while grappling. An animated chain reverts to its inanimate state if reduced to 0 hit points or if the devil is incapacitated or dies.

REACTIONS

Unnerving Mask. When a creature the devil can see starts its turn within 30 feet of the devil, the devil can create the illusion that it looks like one of the creature's departed loved ones or bitter enemies. If the creature can see the devil, it must succeed on a DC 14 Wisdom saving throw or be frightened until the end of its turn.

"THEY LIVE BY THE SWORD AND KILL BY THE SWORD. THEIR BEAUTY IS NOTHING COMPARED TO THEIR WRATH."
—FROM THE BOOK OF VILE DARKNESS



VARIANT: ROPE OF ENTANGLEMENT

Some erinyes carry a *rope of entanglement* (detailed in the *Dungeon Master's Guide*). When such an erinyes uses its Multiattack, the erinyes can use the rope in place of two of the attacks.

ERINYES

Medium fiend (devil), lawful evil

Armor Class 18 (plate)

Hit Points 153 (18d8 + 72)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	14 (+2)	14 (+2)	18 (+4)

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 12 (8,400 XP)

Hellish Weapons. The erinyes's weapon attacks are magical and deal an extra 13 (3d8) poison damage on a hit (included in the attacks).

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

ACTIONS

Multiattack. The erinyes makes three attacks.

Longsword. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands, plus 13 (3d8) poison damage.

Longbow. Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 13 (3d8) poison damage, and the target must succeed on a DC 14 Constitution saving throw or be poisoned. The poison lasts until it is removed by the *lesser restoration* spell or similar magic.

REACTIONS

Parry. The erinyes adds 4 to its AC against one melee attack that would hit it. To do so, the erinyes must see the attacker and be wielding a melee weapon.



HORNED DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 55)

Speed 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	17 (+3)	21 (+5)	12 (+1)	16 (+3)	17 (+3)

Saving Throws Str +10, Dex +7, Wis +7, Cha +7

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 13

Languages Infernal, telepathy 120 ft.

Challenge 11 (7,200 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three melee attacks: two with its fork and one with its tail. It can use Hurl Flame in place of any melee attack.

Fork. Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 15 (2d8 + 6) piercing damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target.

Hit: 10 (1d8 + 6) piercing damage. If the target is a creature other than an undead or a construct, it must succeed on a DC 17 Constitution saving throw or lose 10 (3d6) hit points at the start of each of its turns due to an infernal wound. Each time the devil hits the wounded target with this attack, the damage dealt by the wound increases by 10 (3d6). Any creature can take an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Hurl Flame. Ranged Spell Attack: +7 to hit, range 150 ft., one target.

Hit: 14 (4d6) fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.



VARIANT: ICE DEVIL SPEAR

Some ice devils have the following action options.

Multiattack. The devil makes two attacks: one with its spear and one with its tail.

Ice Spear. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 14 (2d8 + 5) piercing damage plus 10 (3d6) cold damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw, or for 1 minute, its speed is reduced by 10 feet; it can take either an action or a bonus action on each of its turns, not both; and it can't take reactions. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ICE DEVIL

Large fiend (devil), lawful evil

Armor Class 18 (natural armor)

Hit Points 180 (19d10 + 76)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	18 (+4)	18 (+4)	15 (+2)	18 (+4)

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

Damage Resistances bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities cold, fire, poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 14 (11,500 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

ACTIONS

Multiattack. The devil makes three attacks: one with its bite, one with its claws, and one with its tail.

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

Claws. Melee Weapon Attack: +10 to hit, reach 5 ft., one target. **Hit:** 10 (2d4 + 5) slashing damage plus 10 (3d6) cold damage.

Tail. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. **Hit:** 12 (2d6 + 5) bludgeoning damage plus 10 (3d6) cold damage.

Wall of Ice (Recharge 6). The devil magically forms an opaque wall of ice on a solid surface it can see within 60 feet of it. The wall is 1 foot thick and up to 30 feet long and 10 feet high, or it's a hemispherical dome up to 20 feet in diameter.

When the wall appears, each creature in its space is pushed out of it by the shortest route. The creature chooses which side of the wall to end up on, unless the creature is incapacitated. The creature then makes a DC 17 Dexterity saving throw, taking 35 (10d6) cold damage on a failed save, or half as much damage on a successful one.

The wall lasts for 1 minute or until the devil is incapacitated or dies. The wall can be damaged and breached; each 10-foot section has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. If a section is destroyed, it leaves behind a sheet of frigid air in the space the wall occupied. Whenever a creature finishes moving through the frigid air on a turn, willingly or otherwise, the creature must make a DC 17 Constitution saving throw, taking 17 (5d6) cold damage on a failed save, or half as much damage on a successful one. The frigid air dissipates when the rest of the wall vanishes.



IMP

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 10 (3d4 + 3)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Infernal, Common

Challenge 1 (200 XP)

Shapechanger. The imp can use its action to polymorph into a beast form that resembles a rat (speed 20 ft.), a raven (20 ft., fly 60 ft.), or a spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede the imp's darkvision.

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

ACTIONS

Sting (Bite in Beast Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage, and the target must make on a DC 11 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.

Invisibility. The imp magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment the imp wears or carries is invisible with it.



LEMURE

Medium fiend (devil), lawful evil

Armor Class 7

Hit Points 13 (3d8)

Speed 15 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	5 (-3)	11 (+0)	1 (-5)	11 (+0)	3 (-4)

Damage Resistances cold

Damage Immunities fire, poison

Condition Immunities charmed, frightened, poisoned

Senses darkvision 120 ft., passive Perception 10

Languages understands Infernal but can't speak

Challenge 0 (10 XP)

Devil's Sight. Magical darkness doesn't impede the lemur's darkvision.

Hellish Rejuvenation. A lemur that dies in the Nine Hells comes back to life with all its hit points in 1d10 days unless it is killed by a good-aligned creature with a *bless* spell cast on that creature or its remains are sprinkled with holy water.

ACTIONS

Fist. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) bludgeoning damage.



"YOUR WAR-TORN KINGDOM IS RIFE WITH CORRUPTION, ITS PEOPLE DYING FROM STARVATION AND STRIFE. THEY CRY OUT FOR NEW LEADERSHIP—SOMEONE WITH THE CHARISMA AND THE COURAGE TO PUT AN END TO THE TURMOIL AND SUFFERING. YOU COULD BE THAT SOMEONE!"
—HEROBAAL THE PIT FIEND

PIT FIEND

Large fiend (devil), lawful evil

Armor Class 19 (natural armor)

Hit Points 300 (24d10 + 168)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	24 (+7)	22 (+6)	18 (+4)	24 (+7)

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

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses truesight 120 ft., passive Perception 14

Languages Infernal, telepathy 120 ft.

Challenge 20 (25,000 XP)

Fear Aura. Any creature hostile to the pit fiend that starts its turn within 20 feet of the pit fiend must make a DC 21 Wisdom saving throw, unless the pit fiend is incapacitated. On a failed save, the creature is frightened until the start of its next turn. If a creature's saving throw is successful, the creature is immune to the pit fiend's Fear Aura for the next 24 hours.

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

Magic Weapons. The pit fiend's weapon attacks are magical.

Innate Spellcasting. The pit fiend's spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will: *detect magic*, *fireball*

3/day each: *hold monster*, *wall of fire*

ACTIONS

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail.

Bite. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target.

Hit: 22 (4d6 + 8) piercing damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned. While poisoned in this way, the target can't regain hit points, and it takes 21 (6d6) poison damage at the start of each of its turns. The poisoned target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.

Hit: 17 (2d8 + 8) slashing damage.

Mace. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) bludgeoning damage plus 21 (6d6) fire damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target.

Hit: 24 (3d10 + 8) bludgeoning damage.



"FLY, MY PRETTIES, FLY! FLY!"
—FIERNA, ARCHDUCHESS OF PHEGETHOS,
COMMANDING HER SPINED DEVIL LEGIONS

SPINED DEVIL

Small fiend (devil), lawful evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	12 (+1)	11 (+0)	14 (+2)	8 (-1)

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 12

Languages Infernal, telepathy 120 ft.

Challenge 2 (450 XP)

Devil's Sight. Magical darkness doesn't impede the devil's darkvision.

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

Limited Spines. The devil has twelve tail spines. Used spines regrow by the time the devil finishes a long rest.

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

ACTIONS

Multiattack. The devil makes two attacks: one with its bite and one with its fork or two with its tail spines.

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

Fork. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) piercing damage.

Tail Spine. *Ranged Weapon Attack:* +4 to hit, range 20/80 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage plus 3 (1d6) fire damage.

DINOSAURS

Dinosaurs, or behemoths, are among the oldest reptiles in the world. Predatory dinosaurs are savage, territorial hunters. Herbivorous dinosaurs are less aggressive, but they might attack to defend their young, or if startled or harassed.

Dinosaurs come in many sizes and shapes. Larger varieties often have drab coloration, while smaller dinosaurs have colorful markings akin to birds. Dinosaurs roam rugged and isolated areas that humanoids seldom visit, including remote mountain valleys, inaccessible plateaus, tropical islands, and deep fens.

ALLOSAURUS

The allosaurus is a predator possessing great size, strength, and speed. It can run down almost any prey over open ground, pouncing to pull creatures down with its wicked claws.

ANKYLOSAURUS

Thick armor plating covers the body of the plant-eating ankylosaurus, which defends itself against predators with a knobbed tail that delivers a devastating strike. Some varieties of ankylosaurus have spiked tails that deal piercing damage instead of bludgeoning damage.

PLESIOSAURUS

A plesiosaurus is a marine dinosaur whose compact body is driven by powerful flippers. Predatory and aggressive, it attacks any creature it encounters. Its flexible neck accounts for a third of its total length, letting it twist in any direction to deliver a powerful bite.

PTERANODON

These flying reptiles have wingspans of 15 to 20 feet and typically dive for small marine prey, though they are opportunists and will attack any creature that appears edible. A pteranodon has no teeth, instead using its sharp beak to stab prey too large to swallow with one gulp.

TRICERATOPS

One of the most aggressive of the herbivorous dinosaurs, a triceratops has a skull that flares out to form a protective plate of bone. With its great horns and formidable speed, a triceratops gores and tramples would-be predators to death.

TYRANNOSAURUS REX

This enormous predator terrorizes all other creatures in its territory. Despite its size and weight, a tyrannosaurus is a swift runner. It chases anything it thinks it can eat, and there are few creatures it won't try to devour whole. While prowling for substantial prey, a tyrannosaurus subsists on carrion, and on any smaller creatures that try to dart in to steal its meal.

ALLOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +5

Senses passive Perception 15

Languages —

Challenge 2 (450 XP)

Pounce. If the allosaurus moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the allosaurus can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) slashing damage.

ANKYLOSAURUS

Huge beast, unaligned

Armor Class 15 (natural armor)

Hit Points 68 (8d12 + 16)

Speed 30 ft.

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

Senses passive Perception 11

Languages —

Challenge 3 (700 XP)

ACTIONS

Tail. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target.
Hit: 18 (4d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.



PLESIOSAURUS

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 68 (8d10 + 24)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Hold Breath. The plesiosaurus can hold its breath for 1 hour.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

Hit: 14 (3d6 + 4) piercing damage.

TRICERATOPS

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 95 (10d12 + 30)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	9 (-1)	17 (+3)	2 (-4)	11 (+0)	5 (-3)

Senses passive Perception 10

Languages —

Challenge 5 (1,800 XP)

Trampling Charge. If the triceratops moves at least 20 feet straight toward a creature and then hits it with a gore attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the triceratops can make one stomp attack against it as a bonus action.

ACTIONS

Gore. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target.

Hit: 24 (4d8 + 6) piercing damage.

Stomp. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one prone creature. *Hit:* 22 (3d10 + 6) bludgeoning damage

PTERANODON

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 13 (3d8)

Speed 10 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	10 (+0)	2 (-4)	9 (-1)	5 (-3)

Skills Perception +1

Senses passive Perception 11

Languages —

Challenge 1/4 (50 XP)

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

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 6 (2d4 + 1) piercing damage.

TYRANNOSAURUS REX

Huge beast, unaligned

Armor Class 13 (natural armor)

Hit Points 136 (13d12 + 52)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	19 (+4)	2 (-4)	12 (+1)	9 (-1)

Skills Perception +4

Senses passive Perception 14

Languages —

Challenge 8 (3,900 XP)

ACTIONS

Multiattack. The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.

Tail. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target.

Hit: 20 (3d8 + 7) bludgeoning damage.



DISPLACER BEAST

This monstrous predator takes its name from its ability to displace light so that it appears to be several feet away from its actual location. A displacer beast resembles a sleek great cat covered in blue-black fur. However, its otherworldly origins are clear in its six legs and the two tentacles sprouting from its shoulders, both ending in pads tipped with spiky protrusions. A displacer beast's eyes glow with an awful malevolence that persists even in death.

Unseelie Origins. Displacer beasts roamed the twilight lands of the Feywild for ages, until they were captured and trained by the Unseelie Court. The warriors of the court selectively bred the beasts to reinforce their ferocious and predatory nature, using them to hunt unicorns, pegasi, and other wondrous prey. However, it didn't take long for the displacer beasts to use their malevolent intelligence to escape their masters.

Running and breeding freely in the Feywild, the displacer beasts soon came to the attention of the Seelie Court. With blink dog companions at their side, fey hunters drove these predators to the fringes of the Feywild, where many crossed over to the Material Plane. To this day, displacer beasts and blink dogs attack each other on sight.

Love of the Kill. Displacer beasts kill not just for food but also for sport. They target prey even when not hungry, often toying with their victims to entertain themselves until they are ready to eat. After killing its prey using its tentacles, a displacer beast drags the corpse to a quiet place where it can feed without distraction.

Displacer beasts hunt alone or in small prides that demonstrate skill at setting ambushes. A single beast will strike and withdraw, luring prey into a densely wooded area where its packmates wait. Packs of displacer beasts hunting near trade roads recall the frequency and schedule of regular caravans, laying down ambushes to pick off those caravans.

DISPLACER BEAST

Large monstrosity, lawful evil

Armor Class 13 (natural armor)
Hit Points 85 (10d10 + 30)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	6 (-2)	12 (+1)	8 (-1)

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 3 (700 XP)

Avoidance. If the displacer beast is subjected to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

Displacement. The displacer beast projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the displacer beast is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The displacer beast makes two attacks with its tentacles.

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Prized Guards and Pets. Intelligent evil creatures favor displacer beasts as pets, but a displacer beast enters such an alliance only if it appears beneficial. A displacer beast might guard a vault or act as a bodyguard for a prominent individual.



DOPPELGANGER

Doppelgangers are devious shapeshifters that take on the appearance of other humanoids, throwing off pursuit or luring victims to their doom with misdirection and disguise. Few creatures spread fear, suspicion, and deceit better than doppelgangers. Found in every land and culture, they can take on the guise of any individual of any race.

Stealing Secrets. A doppelganger's adopted form allows it to blend into almost any group or community, but its transformation doesn't impart languages, mannerisms, memory, or personality. Doppelgangers often follow or capture creatures they intend to impersonate, studying them and probing their minds for secrets. A doppelganger can read a creature's surface thoughts, allowing it to glean that creature's name, desires, and fears, along with a few scattered memories. A doppelganger impersonating a specific creature as

DOPPELGANGER

Medium monstrosity (shapechanger), neutral

Armor Class 14

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +6, Insight +3

Condition Immunities charmed

Senses darkvision 60 ft., passive Perception 11

Languages Common

Challenge 3 (700 XP)

Shapechanger. The doppelganger can use its action to polymorph into a Small or Medium humanoid it has seen, or back into its true form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Ambusher. The doppelganger has advantage on attack rolls against any creature it has surprised.

Surprise Attack. If the doppelganger surprises a creature and hits it with an attack during the first round of combat, the target takes an extra 10 (3d6) damage from the attack.

ACTIONS

Multiattack. The doppelganger makes two melee attacks.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 7 (1d6 + 4) bludgeoning damage.

Read Thoughts. The doppelganger magically reads the surface thoughts of one creature within 60 feet of it. The effect can penetrate barriers, but 3 feet of wood or dirt, 2 feet of stone, 2 inches of metal, or a thin sheet of lead blocks it. While the target is in range, the doppelganger can continue reading its thoughts, as long as the doppelganger's concentration isn't broken (as if concentrating on a spell). While reading the target's mind, the doppelganger has advantage on Wisdom (Insight) and Charisma (Deception, Intimidation, and Persuasion) checks against the target.

part of a long-term plot might keep its double alive and close at hand for weeks, probing the victim's mind daily to learn how to behave and speak authentically.

Hedonistic Swindlers. Doppelgangers work alone or in small groups, with group roles shifting from con to con. While one doppelganger takes the place of a murdered merchant or noble, the others take on a number of identities as circumstances warrant, playing the parts of family or servants while they live off the victim's riches.

Changelings. Doppelgangers are too lazy or self-interested to raise their young. They assume attractive male forms and seduce women, leaving them to raise their progeny. A doppelganger child appears to be a normal member of its mother's species until it reaches adolescence, at which point it discovers its true nature and is driven to seek out its kind to join them.

DRACOLICH

Even as long-lived as they are, all dragons must eventually die. This thought doesn't sit well with many dragons, some of which allow themselves to be transformed by necromantic energy and ancient rituals into powerful undead dracoliches. Only the most narcissistic dragons choose this path, knowing that by doing so, they sever all ties to their kin and the dragon gods.

Beyond Death. A dracolich retains its shape and size upon transforming, its skin and scales drawing tight to its bones or sloughing away to leave a skeletal form behind. Its eyes appear as glowing points of light floating in shadowy sockets, hinting at the malevolence of its undead mind.

Though many dragons pursue vain goals of destruction and dominance, dracoliches are more nefarious than the most evil dragons, driven to rule over all. A dracolich is a fiendishly intelligent tyrant that crafts complex webs of foul schemes, attracting servants motivated by greed and a lust for power. Acting from the shadows and actively plotting to keep its existence a secret, a dracolich is a cunning and challenging foe.

Dracolich Phylacteries. Creating a dracolich requires the cooperation of the dragon and a group of mages or cultists that can perform the proper ritual. During the ritual, the dragon consumes a toxic brew that slays it instantly. The attendant spellcasters then ensnare its spirit and transfer it to a special gemstone that functions like a lich's phylactery. As the dragon's flesh rots away, the spirit inside the gem returns to animate the dragon's bones.

If a dracolich's physical form is ever destroyed, its spirit returns to the gem as long as the two are on the same plane. If the gem comes into contact with another dragon's corpse, the dracolich's spirit can take possession of that corpse to become a new dracolich. If the dracolich's spirit gem is taken to another plane, the dracolich's spirit has nowhere to go when its undead body is destroyed and simply passes into the afterlife.

DRACOLICH TEMPLATE

Only an ancient or adult true dragon can be transformed into a dracolich. Younger dragons that attempt to undergo the transformation die, as do other creatures that aren't true dragons but possess the dragon type, such as pseudodragons and wyverns. A shadow dragon can't be transformed into a dracolich, for it has already lost too much of its physical form.

When a dragon becomes a dracolich, it retains its statistics except as described below. The dragon loses any trait, such as Amphibious, that assumes a living physiology. The dracolich might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Type. The dracolich's type changes from dragon to undead, and it no longer requires air, food, drink, or sleep.

Damage Resistance. The dracolich has resistance to necrotic damage.



Damage Immunities. The dracolich has immunity to poison. It also retains any immunities it had prior to becoming a dracolich.

Condition Immunities. The dracolich can't be charmed, frightened, paralyzed, or poisoned. It also doesn't suffer from exhaustion.

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

ADULT BLUE DRACOLICH

Huge undead, 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 Resistances necrotic
Damage Immunities lightning, poison
Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 17 (18,000 XP)

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

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

ACTIONS

Multiattack. The dracolich 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 dracolich's choice that is within 120 feet of the dracolich 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 dracolich's Frightful Presence for the next 24 hours.

Lightning Breath (Recharge 5–6). The dracolich exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

The dracolich 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 dracolich regains spent legendary actions at the start of its turn.

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

Tail Attack. The dracolich makes a tail attack.

Wing Attack (Costs 2 Actions). The dracolich beats its tattered wings. Each creature within 10 feet of the dracolich must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. After beating its wings this way, the dracolich can fly up to half its flying speed.

DRAGON, SHADOW

Shadow dragons are true dragons that were either born in the Shadowfell or transformed by years spent within its dismal confines. Some shadow dragons embrace the Shadowfell for its bleak landscapes and desolation. Others seek to return to the Material Plane, hungry to spread the darkness and evil of the Plane of Shadow.

Dark Portals. Portals to the Shadowfell manifest in forlorn places and the deep gloom of subterranean caverns. The dragons that lair in such places often discover these portals and find themselves transported to a new realm. Ancient dragons that sleep in their lairs for months or years at a time might find themselves spirited away, never knowing that a portal has formed without their knowledge as they dream.

Recast in Shadow. The transformation to a shadow dragon happens over a period of years, during which time a dragon's scales lose their luster and fade to a charcoal hue. Its leathery wings become translucent, its eyes paling to pools of opalescent gray. Shadow dragons find sunlight abhorrent, and they are weaker in bright light than they are in darkness. Darkness makes the dragon fade to a spectral shadow of its former self.

The magical nature of dragons holds an attraction for the Shadowfell, which seems somehow to crave

the might and majesty of these great reptiles. The Shadowfell also has a dispiriting effect on its denizens, such that the longer a creature remains on the plane, the more it accepts the plane's malaise. As months and years pass for a dragon on the Shadowfell, it becomes aware of the transformation being wrought upon it, and yet can do nothing to prevent it.

Back in the World. A shadow dragon is so suffused with the power of the Shadowfell that even a return to the Material Plane can't undo its transformation. Some shadow dragons attempt to lure other creatures from the mortal realm back to the Shadowfell to keep them company, at least until they tire of their guests and devour them. Others are happy to leave the Shadowfell behind forever, understanding that treasure and power are easier to come by in the Material Plane.

SHADOW DRAGON TEMPLATE

Only a true dragon can transform into a shadow dragon, and only if it is born in the Shadowfell or remains there for several years. A dracolich can't be turned into a shadow dragon, since it loses its draconic nature when it becomes undead.

When a dragon becomes a shadow dragon, it retains its statistics except as described below. The shadow



YOUNG RED SHADOW DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

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

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

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

Skills Perception +8, Stealth +8

Damage Resistances necrotic

Damage Immunities fire

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

Languages Common, Draconic

Challenge 13 (10,000 XP)

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

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

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

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

Shadow Breath (Recharge 5–6). The dragon exhales shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

dragon might retain or lose any or all of its lair actions or inherit new ones, as the DM sees fit.

Damage Resistances. The dragon has resistance to necrotic damage.

Skill Proficiency: Stealth. The dragon's proficiency bonus is doubled for its Dexterity (Stealth) checks.

Living Shadow. While in dim light or darkness, the dragon has resistance to damage that isn't force, psychic, or radiant.

Shadow Stealth. While in dim light or darkness, the dragon can take the Hide action as a bonus action.

Sunlight Sensitivity. While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

New Action: Bite. If the dragon deals acid, cold, fire, lightning, or poison damage with its bite, change that damage type to necrotic.

New Action: Shadow Breath. Any damage-dealing breath weapon possessed by the dragon deals necrotic damage instead of its original damage type. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from its corpse and acts immediately after the dragon in the initiative count. The shadow is under the dragon's control.

DRAGONS

True dragons are winged reptiles of ancient lineage and fearsome power. They are known and feared for their predatory cunning and greed, with the oldest dragons accounted as some of the most powerful creatures in the world. Dragons are also magical creatures whose innate power fuels their dreaded breath weapons and other preternatural abilities.

Many creatures, including wyverns and dragon turtles, have draconic blood. However, true dragons fall into the two broad categories of chromatic and metallic dragons. The black, blue, green, red, and white dragons are selfish, evil, and feared by all. The brass, bronze, copper, gold, and silver dragons are noble, good, and highly respected by the wise.

Though their goals and ideals vary tremendously, all true dragons covet wealth, hoarding mounds of coins and gathering gems, jewels, and magic items. Dragons with large hoards are loath to leave them for long, venturing out of their lairs only to patrol or feed.

True dragons pass through four distinct stages of life, from lowly wyrmlings to ancient dragons, which can live for over a thousand years. In that time, their might can become unrivaled and their hoards can grow beyond price.

DRAGON AGE CATEGORIES

Category	Size	Age Range
Wyrmling	Medium	5 years or less
Young	Large	6–100 years
Adult	Huge	101–800 years
Ancient	Gargantuan	801 years or more

VARIANT: DRAGONS AS INNATE SPELLCASTERS

Dragons are innately magical creatures that can master a few spells as they age, using this variant.

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



CHROMATIC DRAGONS

The black, blue, green, red, and white dragons represent the evil side of dragonkind. Aggressive, gluttonous, and vain, chromatic dragons are dark sages and powerful tyrants feared by all creatures—including each other.

Driven by Greed. Chromatic dragons lust after treasure, and this greed colors their every scheme and plot. They believe that the world's wealth belongs to them by right, and a chromatic dragon seizes that wealth without regard for the humanoids and other creatures that have "stolen" it. With its piles of coins, gleaming gems, and magic items, a dragon's hoard is the stuff of legend. However, chromatic dragons have no interest in commerce, amassing wealth for no other reason than to have it.

Creatures of Ego. Chromatic dragons are united by their sense of superiority, believing themselves the most powerful and worthy of all mortal creatures. When they interact with other creatures, it is only to further their own interests. They believe in their innate right to rule, and this belief is the cornerstone of every chromatic dragon's personality and worldview. Trying to humble a chromatic dragon is like trying to convince the wind to stop blowing. To these creatures, humanoids are animals, fit to serve as prey or beasts of burden, and wholly unworthy of respect.

Dangerous Lairs. A dragon's lair serves as the seat of its power and a vault for its treasure. With its innate toughness and tolerance for severe environmental effects, a dragon selects or builds a lair not for shelter but for defense, favoring multiple entrances and exits, and security for its hoard.

Most chromatic dragon lairs are hidden in dangerous and remote locations to prevent all but the most audacious mortals from reaching them. A black dragon might lair in the heart of a vast swamp, while a red dragon might claim the caldera of an active volcano. In addition to the natural defenses of their lairs, powerful chromatic dragons use magical guardians, traps, and subservient creatures to protect their treasures.

Queen of Evil Dragons. Tiamat the Dragon Queen is the chief deity of evil dragonkind. She dwells on Avernus, the first layer of the Nine Hells. As a lesser god, Tiamat has the power to grant spells to her worshipers, though she is loath to share her power. She epitomizes the avarice of evil dragons, believing that the multiverse and all its treasures will one day be hers and hers alone.

Tiamat is a gigantic dragon whose five heads reflect the forms of the chromatic dragons that worship her—black, blue, green, red, and white. She is a terror on the battlefield, capable of annihilating whole armies with her five breath weapons, her formidable spellcasting, and her fearsome claws.

Tiamat's most hated enemy is Bahamut the Platinum Dragon, with whom she shares control of the faith of dragonkind. She also holds a special enmity for Asmodeus, who long ago stripped her of the rule of Avernus and who continues to curb the Dragon Queen's power.



ANCIENT BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)
Hit Points 367 (21d20 + 147)
Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +9, Con +14, Wis +9, Cha +11
Skills Perception +16, Stealth +9
Damage Immunities acid
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26
Languages Common, Draconic
Challenge 21 (27,500 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:* +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.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

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

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

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

Skills 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)

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 54 (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.

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

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

YOUNG BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 127 (15d10 + 45)

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

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

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

Skills 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)

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.

BLACK DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 33 (6d8 + 6)

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

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

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

Skills Perception +4, Stealth +4

Damage Immunities acid

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

Languages Draconic

Challenge 2 (450 XP)

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.

BLACK DRAGON

The most evil-tempered and vile of the chromatic dragons, black dragons collect the wreckage and treasures of fallen peoples. These dragons loathe seeing the weak prosper and revel in the collapse of humanoid kingdoms. They make their homes in fetid swamps and crumbling ruins where kingdoms once stood.

With deep-socketed eyes and broad nasal openings, a black dragon's face resembles a skull. Its curving, segmented horns are bone-colored near the base and darken to dead black at the tips. As a black dragon ages, the flesh around its horns and cheekbones deteriorates as though eaten by acid, leaving thin layers of hide that enhance its skeletal appearance. A black dragon's head is marked by spikes and horns. Its tongue is flat with a forked tip, drooling slime whose acidic scent adds to the dragon's reek of rotting vegetation and foul water.

When it hatches, a black dragon has glossy black scale. As it ages, its scales become thicker and duller, helping it blend in to the marshes and blasted ruins that are its home.

Brutal and Cruel. All chromatic dragons are evil, but black dragons stand apart for their sadistic nature. A black dragon lives to watch its prey beg for mercy, and will often offer the illusion of respite or escape before finishing off its enemies.

A black dragon strikes at its weakest enemies first, ensuring a quick and brutal victory, which bolsters its ego as it terrifies its remaining foes. On the verge of defeat, a black dragon does anything it can to save itself, but it accepts death before allowing any other creature to claim mastery over it.

Foes and Servants. Black dragons hate and fear other dragons. They spy on draconic rivals from afar, looking for opportunities to slay weaker dragons and avoid stronger ones. If a stronger dragon threatens it, a black dragon abandons its lair and seeks out new territory.

Evil lizardfolk venerate and serve black dragons, raiding humanoid settlements for treasure and food to give as tribute and building crude draconic effigies along the borders of their dragon master's domain.

A black dragon's malevolent influence might also cause the spontaneous creation of evil shambling mounds that seek out and slay good creatures approaching the dragon's lair.

Kobolds infest the lairs of many black dragons like vermin. They become as cruel as their dark masters, often torturing and weakening captives with centipede bites and scorpion stings before delivering them to sate the dragon's hunger.

Wealth of the Ancients. Black dragons hoard the treasures and magic items of crumbled empires and conquered kingdoms to remind themselves of their greatness. The more civilizations a dragon outlasts, the more entitled it feels to claim the wealth of current civilizations for itself.

A BLACK DRAGON'S LAIR

Black dragons dwell in swamps on the frayed edges of civilization. A black dragon's lair is a dismal cave, grotto, or ruin that is at least partially flooded, providing pools where the dragon rests, and where its victims can ferment. The lair is littered with the acid-pitted bones of previous victims and the fly-ridden carcasses of fresh kills, watched over by crumbling statues. Centipedes, scorpions, and snakes infest the lair, which is filled with the stench of death and decay.

LAIR ACTIONS

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

- Pools of water that the dragon can see within 120 feet of it surge outward in a grasping tide. Any creature on the ground within 20 feet of such a pool must succeed on a DC 15 Strength saving throw or be pulled up to 20 feet into the water and knocked prone.
- A cloud of swarming insects fills a 20-foot-radius sphere centered on a point the dragon chooses within 120 feet of it. The cloud spreads around corners and remains until the dragon dismisses it as an action, uses this lair action again, or dies. The cloud is lightly obscured. Any creature in the cloud when it appears must make on a DC 15 Constitution saving throw, taking 10 (3d6) piercing damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the cloud takes 10 (3d6) piercing damage.
- Magical darkness spreads from a point the dragon chooses within 60 feet of it, filling a 15-foot-radius sphere until the dragon dismisses it as an action, uses this lair action again, or dies. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. If any of the effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

REGIONAL EFFECTS

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

- The land within 6 miles of the lair takes twice as long as normal to traverse, since the plants grow thick and twisted, and the swamps are thick with reeking mud.
- Water sources within 1 mile of the lair are supernaturally fouled. Enemies of the dragon that drink such water regurgitate it within minutes.
- Fog lightly obscures the land within 6 miles of the lair.

If the dragon dies, vegetation remains as it has grown, but other effects fade over 1d10 days.



ANCIENT BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20 + 208)

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

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

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

Skills Perception +17, Stealth +7

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 23 (32,500 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:* +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 within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT BLUE DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 225 (18d12 + 108)
Speed 40 ft., burrow 30 ft., fly 80 ft.

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)

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 66 (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 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 flying speed.

YOUNG BLUE DRAGON

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

BLUE DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 17 (natural armor)
Hit Points 52 (8d8 + 16)
Speed 30 ft., burrow 15 ft., fly 60 ft.

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

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

BLUE DRAGON

Vain and territorial, blue dragons soar through the skies over deserts, preying on caravans and plundering herds and settlements in the verdant lands beyond the desert's reach. These dragons can also be found in dry steppes, searing badlands, and rocky coasts. They guard their territories against all potential competitors, especially brass dragons.

A blue dragon is recognized by its dramatic frilled ears and the massive ridged horn atop its blunt head. Rows of spikes extend back from its nostrils to line its brow, and cluster on its jutting lower jaw.

A blue dragon's scales vary in color from an iridescent azure to a deep indigo, polished to a glossy finish by the desert sands. As the dragon ages, its scales become thicker and harder, and its hide hums and crackles with static electricity. These effects intensify when the dragon is angry or about to attack, giving off an odor of ozone and dusty air.

Vain and Deadly. A blue dragon will not stand for any remark or insinuation that it is weak or inferior, taking great pleasure in lording its power over humanoids and other lesser creatures.

A blue dragon is a patient and methodical combatant. When fighting on its own terms, it turns combat into an extended affair of hours or even days, attacking from a distance with volleys of lightning, then flying well out of harm's reach as it waits to attack again.

Desert Predators. Though they sometimes eat cacti and other desert plants to sate their great hunger, blue dragons are carnivores. They prefer to dine on herd animals, cooking those creatures with their lightning breath before gorging themselves. Their dining habits make blue dragons an enormous threat to desert caravans and nomadic tribes, which become convenient collections of food and treasure to a dragon's eye.

When it hunts, a blue dragon buries itself in the desert sand so that only the horn on its nose pokes above the surface, appearing to be an outcropping of stone. When prey draws near, the dragon rises up, sand pouring from its wings like an avalanche as it attacks.

Overlords and Minions. Blue dragons covet valuable and talented creatures whose service reinforces their sense of superiority. Bards, sages, artists, wizards, and assassins can become valuable agents for a blue dragon, which rewards loyal service handsomely.

A blue dragon keeps its lair secret and well protected, and even its most trusted servants are rarely allowed within. It encourages ankhegs, giant scorpions, and other creatures of the desert to dwell near its lair for additional security. Older blue dragons sometimes attract air elementals and other creatures to serve them.

Hoarders of Gems. Though blue dragons collect anything that looks valuable, they are especially fond of gems. Considering blue to be the most noble and beautiful of colors, they covet sapphires, favoring jewelry and magic items adorned with those gems.

A blue dragon buries its most valuable treasures deep in the sand, while scattering a few less valuable trinkets in plainer sight over hidden sinkholes to punish and eliminate would-be thieves.

A BLUE DRAGON'S LAIR

Blue dragons make their lairs in barren places, using their lightning breath and their burrowing ability to carve out crystallized caverns and tunnels beneath the sands.

Thunderstorms rage around a legendary blue dragon's lair, and narrow tubes lined with glassy sand ventilate the lair, all the while avoiding the deadly sinkholes that are the dragon's first line of defense.

A blue dragon will collapse the caverns that make up its lair if that lair is invaded. The dragon then burrows out, leaving its attackers to be crushed and suffocated. When it returns later, it collects its possessions—along with the wealth of the dead intruders.

LAIR ACTIONS

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

- Part of the ceiling collapses above one creature that the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone and buried. The buried target is restrained and unable to breathe or stand up. A creature can take an action to make a DC 10 Strength check, ending the buried state on a success.
- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in the cloud must succeed on a DC 15 Constitution saving throw or be blinded 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.
- Lightning arcs, forming a 5-foot-wide line between two of the lair's solid surfaces that the dragon can see. They must be within 120 feet of the dragon and 120 feet of each other. Each creature in that line must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) lightning damage.

REGIONAL EFFECTS

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

- Thunderstorms rage within 6 miles of the lair.
- Dust devils scour the land within 6 miles of the lair. A dust devil has the statistics of an air elemental, but it can't fly, has a speed of 50 feet, and has an Intelligence and Charisma of 1 (–5).
- Hidden sinkholes form in and around the dragon's lair. A sinkhole can be spotted from a safe distance with a successful DC 20 Wisdom (Perception) check. Otherwise, the first creature to step on the thin crust covering the sinkhole must succeed on a DC 15 Dexterity saving throw or fall 1d6 × 10 feet into the sinkhole.

If the dragon dies, the dust devils disappear immediately, and the thunderstorms abate within 1d10 days. Any sinkholes remain where they are.



ANCIENT GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)
Hit Points 385 (22d20 + 154)
Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +8, Con +14, Wis +10, Cha +11
Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27
Languages Common, Draconic
Challenge 22 (30,000 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:* +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.

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT GREEN DRAGON

Huge dragon, lawful evil

Armor Class 19 (natural armor)
Hit Points 207 (18d12 + 90)
Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +6, Con +10, Wis +7, Cha +8
Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22
Languages Common, Draconic
Challenge 15 (13,000 XP)

Amphibious. The dragon can breathe air and water.

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

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.

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 flying speed.

YOUNG GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 136 (16d10 + 48)
Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Damage Immunities poison
Condition Immunities poisoned
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 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:* +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.

GREEN DRAGON

The most cunning and treacherous of true dragons, green dragons use misdirection and trickery to get the upper hand against their enemies. Nasty tempered and thoroughly evil, they take special pleasure in subverting and corrupting the good-hearted. In the ancient forests they roam, green dragons demonstrate an aggression that is often less about territory than it is about gaining power and wealth with as little effort as possible.

A green dragon is recognized by its curved jawline and the crest that begins near its eyes and continues down its spine, reaching full height just behind the skull. A green dragon has no external ears, but bears leathery spiked plates that run down the sides of its neck.

A wyrmling green dragon's thin scales are a shade of green so dark as to appear nearly black. As a green dragon ages, its scales grow larger and lighter, turning shades of forest, emerald, and olive green to help it blend in with its wooded surroundings. Its wings have a dappled pattern, darker near the leading edges and lighter toward the trailing edges.

A green dragon's legs are longer in relation to its body than with any other dragon, enabling it to easily pass over underbrush and forest debris when it walks. With its equally long neck, an older green dragon can peer over the tops of trees without rearing up.

Capricious Hunters. A green dragon hunts by patrolling its forest territory from the air and the ground. It eats any creature it can see, and will consume shrubs and small trees when hungry enough, but its favorite prey is elves.

GREEN DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 38 (7d8 + 7)

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

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

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

Skills Perception +4, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

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

Languages Draconic

Challenge 2 (450 XP)

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.

Green dragons are consummate liars and masters of double talk. They favor intimidation of lesser creatures, but employ more subtle manipulations when dealing with other dragons. A green dragon attacks animals and monsters with no provocation, especially when dealing with potential threats to its territory. When dealing with sentient creatures, a green dragon demonstrates a lust for power that rivals its draconic desire for treasure, and it is always on the lookout for creatures that can help it further its ambitions.

A green dragon stalks its victims as it plans its assault, sometimes shadowing creatures for days. If a target is weak, the dragon enjoys the terror its appearance evokes before it attacks. It never slays all its foes, preferring to use intimidation to establish control over survivors. It then learns what it can about other creatures' activities near its territory, and about any treasure to be found nearby. Green dragons occasionally release prisoners if they can be ransomed. Otherwise, a creature must prove its value to the dragon daily or die.

Manipulative Schemers. A wily and subtle creature, a green dragon bends other creatures to its will by assessing and playing off their deepest desires. Any creature foolish enough to attempt to subdue a green dragon eventually realizes that the creature is only pretending to serve while it assesses its would-be master.

When manipulating other creatures, green dragons are honey-tongued, smooth, and sophisticated. Among their own kind, they are loud, crass, and rude, especially when dealing with dragons of the same age and status.

Conflict and Corruption. Green dragons sometimes clash with other dragons over territory where forest crosses over into other terrain. A green dragon typically pretends to back down, only to wait and watch—sometimes for decades—for the chance to slay the other dragon, then claim its lair and hoard.

Green dragons accept the servitude of sentient creatures such as goblinoids, ettercaps, ettins, kobolds, orcs, and yuan-ti. They also delight in corrupting and bending elves to their will. A green dragon sometimes wracks its minions' minds with fear to the point of insanity, with the fog that spreads throughout its forest reflecting those minions' tortured dreams.

Living Treasures. A green dragon's favored treasures are the sentient creatures it bends to its will, including significant figures such as popular heroes, well-known sages, and renowned bards. Among material treasures, a green dragon favors emeralds, wood carvings, musical instruments, and sculptures of humanoid subjects.

A GREEN DRAGON'S LAIR

The forest-loving green dragons sometimes compete for territory with black dragons in marshy woods and with white dragons in subarctic taiga. However, a forest controlled by a green dragon is easy to spot. A perpetual fog hangs in the air in a legendary green dragon's wood, carrying an acrid whiff of the creature's poison breath. The moss-covered trees grow close together except where winding pathways trace their way like a maze into the heart of the forest. The light that reaches the

forest floor carries an emerald green cast, and every sound seems muffled.

At the center of its forest, a green dragon chooses a cave in a sheer cliff or hillside for its lair, preferring an entrance hidden from prying eyes. Some seek out cave mouths concealed behind waterfalls, or partly submerged caverns that can be accessed through lakes or streams. Others conceal the entrances to their lairs with vegetation.

LAIR ACTIONS

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

- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

REGIONAL EFFECTS

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

- Thickets form labyrinthine passages within 1 mile of the dragon's lair. The thickets act as 10-foot-high, 10-foot-thick walls that block line of sight. Creatures can move through the thickets, with every 1 foot a creature moves costing it 4 feet of

movement. A creature in the thickets must make a DC 15 Dexterity saving throw once each round it's in contact with the thickets or take 3 (1d6) piercing damage from thorns.

Each 10-foot-cube of thickets has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.

- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets described above. The plants remove themselves from the dragon's path.
- Rodents and birds within 1 mile of the dragon's lair serve as the dragon's eyes and ears. Deer and other large game are strangely absent, hinting at the presence of an unnaturally hungry predator.

If the dragon dies, the rodents and birds lose their supernatural link to it. The thickets remain, but within 1d10 days, they become mundane plants and normal difficult terrain, losing their thorns.

"I SEE AN ANCIENT ELF KING, HIS MAJESTY
LONG SINCE FADED, SLUMPED AND HALF ASLEEP
IN HIS THRONE. A GREEN DRAGON WHISPERS
IN THE KING'S EAR, CORRUPTING AND TWISTING
THE KING'S DREAMS. THIS DRAGON'S NAME
IS CYAN BLOODBANE, AND HE MEANS THE
DESTRUCTION OF US ALL."
—PELIOS OF ERGOTH, SILVANESTI SEER



ANCIENT RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

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

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

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

Skills Perception +16, Stealth +7

Damage Immunities fire

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

Languages Common, Draconic

Challenge 24 (36,500 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:* +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 within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT RED DRAGON

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)

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 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 flying speed.

YOUNG RED DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 178 (17d10 + 85)

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

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

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

Skills Perception +8, Stealth +4

Damage Immunities fire

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

Languages Common, Draconic

Challenge 10 (5,900 XP)

ACTIONS

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

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

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

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

RED DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8 + 30)

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

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

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

Skills Perception +4, Stealth +2

Damage Immunities fire

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

Languages Draconic

Challenge 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.

RED DRAGON

The most covetous of the true dragons, red dragons tirelessly seek to increase their treasure hoards. They are exceptionally vain, even for dragons, and their conceit is reflected in their proud bearing and their disdain for other creatures.

The odor of sulfur and pumice surrounds a red dragon, whose swept-back horns and spinal frill define its silhouette. Its beaked snout vents smoke at all times, and its eyes dance with flame when it is angry. Its wings are the longest of any chromatic dragon, and have a blue-black tint along the trailing edge that resembles metal burned blue by fire.

The scales of a red dragon wyrmling are a bright glossy scarlet, turning a dull, deeper red and becoming as thick and strong as metal as the dragon ages. Its pupils also fade as it ages, and the oldest red dragons have eyes that resemble molten lava orbs.

Mountain Masters. Red dragons prefer mountainous terrain, badlands, and any other locale where they can perch high and survey their domain. Their preference for mountains brings them into conflict with the hill-dwelling copper dragons from time to time.

Arrogant Tyrants. Red dragons fly into destructive rages and act on impulse when angered. They are so ferocious and vengeful that they are regarded as the archetypical evil dragon by many cultures.

No other dragon comes close to the arrogance of the red dragon. These creatures see themselves as kings and emperors, and view the rest of dragonkind as inferior. Believing that they are chosen by Tiamat to rule in her name, red dragons consider the world and every creature in it as theirs to command.

Status and Slaves. Red dragons are fiercely territorial and isolationist. However, they yearn to know about events in the wider world, and they make use of lesser creatures as informants, messengers, and spies. They are most interested in news about other red dragons, with which they compete constantly for status.

When it requires servants, a red dragon demands fealty from chaotic evil humanoids. If allegiance isn't forthcoming, it slaughters a tribe's leaders and claims lordship over the survivors. Creatures serving a red dragon live in constant terror of being roasted and eaten for displeasing it. They spend most of their time fawning over the creature in an attempt to stay alive.

Obsessive Collectors. Red dragons value wealth above all else, and their treasure hoards are legendary. They covet anything of monetary value, and can often judge the worth of a bauble to within a copper piece at a glance. A red dragon has a special affection for treasure claimed from powerful enemies it has slain, exhibiting that treasure to prove its superiority.

A red dragon knows the value and provenance of every item in its hoard, along with each item's exact location. It might notice the absence of a single coin, igniting its rage as it tracks down and slays the thief without mercy. If the thief can't be found, the dragon goes on a rampage, laying waste to towns and villages in an attempt to sate its wrath.

A RED DRAGON'S LAIR

Red dragons lair in high mountains or hills, dwelling in caverns under snow-capped peaks, or within the deep halls of abandoned mines and dwarven strongholds. Caves with volcanic or geothermal activity are the most highly prized red dragon lairs, creating hazards that hinder intruders and letting searing heat and volcanic gases wash over a dragon as it sleeps.

With its hoard well protected deep within the lair, a red dragon spends as much of its time outside the mountain as in it. For a red dragon, the great heights of the world are the throne from which it can look out to survey all it controls—and the wider world it seeks to control.

Throughout the lair complex, servants erect monuments to the dragon's power, telling the grim story of its life, the enemies it has slain, and the nations it has conquered.

LAIR ACTIONS

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

- Magma erupts from a point on the ground the dragon can see within 120 feet of it, creating a 20-foot-high, 5-foot-radius geyser. Each creature in the geyser's area must make a DC 15 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the lair in a 60-foot radius around the dragon. Each creature other than the dragon on the ground in that area must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its turn. While poisoned in this way, a creature is incapacitated.

REGIONAL EFFECTS

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

- Small earthquakes are common within 6 miles of the dragon's lair.
- Water sources within 1 mile of the lair are supernaturally warm and tainted by sulfur.
- Rocky fissures within 1 mile of the dragon's lair form portals to the Elemental Plane of Fire, allowing creatures of elemental fire into the world to dwell nearby.

If the dragon dies, these effects fade over the course of 1d10 days.



ANCIENT WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 333 (18d20 + 144)

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

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

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

Skills Perception +13, Stealth +6

Damage Immunities cold

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

Languages Common, Draconic

Challenge 20 (24,500 XP)

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

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

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.

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

Tail Attack. The dragon makes a tail attack.

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

ADULT WHITE DRAGON

Huge dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 200 (16d12 + 96)

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

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

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

Skills Perception +11, Stealth +5

Damage Immunities cold

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

Languages Common, Draconic

Challenge 13 (10,000 XP)

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

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 flying speed.

YOUNG WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 133 (14d10 + 56)

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

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

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

Skills Perception +6, Stealth +3

Damage Immunities cold

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

Languages Common, Draconic

Challenge 6 (2,300 XP)

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

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) 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.

WHITE DRAGON

The smallest, least intelligent, and most animalistic of the chromatic dragons, white dragons dwell in frigid climates, favoring arctic areas or icy mountains. They are vicious, cruel reptiles driven by hunger and greed.

A white dragon has feral eyes, a sleek profile, and a spined crest. The scales of a wyrmling white dragon glisten pure white. As the dragon ages, its sheen disappears and some of its scales begin to darken, so that by the time it is old, it is mottled by patches of pale blue and light gray. This patterning helps the dragon blend into the realms of ice and stone in which it hunts, and to fade from view when it soars across a cloud-filled sky.

Primal and Vengeful. White dragons lack the cunning and tactics of most other dragons. However, their bestial nature makes them the best hunters among all dragonkind, singularly focused on surviving and slaughtering their enemies. A white dragon consumes only food that has been frozen, devouring creatures killed by its breath weapon while they are still stiff and frigid. It encases other kills in ice or buries them in snow near its lair, and finding such a larder is a good indication that a white dragon dwells nearby.

A white dragon also keeps the bodies of its greatest enemies as trophies, freezing corpses where it can look upon them and gloat. The remains of giants, remorhazes, and other dragons are often positioned prominently within a white dragon's lair as warnings to intruders.

Though only moderately intelligent, white dragons have extraordinary memories. They recall every slight and defeat, and have been known to conduct malicious vendettas against creatures that have offended them. This often includes silver dragons, which lair in

the same territories as whites. White dragons can speak as all dragons can, but they rarely talk unless moved to do so.

Lone Masters. White dragons avoid all other dragons except whites of the opposite sex. Even then, when white dragons seek each other out as mates, they stay together only long enough to conceive offspring before fleeing into isolation again.

White dragons can't abide rivals near their lairs. As a result, a white dragon attacks other creatures without provocation, viewing such creatures as either too weak or too powerful to live. The only creatures that typically serve a white dragon are intelligent humanoids that demonstrate enough strength to assuage the dragon's wrath, and can put up with sustaining regular losses as a result of its hunger. This includes dragon-worshiping kobolds, which are commonly found in their lairs.

Powerful creatures can sometimes gain a white dragon's obedience through a demonstration of physical or magical might. Frost giants challenge white dragons to prove their own strength and improve their status in their clans, and their cracked bones litter many a white dragon's lair. However, a white dragon defeated by a frost giant often becomes its servant, accepting the mastery of a superior creature in exchange for asserting its own domination over the other creatures that serve or oppose the giant.

Treasure Under Ice. White dragons love the cold sparkle of ice and favor treasure with similar qualities, particularly diamonds. However, in their remote arctic climates, the treasure hoards of white dragons more often contain walrus and mammoth tusk ivory, whale-bone sculptures, figureheads from ships, furs, and magic items seized from overly bold adventurers.

Loose coins and gems are spread across a white dragon's lair, glittering like stars when the light strikes them. Larger treasures and chests are encased in layers of rime created by the white dragon's breath, and held safe beneath layers of transparent ice. The dragon's great strength allows it to easily access its wealth, while lesser creatures must spend hours chipping away or melting the ice to reach the dragon's main hoard.

A white dragon's flawless memory means that it knows how it came to possess every coin, gem, and magic item in its hoard, and it associates each item with a specific victory. White dragons are notoriously difficult to bribe, since any offers of treasure are seen as an insult to their ability to simply slay the creature making the offer and seize the treasure on their own.

A WHITE DRAGON'S LAIR

White dragons lair in icy caves and deep subterranean chambers far from the sun. They favor high mountain vales accessible only by flying, caverns in cliff faces, and labyrinthine ice caves in glaciers. White dragons love vertical heights in their caverns, flying up to the ceiling to latch on like bats or slithering down icy crevasses.

A legendary white dragon's innate magic deepens the cold in the area around its lair. Mountain caverns are fast frozen by the white dragon's presence. A white dragon can often detect intruders by the way the keening wind in its lair changes tone.

WHITE DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 32 (5d8 + 10)

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

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

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

Skills 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.

A white dragon rests on high ice shelves and cliffs in its lair, the floor around it a treacherous morass of broken ice and stone, hidden pits, and slippery slopes. As foes struggle to move toward it, the dragon flies from perch to perch and destroys them with its freezing breath.

LAIR ACTIONS

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

- Freezing fog fills a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The fog spreads around corners, and its area is heavily obscured. Each creature in the fog when it appears must make a DC 10 Constitution saving throw, taking 10 (3d6) cold damage on a failed save, or half as much damage on a successful one. A creature that ends its turn in the fog takes 10 (3d6) cold damage. A wind of at least 20 miles per hour disperses the fog. The fog otherwise lasts until the dragon uses this lair action again or until the dragon dies.
- Jagged ice shards fall from the ceiling, striking up to three creatures underneath that the dragon can see within 120 feet of it. The dragon makes one ranged attack roll (+7 to hit) against each target. On a hit, the target takes 10 (3d6) piercing damage.
- The dragon creates an opaque wall of ice on a solid surface it can see within 120 feet of it. The wall can be up to 30 feet long, 30 feet high, and 1 foot thick. When the wall appears, each creature within its area is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. Each 10-foot section of the wall has AC 5, 30 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage. The wall disappears when the dragon uses this lair action again or when the dragon dies.

REGIONAL EFFECTS

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

- Chilly fog lightly obscures the land within 6 miles of the dragon's lair.
- Freezing precipitation falls within 6 miles of the dragon's lair, sometimes forming blizzard conditions when the dragon is at rest.
- Icy walls block off areas in the dragon's lair. Each wall is 6 inches thick, and a 10-foot section has AC 5, 15 hit points, vulnerability to fire damage, and immunity to acid, cold, necrotic, poison, and psychic damage.

If the dragon wishes to move through a wall, it can do so without slowing down. The portion of the wall the dragon moves through is destroyed, however.

If the dragon dies, the fog and precipitation fade within 1 day. The ice walls melt over the course of 1d10 days.

METALLIC DRAGONS

Metallic dragons seek to preserve and protect, viewing themselves as one powerful race among the many races that have a place in the world.

Noble Curiosity. Metallic dragons covet treasure as do their evil chromatic kin, but they aren't driven as much by greed in their pursuit of wealth. Rather, metallic dragons are driven to investigate and collect, taking unclaimed relics and storing them in their lairs. A metallic dragon's treasure hoard is filled with items that reflect its persona, tell its history, and preserve its memories. Metallic dragons also seek to protect other creatures from dangerous magic. As such, powerful magic items and even evil artifacts are sometimes secreted away in a metallic dragon's hoard.

A metallic dragon can be persuaded to part with an item in its hoard for the greater good. However, another creature's need for or right to the item is often unclear from the dragon's point of view. A metallic dragon must be bribed or otherwise convinced to part with the item.

Solitary Shapeshifters. At some point in their long lives, metallic dragons gain the magical ability to assume the forms of humanoids and beasts. When a dragon learns how to disguise itself, it might immerse itself in other cultures for a time. Some dragons are too shy or paranoid to stray far from their lairs and their treasure hoards, but bolder dragons love to wander city streets in humanoid form, taking in the local culture and cuisine, and amusing themselves by observing how the smaller races live.

Some metallic dragons prefer to stay as far away from civilization as possible so as to not attract enemies. However, this means that they are often far out of touch with current events.

The Persistence of Memory. Metallic dragons have long memories, and they form opinions of humanoids based on previous contact with related humanoids. Good dragons can recognize humanoid bloodlines by smell, sniffing out each person they meet and remembering any relatives they have come into contact with over the years. A gold dragon might never suspect duplicity from a cunning villain, assuming that the villain is of the same mind and heart as a good and virtuous grandmother. On the other hand, the dragon might resent a noble paladin whose ancestor stole a silver statue from the dragon's hoard three centuries before.

King of Good Dragons. The chief deity of the metallic dragons is Bahamut, the Platinum Dragon. He dwells in the Seven Heavens of Mount Celestia, but often wanders the Material Plane in the magical guise of a venerable human male in peasant robes. In this form, he is usually accompanied by seven golden canaries—actually seven ancient gold dragons in polymorphed form.

Bahamut seldom interferes in the affairs of mortal creatures, though he makes exceptions to help thwart the machinations of Tiamat the Dragon Queen and her evil brood. Good-aligned clerics and paladins sometimes worship Bahamut for his dedication to justice and protection. As a lesser god, he has the power to grant divine spells.



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 (24,500 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:* +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 choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

ADULT BRASS DRAGON

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)

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 49 (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 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 flying speed.

YOUNG BRASS DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 110 (13d10 + 39)

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

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

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

Skills Perception +10, Persuasion +7, Stealth +5

Damage Immunities fire

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

Languages Common, Draconic

Challenge 6 (2,300 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.
Hit: 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +9 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.

BRASS DRAGON

The most gregarious of the true dragons, brass dragons crave conversation, sunlight, and hot, dry climates.

A brass dragon's head is defined by the broad protective plate that expands from its forehead and the spikes protruding from its chin. A frill runs the length of its neck, and its tapering wings extend down the length of its tail. A brass dragon wyrmling's scales are a dull, mottled brown. As it ages, the dragon's scales begin to shine, eventually taking on a warm, burnished luster. Its wings and frills are mottled green toward the edges, darkening with age. As a brass dragon grows older, its pupils fade until its eyes resemble molten metal orbs.

Boldly Talkative. A brass dragon engages in conversations with thousands of creatures throughout its long life, accumulating useful information which it will gladly share for gifts of treasure. If an intelligent creature tries to leave a brass dragon's presence without engaging in conversation, the dragon follows it. If the creature attempts to escape by magic or force, the dragon might respond with a fit of pique, using its sleep gas to incapacitate the creature. When it wakes, the creature finds itself pinned to the ground by giant claws or buried up to its neck in the sand while the dragon's thirst for small talk is slaked.

A brass dragon is trusting of creatures that appear to enjoy conversation as much as it does, but is smart enough to know when it is being manipulated. When

that happens, the dragon often responds in kind, treating a bout of mutual trickery as a game.

Prized Treasures. Brass dragons covet magic items that allow them to converse with interesting personalities. An intelligent telepathic weapon or a magic lamp with a djinni bound inside it are among the greatest treasures a brass dragon can possess.

Brass dragons conceal their hoards under mounds of sand or in secret places far from their primary lairs. They have no trouble remembering where their treasure is buried, and therefore have no need for maps. Adventurers and wanderers should be wary if they happen across a chest hidden in an oasis or a treasure cache tucked away in a half-buried desert ruin, for these might be parts of a brass dragon's hoard.

A BRASS DRAGON'S LAIR

A brass dragon's desert lair is typically a ruin, canyon, or cave network with ceiling holes to allow for sunlight.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- A strong wind blows around the dragon. Each creature within 60 feet of the dragon must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the dragon and knocked prone. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.
- A cloud of sand swirls about in a 20-foot-radius sphere centered on a point the dragon can see within 120 feet of it. The cloud spreads around corners. Each creature in it must succeed on a DC 15 Constitution saving throw or be blinded 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.

REGIONAL EFFECTS

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

- Tracks appear in the sand within 6 miles of the dragon's lair. The tracks lead to safe shelters and hidden water sources, while also leading away from areas that the dragon prefers to remain undisturbed.
- Images of Large or smaller monsters haunt the desert sands within 1 mile of the dragon's lair. These illusions move and appear real, although they can do no harm. A creature that examines an image from a distance can tell it's an illusion with a successful DC 20 Intelligence (Investigation) check. Any physical interaction with an image reveals it to be an illusion, because objects pass through it.
- Whenever a creature with an Intelligence of 3 or higher comes within 30 feet of a water source within 1 mile of the dragon's lair, the dragon becomes aware of the creature's presence and location.

If the dragon dies, the tracks fade in 1d10 days, but the other effects fade immediately.

BRASS DRAGON WYRMLING

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.



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 (30,000 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:* +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 true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

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

ADULT 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)

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 true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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 flying speed.

YOUNG BRONZE DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 142 (15d10 + 60)
Speed 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)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6
Skills Insight +4, Perception +7, Stealth +3
Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Common, Draconic
Challenge 8 (3,900 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: +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.

BRONZE DRAGON

Bronze dragons are coastal dwellers that feed primarily on aquatic plants and fish. They take the forms of friendly animals to observe other creatures of interest. They are also fascinated by warfare and eagerly join armies fighting for a just cause.

A ribbed and fluted crest defines the shape of a bronze dragon's head. Curving horns extend out from the crest, echoed by spines on its lower jaw and chin. To help them swim, bronze dragons have webbed feet and smooth scales. A bronze wyrmling's scales are yellow tinged with green; only as the dragon approaches adulthood does its color deepen to a darker, rich bronze tone. The pupils of a bronze dragon's eyes fade as the dragon ages, until they resemble glowing green orbs.

Dragons of the Coast. Bronze dragons love to watch ships traveling up and down the coastlines near their lairs, sometimes taking the forms of dolphins or seagulls to inspect those ships and their crews more closely. A daring bronze dragon might slip aboard a ship in the guise of a bird or rat, inspecting the hold for treasure. If the dragon finds a worthy addition to its hoard, it barter with the ship's captain for the item.

War Machines. Bronze dragons actively oppose tyranny, and many bronze dragons yearn to test their mettle by putting their size and strength to good use.

When a conflict unfolds near its lair, a bronze dragon ascertains the underlying cause, then offers its services to any side that fights for good. Once a bronze dragon commits to a cause, it remains a staunch ally.

Well-Organized Wealth. Bronze dragons loot sunken ships and also collect colorful coral and pearls from the reefs and seabeds near their lairs. When a bronze dragon pledges to help an army wage war against tyranny, it asks for nominal payment. If such a request is beyond its allies' means, it might settle for a collection of old books on military history or a ceremonial item commemorating the alliance. A bronze dragon might also lay claim to a treasure held by the enemy that it feels would be safer under its protection.

A BRONZE DRAGON'S LAIR

A bronze dragon lairs in coastal caves. It might salvage a wrecked ship, reconstruct it within the confines of its lair, and use it as a treasure vault or nest for its eggs.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon creates fog as though it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A thunderclap originates at a point the dragon can see within 120 feet of it. Each creature within a 20-foot radius centered on that point must make a DC 15 Constitution saving throw or take 5 (1d10) thunder damage and be deafened until the end of its next turn.

REGIONAL EFFECTS

The region containing a legendary bronze dragon's lair is warped by the dragon's magic.



BRONZE DRAGON WYRMLING

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)

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.

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Underwater plants within 6 miles of the dragon's lair take on dazzlingly brilliant hues.
- Within its lair, the dragon can set illusory sounds, such as soft music and strange echoes, so that they can be heard in various parts of the lair.

If the dragon dies, changed weather reverts to normal, as described in the spell, and the other effects fade in 1d10 days.



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 (27,500 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:* +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 each of its turns, ending the effect on itself with a successful save.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT 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)

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.

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 flying speed.

YOUNG COPPER DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)
Hit Points 119 (14d10 + 42)
Speed 40 ft., climb 40 ft., fly 80 ft.

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

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Damage Immunities acid
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17
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:* +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.

COPPER DRAGON

Copper dragons are incorrigible pranksters, joke tellers, and riddlers that live in hills and rocky uplands. Despite their gregarious and even-tempered natures, they possess a covetous, miserly streak, and can become dangerous when their hoards are threatened.

A copper dragon has brow plates jutting over its eyes, extending back to long horns that grow as a series of overlapping segments. Its backswept cheek ridges and jaw frills give it a pensive look. At birth, a copper dragon's scales are a ruddy brown with a metallic tint. As the dragon ages, its scales become more coppery in color, later taking on a green tint as it ages. A copper dragon's pupils fade with age, and the eyes of the oldest copper dragons resemble glowing turquoise orbs.

Good Hosts. A copper dragon appreciates wit, a good joke, humorous story, or riddle. A copper dragon becomes annoyed with any creature that doesn't laugh at its jokes or accept its tricks with good humor.

Copper dragons are particularly fond of bards. A dragon might carve out part of its lair as a temporary abode for a bard willing to regale it with stories, riddles, and music. To a copper dragon, such companionship is a treasure to be coveted.

COPPER DRAGON WYRMLING

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 a 20-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 18 (4d8) 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.

Cautious and Crafty. When building its hoard, a copper dragon prefers treasures from the earth. Metals and precious stones are favorites of these creatures.

A copper dragon is wary when it comes to showing off its possessions. If it knows that other creatures seek a specific item in its hoard, a copper dragon will not admit to possessing the item. Instead, it might send curious treasure hunters on a wild goose chase to search for the object while it watches from afar for its own pleasure.

A COPPER DRAGON'S LAIR

Copper dragons dwell in dry uplands and on hilltops, where they make their lairs in narrow caves. False walls in the lair hide secret antechambers where the dragon stores valuable ores, art objects, and other oddities it has collected over its lifetime. Worthless items are put on display in open caves to tantalize treasure seekers and distract them from where the real treasure is hidden.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon chooses a point on the ground that it can see within 120 feet of it. Stone spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.
- The dragon chooses a 10-foot-square area on the ground that it can see within 120 feet of it. The ground in that area turns into 3-foot-deep mud. Each creature on the ground in that area when the mud appears must succeed on a DC 15 Dexterity saving throw or sink into the mud and become restrained. A creature can take an action to attempt a DC 15 Strength check, freeing itself or another creature within its reach and ending the restrained condition on a success. Moving 1 foot in the mud costs 2 feet of movement. On initiative count 20 on the next round, the mud hardens, and the Strength DC to work free increases to 20.

REGIONAL EFFECTS

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

- Magic carvings of the dragon's smiling visage can be seen worked into stone terrain and objects within 6 miles of the dragon's lair.
- Tiny beasts such as rodents and birds that are normally unable to speak gain the magical ability to speak and understand Draconic while within 1 mile of the dragon's lair. These creatures speak well of the dragon, but can't divulge its whereabouts.
- Intelligent creatures within 1 mile of the dragon's lair are prone to fits of giggling. Even serious matters suddenly seem amusing.

If the dragon dies, the magic carvings fade over the course of 1d10 days. The other effects end immediately.

ANCIENT GOLD DRAGON

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 (36,500 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:* +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.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as

well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

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



GOLD DRAGON

The most powerful and majestic of the metallic dragons, gold dragons are dedicated foes of evil.

A gold dragon has a sagacious face anointed with flexible spines that resemble whiskers. Its horns sweep back from its nose and brow, echoing twin frills that adorn its long neck. A gold dragon's sail-like wings start at its shoulders and trace down to the tip of its tail, letting it fly with a distinctive rippling motion as if swimming through the air. A gold dragon wyrmling has scales of dark yellow with metallic flecks. Those flecks grow larger as the dragon matures. As a gold dragon ages, its pupils fade until its eyes resemble pools of molten gold.

Devourer of Wealth. Gold dragons can eat just about anything, but their preferred diet consists of pearls and gems. Thankfully, a gold dragon doesn't need to gorge itself on such wealth to feel satisfied. Gifts of treasure that it can consume are well received by a gold dragon, as long as they aren't bribes.

Reserved Shapeshifters. Gold dragons are respected by the other metallic dragons for their wisdom and

fairness, but they are the most aloof and grim of the good-aligned dragons. They value their privacy to the extent that they rarely fraternize with other dragons except their own mates and offspring.

Older gold dragons can assume animal and humanoid forms. Rarely does a gold dragon in disguise reveal its true form. In the guise of a peddler, it might regularly visit a town to catch up on local gossip, patronize honest businesses, and lend a helping hand in unseen ways. In the guise of an animal, the dragon might befriend a lost child, a wandering minstrel, or an innkeeper, serving as a companion for days or weeks on end.

Master Hoarders. A gold dragon keeps its hoard in a well-guarded vault deep within its lair. Magical wards placed on the vault make it all but impossible to remove any treasures without the dragon knowing about it.

A GOLD DRAGON'S LAIR

Gold dragons make their homes in out-of-the-way places, where they can do as they please without arousing suspicion or fear. Most dwell near idyllic lakes

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)

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.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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 flying speed.

and rivers, mist-shrouded islands, cave complexes hidden behind sparkling waterfalls, or ancient ruins.

LAIR ACTIONS

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

- The dragon glimpses the future, so it has advantage on attack rolls, ability checks, and saving throws until initiative count 20 on the next round.
- One creature the dragon can see within 120 feet of it must succeed on a DC 15 Charisma saving throw or be banished to a dream plane, a different plane of existence the dragon has imagined into being. To escape, the creature must use its action to make a Charisma check contested by the dragon's. If the creature wins, it escapes the dream plane. Otherwise, the effect ends on initiative count 20 on the next round. When the effect ends, the creature reappears in the space it left or in the nearest unoccupied space if that one is occupied.

YOUNG GOLD DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)
Hit Points 178 (17d10 + 85)
Speed 40 ft., fly 80 ft., swim 40 ft.

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

Saving Throws Dex +6, Con +9, Wis +5, Cha +9
Skills Insight +5, Perception +9, Persuasion +9, Stealth +6
Damage Immunities fire
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages Common, Draconic
Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

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

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

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

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

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

REGIONAL EFFECTS

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

- Whenever a creature that can understand a language sleeps or enters a state of trance or reverie within 6 miles of the dragon's lair, the dragon can establish telepathic contact with that creature and converse with it in its dreams. The creature remembers its conversation with the dragon upon waking.
- Banks of beautiful, opalescent mist manifest within 6 miles of the dragon's lair. The mist doesn't obscure anything. It assumes haunting forms when evil creatures are near the dragon or other non-evil creatures in the mist, warning such creatures of the danger.
- Gems and pearls within 1 mile of the dragon's lair sparkle and gleam, shedding dim light in a 5-foot radius.

If the dragon dies, these effects end immediately.

GOLD DRAGON WYRMLING

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 +6, 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)

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.



ANCIENT SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 487 (25d20 + 225)

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

Damage Immunities cold

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

Languages Common, Draconic

Challenge 23 (32,500 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:* +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 wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

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

SILVER DRAGON

The friendliest and most social of the metallic dragons, silver dragons cheerfully assist good creatures in need.

A silver dragon shimmers as if sculpted from pure metal, its face given a noble cast by its high eyes and sweeping beard-like chin spikes. A spiny frill rises high over its head, tracing down its neck to the tip of its tail. A silver wyrmling's scales are blue-gray with silver highlights. As the dragon approaches adulthood, its color gradually brightens until its individual scales are barely visible. As a silver dragon grows older, its pupils fade until its eyes resemble orbs of mercury.

Dragons of Virtue. Silver dragons believe that living a moral life involves doing good deeds and ensuring that one's actions cause no undeserved harm to other sentient beings. They don't take it upon themselves to root out evil, as gold and bronze dragons do, but they will gladly oppose creatures that dare to commit evil acts or harm the innocent.

Friends of the Small Races. Silver dragons enjoy the company of other silver dragons. Their only true

friendships outside their own kin arise in the company of humanoids, and many silver dragons spend as much time in humanoid form as they do in draconic form. A silver dragon adopts a benign humanoid persona such as a kindly old sage or a young wanderer, and it often has mortal companions with whom it develops strong friendships.

Silver dragons must step away from their humanoid lives on a regular basis, returning to their true forms to mate and rear offspring, or to tend to their hoards and personal affairs. Because many lose track of time while away, they sometimes return to find that their companions have grown old or died. Silver dragons often end up befriending several generations of humanoids within a single family as a result.

Respect for Humanity. Silver dragons befriend humanoids of all races, but shorter-lived races such as humans spark their curiosity in a way the longer-lived elves and dwarves don't. Humans have a drive and zest for life that silver dragons find fascinating.

Hoarding History. Silver dragons love to possess relics of humanoid history. This includes the great

ADULT SILVER DRAGON

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)

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 wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

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 flying speed.

piles of coins they covet, minted by current and fallen humanoid empires, as well as art objects and fine jewelry crafted by numerous races. Other treasures that make up their hoards can include intact ships, the remains of kings and queens, thrones, the crown jewels of ancient empires, inventions and contraptions, and monoliths carried from the ruins of fallen cities.

A SILVER DRAGON'S LAIR

Silver dragons dwell among the clouds, making their lairs on secluded cold mountain peaks. Though many are comfortable in natural cavern complexes or abandoned mines, silver dragons covet the lost outposts of humanoid civilization. An abandoned mountaintop citadel or a remote tower raised by a long-dead wizard is the sort of lair that every silver dragon dreams of.

LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects:

- The dragon creates fog as if it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.

- A blisteringly cold wind blows through the lair near the dragon. Each creature within 120 feet of the dragon must succeed on a DC 15 Constitution saving throw or take 5 (1d10) cold damage. Gases and vapors are dispersed by the wind, and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

REGIONAL EFFECTS

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

- Once per day, the dragon can alter the weather in a 6-mile radius centered on its lair. The dragon doesn't need to be outdoors; otherwise the effect is identical to the *control weather* spell.
- Within 1 mile of the lair, winds buoy non-evil creatures that fall due to no act of the dragon's or its allies. Such creatures descend at a rate of 60 feet per round and take no falling damage.
- Given days or longer to work, the dragon can make clouds and fog within its lair as solid as stone, forming structures and other objects as it wishes.

If the dragon dies, changed weather reverts to normal, as described in the spell, and the other effects fade in 1d10 days.

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

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

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

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

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

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.

SILVER DRAGON WYRMLING

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., fly 60 ft.

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

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

Skills 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:* +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.

DRAGON TURTLE

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 341 (22d20 + 110)

Speed 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	20 (+5)	10 (+0)	12 (+1)	12 (+1)

Saving Throws Dex +5, Con +10, Wis +6

Damage Resistances fire

Senses darkvision 120 ft., passive Perception 11

Languages Aquan, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon turtle can breathe air and water.

ACTIONS

Multiattack. The dragon turtle makes three attacks: one with its bite and two with its claws. It can make one tail attack in place of its two claw attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 26 (3d12 + 7) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be pushed up to 10 feet away from the dragon turtle and knocked prone.

Steam Breath (Recharge 5–6). The dragon turtle exhales scalding steam in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one. Being underwater doesn't grant resistance against this damage.

DRAGON TURTLE

Dragon turtles are among the most fearsome creatures of the oceans. As large and voracious as the oldest of its land-based dragon kin, a dragon turtle strikes with its deadly jaws, steaming breath, and crushing tail.

A dragon turtle's rough shell is the same dark green color as the deep water where this monster dwells. Silver highlights lining the shell resemble light dancing on open water, and a surfacing dragon turtle is sometimes mistaken for the reflection of the sun or moon on the waves.

Dragons of the Deep. Like true dragons, dragon turtles collect treasure, first by sinking ships and then by sifting through the wreckage for coins and other precious items. A dragon turtle swallows treasure for transport, then regurgitates it when it reaches its lair.

Dragon turtles dwell in caves hidden in coral reefs or beneath the seafloor, or along rugged stretches

of coastline. If a choice cave is already inhabited, a dragon turtle attacks its current residents in an attempt to take over.

Mercenary Monsters. A dragon turtle is smart enough to be bribed, and pirates sailing seas patrolled by these creatures quickly learn to offer them treasure in exchange for safe passage. Clever sahuagin sometimes ally with dragon turtles, enticing them with treasure to use their blistering breath weapons in sahuagin raids against ships and coastal settlements.

Elemental Might. Dragon turtles sometimes find their way through sunken planar rifts to the Elemental Plane of Water. Those monstrous specimens can often be found in the service of marids, which strap magnificent coral thrones to the backs of dragon turtles and ride them as mounts.



"I FAILED THE SPIDER QUEEN ONCE. NEVER AGAIN."
—PELLANISTRA THE DRIDER



DRIDER

Large monstrosity, chaotic evil

Armor Class 19 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+4)	13 (+1)	14 (+2)	12 (+1)

Skills Perception +5, Stealth +9

Senses darkvision 120 ft., passive Perception 15

Languages Elvish, Undercommon

Challenge 6 (2,300 XP)

Fey Ancestry. The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

Innate Spellcasting. The drider's innate spellcasting ability is Wisdom (spell save DC 13). The drider can innately cast the following spells, requiring no material components:

At will: *dancing lights*

1/day each: *darkness*, *faerie fire*

Spider Climb. The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

Sunlight Sensitivity. While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Web Walker. The drider ignores movement restrictions caused by webbing.

ACTIONS

Multiattack. The drider makes three attacks, either with its longsword or its longbow. It can replace one of those attacks with a bite attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one creature. *Hit:* 2 (1d4) piercing damage plus 9 (2d8) poison damage.

Longsword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage, or 8 (1d10 + 3) slashing damage if used with two hands.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 120/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 4 (1d8) poison damage.

DRIDER

When a drow shows great promise, Lolth summons it to the Demonweb Pits for a test of faith and strength. Those that pass the test rise higher in the Spider Queen's favor. Those that fail are transformed into driders—a horrid hybrid of a drow and a giant spider that serves as a living reminder of Lolth's power. Only drow can be turned into driders, and the power to create these creatures resides with Lolth alone.

Scarred for Life. Drow transformed into driders return to the Material Plane as twisted and debased creatures. Driven by madness, they disappear into the Underdark to become hermits and hunters, either wandering alone or leading packs of giant spiders.

On rare occasion, a drider returns to the fringes of drow society despite its curse, most often to fulfill some longstanding vow or vendetta from its former life. Drow fear and shun the driders, holding them in lower esteem than slaves. However, they tolerate the presence of these creatures as living representatives of Lolth's will, and a reminder of the fate that awaits all who fail the Spider Queen.

VARIANT: DRIDER SPELLCASTING

Driders that were once drow spellcasters might retain their ability to cast spells. Such driders typically have a higher spellcasting ability (15 or 16) than other driders. Further, the drider gains the Spellcasting trait. A drider that was a drow divine spellcaster, therefore, could have a Wisdom of 16 (+3) and a Spellcasting trait as follows.

Spellcasting. The drider is a 7th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The drider has the following spells prepared from the cleric spell list:

Cantrips (at will): *poison spray*, *thaumaturgy*

1st level (4 slots): *bane*, *detect magic*, *sanctuary*

2nd level (3 slots): *hold person*, *silence*

3rd level (3 slots): *clairvoyance*, *dispel magic*

4th level (2 slots): *divination*, *freedom of movement*

DRYAD

Travelers entering a forest might catch a glimpse of a feminine form flitting through the trees. Warm laughter hangs on the air, drawing those who hear it deeper into the emerald shadows.

Treebound. Powerful fey will sometimes bind lesser fey spirits to trees, transforming them into dryads. This is sometimes done as a punishment when the fey spirit falls in love with a mortal and that love is forbidden.

A dryad can emerge from the tree and travel the lands around it, but the tree remains her home and roots her to the world. As long as the tree remains healthy and unharmed, the dryad stays forever youthful and alluring. If the tree is harmed, she suffers. If the tree is ever destroyed, the dryad descends into madness.

Reclusive Fey. Dryads act as guardians of their woodland demesnes. Shy and reclusive, they watch interlopers from the trees. A dryad struck by the beauty of a stranger might investigate more closely, perhaps even try to lure the individual away to be charmed.

Dryads work with other sylvan creatures to defend their forests. Unicorns, treants, and satyrs live alongside them, in addition to druids that share the dryads' devotion to the woods they call home.

Woodland Magic. Dryads can speak with plants and animals. They can teleport from one tree to another, luring interlopers away from their groves. If pressed, a dryad can beguile humanoid with her enchantments, turning enemies into friends. They also know a handful of useful spells.



DRYAD

Medium fey, neutral

Armor Class 11 (16 with *barkskin*)

Hit Points 22 (5d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	11 (+0)	14 (+2)	15 (+2)	18 (+4)

Skills Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Elvish, Sylvan

Challenge 1 (200 XP)

Innate Spellcasting. The dryad's innate spellcasting ability is Charisma (spell save DC 14). The dryad can innately cast the following spells, requiring no material components:

At will: *druidcraft*

3/day each: *entangle*, *goodberry*

1/day each: *barkskin*, *pass without trace*, *shillelagh*

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

Speak with Beasts and Plants. The dryad can communicate with beasts and plants as if they shared a language.

Tree Stride. Once on her turn, the dryad can use 10 feet of her movement to step magically into one living tree within her reach and emerge from a second living tree within 60 feet of the first tree, appearing in an unoccupied space within 5 feet of the second tree. Both trees must be Large or bigger.

ACTIONS

Club. Melee Weapon Attack: +2 to hit (+6 to hit with *shillelagh*), reach 5 ft., one target. **Hit:** 2 (1d4) bludgeoning damage, or 8 (1d8 + 4) bludgeoning damage with *shillelagh*.

Fey Charm. The dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 14 Wisdom saving throw or be magically charmed. The charmed creature regards the dryad as a trusted friend to be heeded and protected. Although the target isn't under the dryad's control, it takes the dryad's requests or actions in the most favorable way it can.

Each time the dryad or its allies do anything harmful to the target, it can repeat the saving throw, ending the effect on itself on a success. Otherwise, the effect lasts 24 hours or until the dryad dies, is on a different plane of existence from the target, or ends the effect as a bonus action. If a target's saving throw is successful, the target is immune to the dryad's Fey Charm for the next 24 hours.

The dryad can have no more than one humanoid and up to three beasts charmed at a time.