

DRAGONS!

VOLUME 2 – METALLIC DRAGONS

**DRAGONS OF ALL AGES: FROM VERY YOUNG TO GREAT WYRM
FOR FIFTH EDITION DUNGEONS AND DRAGONS**

BY TONY PETRECCA



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PROLOGUE – OLD FRIENDS

It was barely an hour after sunrise, but Miitho couldn't resist sampling just one more pint. Zephrym's Cloud, every adventurer's favorite watering hole, had on tap some of the finest ales and beers in the land. Zephrym's Finest was the draft that Miitho was enjoying, and this sample was on the house. The Dwarf Lord was buying four wagons full of spirits from Zephrym, so Zephrym didn't begrudge a few pints.

"Three new Mithril veins, Zephrym, discovered just last month. THREE!" Miitho exclaimed, as the silver haired old inn keep, who'd already heard this story twice the night before, nodded and smiled politely.

"Three new veins of Moradin's Glory. That's cause for celebration, and greater cause for reward. The miners of Greystone are the hardest workers a Lord could ask for, and I'll be dammed if I don't let them know it!" he exclaimed as he patted a keg.

The two old friends watched as the last barrels were loaded on to the wagons, and then Miitho prepared to depart.

"Give me a ride to the edge of the north fields, would you? I've some business to attend to." Asked the inn keep, already aware of the answer.

"Of course! Hop aboard."

The wagon master got the caravan rolling, and Miitho quietly marveled at the early morning bustle in New Anthony. He could remember a time not long ago when there was nothing but a trading post and a small inn at the intersection of Dragon's Flight Highway and the Silver Road. But now, thanks to the savvy of Zephrym Anthony and his brewmaster wife Carissa, a burgeoning trade town had bloomed.

"Adventurers," remarked Zephrym as they rode past a tired but proud group making its way towards The Cloud. "They're the key. Keep them coming back, with the riches they find, and businesses will blossom."

"And just how do you keep them coming back?" asked Miitho.

"Give them more adventure! Carissa and I keep our ears open at the Inn, and stay well aware of what's happening in the land. We share what we learn with the right groups... letting them know about ogres stirring in the west, or hobgoblins gathering to the north, or an ancient tomb of undead discovered to the east. When we share such information with the right groups of foolhardy folk they run off, risking life and limb, and handle the problem, helping to keep the civilized folk safe. And if... no, when... they return, bruised, battered, and bloodied, they thank you for it and ask for more!"

"Aye, I remember those days," the dwarf remarked, a reminiscent twinkle in his eyes as he patted his war hammer

fondly, "But this dwarf's too old for that nonsense anymore."

"Too fat and drunk too, I'd imagine," Zephrym joked. "Here we go, this should be far enough."

Now at the Northern edge of the oat fields and well away from any crowds Miitho signaled the caravan to stop.

"Do be careful Miitho," Zephrym stated rather ominously as he climbed out of the wagon. "There's trouble brewing. I don't quite know what yet, but several different groups have brought disturbing news. I'm off to investigate a bit of it personally."

"If trouble's afoot should you be leaving your inn?" Asked Miitho.

"Oh, I'm quite sure my customers can fend off any minor trouble that might arise, and if its more trouble than a room full of eager adventurers can deal with well... Carissa can certainly handle herself."

"Aye! That she can!" said the dwarf, as he watched his old friend enlarge to the size of a house and take his true form, his twenty-foot long tail almost nudging a wagon over as his massive silver wings spread.

"Take care my friend," said the Old Silver Dragon, a pleasing smile on his noble face, "and may your new found Mithril gleam like Bahamut!"

The dragon took flight.

INTRODUCTION

"Though if you're going to ask for dragons, well, you can't go wrong with a lady silver...."

— Sir Sprite Silverlocks, Bard

Welcome again dragon lovers!

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

Dragon Age Categories

Category	Size	Age Range
Wyrmling	Medium	5 years or less
Very Young	Medium	6-15 years
Young	Large	16-25 years
Juvenile	Large	26-50 years
Young Adult	Large	51-100 years
Adult	Huge	101-400 years
Old	Huge	401-800 years
Ancient	Gargantuan	801-1200 years
Wyrms	Gargantuan	1201-1600 years
Great Wyrms	Gargantuan	1601 or more

BRASS DRAGONS

VERY YOUNG BRASS DRAGON

Medium dragon, chaotic good

Armor Class 16 (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)	11 (+0)	11 (+0)	14 (+2)

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

Skills Perception +4, Stealth +2

Damage Immunities fire

Senses blindsight 20 ft., darkvision 90 ft., passive perception 14

Languages Common, Draconic

Challenge 3 (700 XP)

ACTIONS

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

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

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

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

Fire Breath. The dragon exhales fire in a 30 foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 28 (8d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 20-foot cone. Each creature in that area must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or somebody uses an action to wake it.

JUVENILE BRASS DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 95 (10d10+40)

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

STR	DEX	CON	INT	WIS	CHA
20(+5)	10 (+0)	19 (+4)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +3, Con +7, Wis +3, Cha +5

Skills Perception +6, Stealth +3

Damage Immunities fire

Senses blindsight 40 ft., darkvision 120 ft., passive perception 16

Languages Common, Draconic

Challenge 8 (3,900 XP)

ACTIONS

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

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

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

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

Fire Breath. The dragon exhales fire in a 50 foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 40-foot cone. Each creature in that area must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or somebody uses an action to wake it.

YOUNG ADULT BRASS DRAGON

Large dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 138 (12d12+60)

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

STR	DEX	CON	INT	WIS	CHA
22(+6)	10(+0)	20(+5)	13(+1)	12(+1)	16(+3)

Saving Throws Dex +4, Con +9, Wis +5, Cha +7

Skills History +6, Perception +9, Persuasion +7, Stealth +4

Damage Immunities fire

Senses blindsight 50 ft., darkvision 120 ft., passive perception 19

Languages Common, Draconic

Challenge 10 (5,900 XP)

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

ACTIONS

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to

the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in a 60 foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 45 (13d6) fire damage on a failed saving throw, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 50-foot cone. Each creature in that area must succeed on a DC 16 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or somebody 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 17 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD BRASS DRAGON

Huge dragon, chaotic good

Armor Class 19 (natural armor)

Hit Points 200 (16d12+96)

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

STR	DEX	CON	INT	WIS	CHA
25(+7)	10(+0)	23(+6)	15(+2)	14(+2)	18(+4)

Saving Throws Dex +6, Con +12, Wis +8, Cha +10

Skills History +8, Perception +14, Persuasion +10, Stealth +6

Damage Immunities fire

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

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

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target, *Hit:* 16 (2d8+7) bludgeoning damage.

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

the dragon's Frightful Presence for the next 24 hours.

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

Fire Breath. The dragon exhales fire in a 60 foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 49 (14d6) fire damage on a failed saving throw, 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 20 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or somebody 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

WYRM BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 21 (natural armor)

Hit Points 370 (20d20+160)

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

STR	DEX	CON	INT	WIS	CHA
28(+9)	10 (+0)	26 (+8)	17 (+3)	16(+3)	20 (+5)

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

Skills History +10, Perception +17, Persuasion +12, Stealth +7

Damage Immunities fire

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

Languages Common, Draconic

Challenge 22 (41,000 XP)

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

ACTIONS

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

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

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

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target, *Hit:* 23 (3d8+9) bludgeoning damage.

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

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

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

Fire Breath. The dragon exhales fire in a 120 foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 88 (16d10) fire damage on a failed saving throw, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 120-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or somebody 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 20 (3d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM BRASS DRAGON

Gargantuan dragon, chaotic good

Armor Class 23 (natural armor)

Hit Points 429 (22d20+198)

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

STR	DEX	CON	INT	WIS	CHA
29(+9)	10 (+0)	28 (+9)	18 (+4)	18 (+4)	22 (+6)

Saving Throws Dex +8, Con +17, Wis +12, Cha +14

Skills History +12, Perception +20, Persuasion +12, Stealth +8

Damage Immunities fire

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

Languages Common, Draconic

Challenge 25 (75,000 XP)

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

ACTIONS

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

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

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

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful

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

Breath Weapon (Recharge 4-6) The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 180 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 99 (18d10) fire damage on a failed saving throw, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 180-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or somebody 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

BRONZE DRAGONS

VERY YOUNG BRONZE DRAGON

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 85 (10d8+30)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	13 (+1)	12 (+1)	16 (+3)

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

Skills Perception +7, Stealth +3

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

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

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

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

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

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 14 strength saving throw. On a failed save the creature is pushed 30 feet away from the dragon.

JUVENILE BRONZE DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 168 (16d10+80)

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

STR	DEX	CON	INT	WIS	CHA
23(+6)	10 (+0)	20 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +9, Wis +7, Cha +7

Skills Insight +5, Perception +9, Stealth +4

Damage Immunities lightning

Senses blindsight 40 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, one target. *Hit:* 13 (2d6+6) slashing damage.

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 70 foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed saving throw, 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 16 strength saving throw. On a failed save the creature is pushed 50 feet away from the dragon.

YOUNG ADULT BRONZE DRAGON

Large dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 184 (16d12+80)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	21 (+5)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +4, Con +9, Wis +6, Cha +8

Skills Insight +6, Perception +10, Stealth +4

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive perception 22

Languages Common, Draconic

Challenge 12 (8,400 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) piercing damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 feet., one target. *Hit:* 14 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +11 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 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a

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

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 80 foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 18 strength saving throw. On a failed save the creature is pushed 50 feet away from the dragon.

LEGENDARY ACTIONS

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

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 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD BRONZE DRAGON

Huge dragon, lawful good

Armor Class 20 (natural armor)

Hit Points 338 (20d12+175)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11

Skills Insight +9, Perception +15, Stealth +6

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

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

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90 foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 21 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 23 (natural armor)

Hit Points 507 (26d20+234)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	28 (+9)	19 (+4)	18 (+4)	22 (+6)

Saving Throws Dex +7, Con +16, Wis +11, Cha +13

Skills Insight +11, Perception +18, Stealth +7

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

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

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

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 117 (18d12) lightning damage on a failed saving throw, 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 24 strength saving throw. On a failed save the creature is pushed 90 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM BRONZE DRAGON

Gargantuan dragon, lawful good

Armor Class 24 (natural armor)

Hit Points 585 (30d20+270)

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

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	29(+9)	20(+4)	19(+4)	24(+7)

Saving Throws Dex +8, Con +17, Wis +12, Cha +15

Skills Insight +12, Perception +20, Stealth +8

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target, *Hit:* 37 (6d8+10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a

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

Breath Weapon (Recharge 4-6) The dragon uses one of the following breath weapons.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 180 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 143 (22d12) lightning damage on a failed saving throw, 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 24 strength saving throw. On a failed save the creature is pushed 120 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 31 (6d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

COPPER DRAGONS

VERY YOUNG COPPER DRAGON

Medium dragon, chaotic good

Armor Class 16 (natural armor)

Hit Points 78 (12d8+24)

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

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

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

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

Damage Immunities acid

Senses blindsight 20 ft., darkvision 60 ft., passive perception 17

Languages Common, Draconic

Challenge 4 (1,100 XP)

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 9 (2d6+3) slashing damage.

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

Acid Breath. The dragon exhales acid in a 30 foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 27 (6d8) acid damage on a failed saving throw, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 20 foot cone. Each creature in that area must succeed on a DC 13 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 on each of its turns, ending the effect with a successful save.

JUVENILE COPPER DRAGON

Large dragon, chaotic good

Armor Class 17 (natural armor)

Hit Points 142 (15d10+60)

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

STR	DEX	CON	INT	WIS	CHA
20 (+4)	12 (+1)	18 (+4)	16 (+3)	13 (+1)	15 (+2)

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

Skills Deception +6, Perception +9, Stealth +4

Damage Immunities acid

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:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, one target. *Hit:* 11 (2d6+4) slashing damage.

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

Acid Breath. The dragon exhales acid in a 50 foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 45 (10d8) acid damage on a failed saving throw, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 40 foot cone. Each creature in that area must succeed on a DC 15 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 on each of its turns, ending the effect with a successful save.

YOUNG ADULT COPPER DRAGON

Large dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 168 (16d10+80)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +9, Wis +6, Cha +7

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

Damage Immunities acid

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

Languages Common, Draconic

Challenge 11 (7,200 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:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) piercing damage.

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to

the dragon's Frightful Presence for the next 24 hours.

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

Acid Breath. The dragon exhales acid in a 60 foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 53 (11d8) acid damage on a failed saving throw, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 50 foot cone. Each creature in that area must succeed on a DC 15 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 on each of its turns, ending the effect 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 18 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD COPPER DRAGON

Huge dragon, chaotic good

Armor Class 20 (natural armor)

Hit Points 225 (18d12+108)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	19 (+4)	16 (+3)	18 (+4)

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

Skills Deception +10, Perception +15, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

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

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

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target, *Hit:* 16 (2d8+7) bludgeoning damage.

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

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

Acid Breath. The dragon exhales acid in a 60 foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 59 (13d8) acid damage on a failed saving throw, 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 20 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 on each of its turns, ending the effect 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

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

WYRM COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 444 (24d20+192)

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

STR	DEX	CON	INT	WIS	CHA
28(+9)	12(+1)	26(+8)	21(+5)	18(+4)	20(+5)

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

Skills Deception +12, Perception +18, Stealth +8

Damage Immunities acid

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

Languages Common, Draconic

Challenge 23 (50,000 XP)

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

ACTIONS

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

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

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

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

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

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

Acid Breath. The dragon exhales acid in a 90 foot line that is 5 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 110 (20d10) acid damage on a failed saving throw, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 90 foot cone. Each creature in that area must succeed on a DC 23 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 on each of its turns, ending the effect 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM COPPER DRAGON

Gargantuan dragon, chaotic good

Armor Class 24 (natural armor)

Hit Points 546 (28d20+252)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	12 (+1)	28 (+9)	22 (+6)	20 (+5)	22 (+6)

Saving Throws Dex +9, Con +16, Wis +13, Cha +14

Skills Deception +14, Insight +13, Perception +21, Persuasion +14, Stealth +9

Damage Immunities acid

Senses blindsight 120 ft., darkvision 120 ft., passive perception 31

Languages Common, Draconic

Challenge 26 (90,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 27 (6d8) lightning damage.

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

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

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

Breath Weapon (Recharge 4-6) The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 120 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 121 (22d10) acid damage on a failed saving throw, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 120 foot cone. Each creature in that area must succeed on a DC 24 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 on each of its turns, ending the effect 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GOLD DRAGONS

VERY YOUNG GOLD DRAGON

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 119 (14d8+56)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	14 (+2)	19 (+4)	15 (+2)	12 (+1)	17 (+4)

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

Skills Perception +7, Stealth +3

Damage Immunities fire

Senses blindsight 20 ft., darkvision 60 ft., passive perception 17

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:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) piercing damage.

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

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

Fire Breath. The dragon exhales fire in a 20 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 39 (7d10) fire damage on a failed saving throw, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 20-foot cone. Each creature in that area must succeed on a DC 15 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.

JUVENILE GOLD DRAGON

Medium dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 207 (18d10+108)

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

STR	DEX	CON	INT	WIS	CHA
24 (+6)	14 (+2)	23 (+6)	16 (+3)	13 (+1)	22 (+6)

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

Skills Insight +5, Perception +9, Persuasion +10, Stealth +4

Damage Immunities fire

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

Languages Common, Draconic

Challenge 12 (8,400 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:* 18 (2d10+6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, one target. *Hit:* 14 (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 40 foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 55 (12d10) fire damage on a failed saving throw, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 40-foot cone. Each creature in that area must succeed on a DC 18 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG ADULT GOLD DRAGON

Large dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 225 (18d10+126)

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

STR	DEX	CON	INT	WIS	CHA
26(+8)	14(+2)	24(+7)	15(+2)	14(+2)	23(+6)

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

Skills Insight +7, Perception +12, Persuasion +11, Stealth +5

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive perception 22

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:* +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 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.

Fire Breath. The dragon exhales fire in a 50 foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 55 (12d10) fire damage on a failed saving throw, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 50-foot cone. Each creature in that area must succeed on a DC 19 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD GOLD DRAGON

Huge dragon, lawful good

Armor Class 21 (natural armor)

Hit Points 363 (25d12+200)

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

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	27 (+8)	17 (+3)	16 (+3)	26 (+8)

Saving Throws Dex +8, Con +14, Wis +8, Cha +12

Skills Insight +9, Perception +15, Persuasion +14, Stealth +8

Damage Immunities fire

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

Languages Common, Draconic

Challenge 20 (25,000 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 10 ft., one target. *Hit:* 20 (2d10+9) piercing damage.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target, *Hit:* 18 (2d8+9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful

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

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 22 Dexterity saving throw, taking 55 (12d10) fire damage on a failed saving throw, 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 22 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 24 (natural armor)

Hit Points 615 (30d20+300)

Speed 40 ft., fly 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	14(+2)	30(+10)	20(+5)	18(+4)	29(+9)

Saving Throws Dex +10, Con +18, Wis +12, Cha +17

Skills Insight +12, Perception +20, Persuasion +17, Stealth +8

Damage Immunities fire

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

Languages Common, Draconic

Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target, *Hit:* 28 (4d8+10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 25 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 120 foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 117 (18d12) fire damage on a failed saving throw, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 120-foot cone. Each creature in that area must succeed on a DC 25 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 24 (4d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM GOLD DRAGON

Gargantuan dragon, lawful good

Armor Class 26 (natural armor)

Hit Points 697 (34d20+340)

Speed 40 ft., fly 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	14(+2)	30(+10)	22(+6)	20(+5)	30(+10)

Saving Throws Dex +11, Con +19, Wis +14, Cha +19

Skills Insight +14, Perception +23, Persuasion +19, Stealth +9

Damage Immunities fire

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

Languages Common, Draconic

Challenge 30 (155,000 XP)

Amphibious. The dragon can breathe air and water.

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

ACTIONS

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

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

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

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target, *Hit:* 37 (6d8+10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 26 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 4-6) The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 180-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 130 (20d12) fire damage on a failed saving throw, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 180-foot cone. Each creature in that area must succeed on a DC 26 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 31 (6d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

SILVER DRAGONS

VERY YOUNG SILVER DRAGON

Medium dragon, lawful good

Armor Class 17 (natural armor)

Hit Points 102 (12d8+48)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +3, Con +8, Wis +3, Cha +6

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 20 ft., darkvision 60 ft., passive perception 16

Languages Common, Draconic

Challenge 6 (2,300 XP)

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +10 to hit, one target. *Hit:* 12 (2d6+5) 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 20 foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 36 (8d8) cold damage on a failed saving throw, 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 15 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.

JUVENILE SILVER DRAGON

Large dragon, lawful good

Armor Class 18 (natural armor)

Hit Points 184 (16d10+96)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	23 (+6)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +3, Con +8, Wis +3, Cha +4

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 11 (7,200 XP)

ACTIONS

Multiattack. The dragon 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:* 18 (2d10+7) plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +11 to hit, one target. *Hit:* 14 (2d6+7) 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 40 foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 54 (12d8) cold damage on a failed saving throw, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 40-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or be paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

YOUNG ADULT SILVER DRAGON

Large dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 225 (18d10+126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	24 (+7)	15 (+2)	12 (+1)	20 (+5)

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

Skills Arcana +7, History +7, Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 30 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:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) piercing damage.

Claws. *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 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.

Cold Breath. The dragon exhales an icy blast in a 50 foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed saving throw, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 50-foot cone. Each creature in that area must succeed on a DC 19 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.

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 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD SILVER DRAGON

Huge dragon, lawful good

Armor Class 19 (natural armor)

Hit Points 363 (25d12+200)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	17 (+3)	14 (+2)	22 (+6)

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

Skills Arcana +9, History +9, Perception +14, Stealth +6

Damage Immunities cold

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

Languages Common, Draconic

Challenge 19 (22,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10+9) piercing damage.

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

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target, *Hit:* 18 (2d8+9) bludgeoning damage.

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

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

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 22 Constitution saving throw, taking 63 (14d8) cold damage on a failed saving throw, 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 22 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 23 (natural armor)

Hit Points 546 (28d20+252)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	20 (+5)	16 (+3)	24 (+7)

Saving Throws Dex +8, Con +17, Wis +11, Cha +15

Skills Arcana +13, History +13, Perception +19, Stealth +8

Damage Immunities cold

Senses blindsight 90 ft., darkvision 120 ft., passive perception 26

Languages Common, Draconic

Challenge 26 (90,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 27 (3d10+10) piercing damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 feet., one target. *Hit* 21 (3d6+10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target, *Hit:* 24 (3d8+10) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 22 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a

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

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

Cold Breath. The dragon exhales an icy blast in a 120 foot cone. Each creature in that area must make a DC 25 Constitution saving throw, taking 104 (16d12) cold damage on a failed saving throw, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 120-foot cone. Each creature in that area must succeed on a DC 25 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 21 (3d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM SILVER DRAGON

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 656 (32d20+320)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	22 (+6)	18 (+4)	26 (+8)

Saving Throws Dex +8, Con +18, Wis +12, Cha +16

Skills Arcana +14, History +14, Perception +20, Stealth +8

Damage Immunities cold

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

Languages Common, Draconic

Challenge 28 (120,000 XP)

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) piercing damage.

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

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target, *Hit:* 28 (4d8+9) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 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 4-6) The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 120 foot cone. Each creature in that area must make a DC 26 Constitution saving throw, taking 117 (18d12) cold damage on a failed saving throw, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 120-foot cone. Each creature in that area must succeed on a DC 26 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.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 24 (4d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

EPILOGUE – DAEMONS AND DRAGONS

"Well done, my clansmen, well done!" exclaimed the mighty Dwarf Lord Miitho from the head of Clans Meet Table in the great hall of Greystone. "Just this month our clans have pulled 2 tons of Mithril ore from the mines. That's 10 tons thus far this year. At this pace we'll have 25 tons mined by years end! Raise your mugs in celebration To Moradin and Mithril!"

"To Moradin and Mithril!" came a dozen replies.

The toast over, Miitho sat down and pulled a leg off the roasted bird in front of him. A bit of worry crossed his face, and he paused in thought, mouth open, drumstick in hand.

"What's eatin at yer mind, Miitho?" inquired Welby Stonecutter, his right hand at The Table for two decades.

"Something an old friend said. A mention of trouble coming."

"Bah! There's always trouble about, why worry? Let it come, and by Moradin we'll charge!" came the intoxicated bravado.

But this old friend's concerns were rarely trivial, and Miitho couldn't help but worry.

"This have anything to do with those adventurers you welcomed," asked Welby, "and their talk of some Witchking and his sword? They were deep under the city earlier today, opening vaults that shouldn't be opened."

"Aye. The same old friend asked that I indulge them. He's got the wisdom of ages, this friend, but even he doesn't know what it all means. He only knows that trouble is coming."

And at precisely that moment came the screams. Blood curdling screams of terror outside the Hall. Miitho grabbed Snurre Slayer, his mighty war hammer, and moved to the door but pulled up short. A horrid, roach like, four armed bipedal fiend materialized from nothingness in front of Miitho, and a poisonous breath emanated forth from the beast. Three of the Hall's guards fell gasping in agony from the poison, while Miitho held his breath and buried his maul in the beasts chitinous head.

"Miitho!" cried out Welby from behind, and Miitho turned to see two more mezzoloths in The Hall. Poisonous air filled the Great Hall and most of the Clan Lords were already dead. A fiend set upon Welby with its trident, whilst Malachai of clan Mithril Hammer held his own against the other. Miitho charged and unleashed a fury on both fiends unlike any Welby or Malachai had ever imagined. The trio turned to the Great Hall's door, but were unprepared for the horror beyond.

Emerging from Greystone Keep into the cavernous Grand

Gallery of the Dwarves they saw a city reeling. Hundreds of mezzoloths poisoned the air, while winged nycoloths snatched those dwarves hearty enough to survive the poison, flew them up near the ceiling of the vast cavern, and dropped the hapless victims to their deaths. For a moment the trio stood dumbfounded, aghast at the carnage this sudden surprise assault had wrought. But that moment passed quickly.

A new form appeared from the poisonous mists. A tall alien being with glowing eyes upon a featureless oval face gazed upon the three dwarves, and the three dwarves were engulfed in a *fire storm*. Miitho, ignoring the searing pain, hurled Snurre Slayer at this new evil as his friends fell. The maul hit the ultroloth in the chest with a as the daemon gestured to ready another spell. Miitho charged as his hammer returned but, as suddenly as it had appeared, the fiend disappeared. Light from Greystone's surface doors streamed in, illuminating the city, and a glorious sight was beheld.

Rushing through the air from the surface were squadrons of Golden Elf Gryphon Riders, their charge led by a flight of five great dragons. A brass, bronze, copper, gold and, at the vanguard, Zephrym the silver. With the benefit of surprise gone, the yugoloth invaders teleported away as quickly as they'd arrived.

Zephrym was relieved to find his old friend still alive. Miitho, overwhelmed with fury and grief, knew that in those brief few moments thousands of dwarves had been ruthlessly slaughtered.

"I'm so sorry, my friend," said the dragon "that we did not arrive sooner. A vision from Bahamut came to Aurum the Gold only yesterday, and The Council of Five flew from Ux Verthicha as fast as we could, but we were not swift enough."

"Why? Why did this happen? Why were we assaulted so?" Miitho asked the dragon in anguish.

"A hobgoblin army has marched on the north. Orcs stirred to the east. The black dragons of the Fens rose up against the Troll Lord in the south. And now this. We do not know why, but a greater evil is uniting these disparate beasts. I fear the days ahead will only grow darker. We must strive to hold the light."

Also available from Tony Petrecca -

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