

## Aboleth

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

**Phantasmal Force:** 60', cast *phantasmal force* on any number of creatures, no other lair actions while concentrating, save immune

**Water Surge:** (Can't use until uses another lair action) water pools within 90', creatures within 20' of them DC 14 Str save or pulled 20' to water & prone

**Rage:** (Can't use until uses another lair action) creatures in water 90', DC 14 Wis save or **2d6 psychic**

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Swipe:** 1 tail

**Psychic Drain** (2 actions): 1 charmed creature **3d6 psychic** & aboleth regains HP equal to damage

## Adult Black Dragon

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Water Surge:** 120', water pools, creatures within 20' DC 15 Str save or pulled 20' to water & prone

**Insect Swarm:** 20' radius within 120', light obscure, DC 15 Con save, **3d6p**, save half, **3d6p** if end turn in cloud

**Darkness:** 15' radius within 60', magical darkness, light spells <3rd lvl dispelled, until dismiss/death/uses this action again

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

## Adult Blue Dragon

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Ceiling Collapse:** 120', 1 target, DC 15 Dex save or **3d6b** & prone, buried, restrained, suffocate, exit DC 10 Str check

**Sand Cloud:** 20' radius within 120', light obscure, DC 15 Con save or blind 1min/until save

**Lightning Arcs:** 5' line between 2 solid surfaces within 120' each other & dragon, DC 15 Dex save, **3d6 lightning**

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 20 Dex save or **2d6+7b** & prone, fly half speed

## Adult Brass Dragon

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

**Wind:** 60', DC 15 Str save or pushed 15' & prone, extinguish open flames, 50% extinguish shielded flames, disperse gases

**Sand Cloud:** 20' radius within 120', DC 15 Con save or blind 1min/until save

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

## Adult Bronze Dragon

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

**Fog:** As *fog cloud* spell until initiative 20 next round

**Thunderclap:** 20' radius within 120', DC 15 Con save or **1d10 thunder** & deaf until end of creature's next turn

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 20 Dex save or **2d6+7b** & prone, fly half speed

## Adult Copper Dragon

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

**Stone Spikes:** 20' radius within 120', as *spike growth* spell until death/uses this action again

**Create Mud:** 10' square within 120', DC 15 Dex save or restrained, DC 15 Str check as action exit, difficult terrain. Mud hardens initiative 20 next round & exit DC becomes 20

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed

## Adult Gold Dragon

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Glimpse Future:** Adv on attacks, ability checks & saves until initiative 20 next round

**Banish:** 120', 1 target, DC 15 Cha save or banished to dream plane, contested Cha check vs dragon as action to exit, ends initiative 20 next round, reappear in space or nearest unoccupied

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 22 Dex save or **2d6+8b** & prone, fly half speed

## Adult Green Dragon

NAME

### LAIR ACTIONS

20  
INITIATIVE

#### NOTES

*Cannot use same effect 2x in a row:*

**Grasping Roots:** 20' radius within 120', difficult terrain, DC 15 Str save or restrained, DC 15 Str check as action exit, until death/uses this action again

**Thorn Wall:** 60'x10'x5' within 120', DC 15 Dex save. **4d8p** & pushed 5' out of wall's space. 1' move costs 4'; DC 15 Dex save if contact, **4d8p**, save half. Per 10': AC 5, 15 HP, resist bps, vuln fire, immune psychic. Until death/uses this action again

**Beguiling Fog:** 120', 1 target, DC 15 Wis save or charm until initiative 20 next round

### LEGENDARY ACTIONS

3  
ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 19 Dex save or **2d6+6b** & prone, fly half speed