

## Adult Red Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

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

**Magma Geyser:** 20'x5' geyser within 120', DC 15 Dex save, **6d6 fire**, save half

**Tremor:** 60' radius, creatures on ground DC 15 Dex save or prone

**Volcanic Gases:** 20' radius within 120', light obscure, if start turn in cloud DC 13 Con save or poisoned & incapacitated until end of creature's next turn, cloud lasts until initiative 20 next round

### 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 Silver Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

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

**Icy Wind:** 120', DC 15 Con save or **1d10 cold**, extinguish open flames, 50% extinguish shielded flames, disperse gases

### LEGENDARY ACTIONS

3

ACTIONS

#### NOTES

**Detect:** Perception check

**Tail Attack:** 1 tail

**Wing Attack** (2 actions): 10', DC 21 Dex save or **2d6+8b** & prone, fly half speed

## Adult White Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

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

**Freezing Fog:** 20' radius within 120', heavy obscure, DC 10 Con save, **3d6 cold**, save half, **3d6 cold** if end turn in cloud, until death/uses this action again/wind disperses

**Ice Shards:** 3 targets within 120', **+7, 3d6p**

**Wall of Ice:** 30'x30'x1' within 120', creatures pushed 5' out of space. Per 10': AC 5, 30 HP, vuln fire, immune acid, cold, necrotic, poison, psychic. Lasts until 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

## Ancient 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): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed

## Ancient 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): 15', DC 24 Dex save or **2d6+9b** & prone, fly half speed

## Ancient 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): 15', DC 22 Dex save or **2d6+8b** & prone, fly half speed

## Ancient 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): 15', DC 24 Dex save or **2d6+9b** & prone, fly half speed

## Ancient Copper Dragon

NAME

### LAIR ACTIONS

20

INITIATIVE

#### NOTES

**Stone Spikes:** 20' radius within 120', as *spike growth* spell until death/uses lair 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): 15', DC 23 Dex save or **2d6+8b** & prone, fly half speed