

MONSTROUS MENAGERIE

UNIQUE DRAGONS



MONSTROUS MENAGERIE presents new and fantastic creatures with which Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

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Fey Dragon Template

A dragon who dwells too long in the Feywild may become infused by the wild magic of that place. It keeps its statistics, except as follows:

Challenge Rating. Recalculate the creature's challenge rating after you apply the template.

Alignment. The dragon is chaotic neutral.

Ability Score Increase. The dragon's Wisdom increases by 4.

Skill Proficiencies. The dragon gains proficiency in Nature and Survival. If it was already proficient, the dragon's proficiency bonus is doubled for its Intelligence (Nature) and Wisdom (Survival) checks.

Language. The dragon knows Sylvan in addition to its other languages.

Breath of Life. Any terrain affected by one of the dragon's breath weapons is filled with the wild magic of the fey. For 1 minute, the area is affected by *entangle*, *plant growth*, or *spike growth* (dragon's choice). It regains the use of spent effects after all three have been used, or after it has completed a short or long rest.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no material components:

At will: *faerie fire*, *healing word*, *speak with animals*

2/day each: *dispel magic*, *flaming sphere*,
pass without trace

1/day each: *call lightning*, *conjure animals*,
conjure woodland beings, *meld into stone*

Iron Concentration. The dragon has advantage on Constitution saving throws to maintain concentration.

New Action: Wild Shape. The dragon can use its action to wild shape as if it were a druid of a level equal to its challenge rating.

New Legendary Action: Cast a Spell (Costs 2 actions). The dragon innately casts a spell. If the dragon does not have legendary actions, it does not gain this legendary action.

Lair Actions and Regional Effects. The fey dragon loses any lair actions and regional effects deemed appropriate by the GM. The GM can choose any replacement actions or effects as they see fit.

YOUNG GREEN FEY DRAGON

LARGE DRAGON, CHAOTIC NEUTRAL,

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

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

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

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

Skills Deception +5, Nature +6, Perception +9, Stealth +4, Survival +6

Damage Immunities poison

Conditions Immunities poisoned

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

Languages Common, Draconic, Sylvan

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

Breath of Life. Any terrain affected by one of the dragon's breath weapons is filled with the wild magic of the Fey. For 1 minute, the area is affected by *entangle*, *plant growth*, or *spike growth* (dragon's choice). It regains the use of spent effects after all three have been used or after it has completed a short or long rest.

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

At will: *faerie fire*, *healing word*, *speak with animals*

2/day each: *dispel magic*, *flaming sphere*,
pass without trace

1/day each: *call lightning*, *conjure animals*,
conjure woodland beings, *meld into stone*

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Iron Concentration. The dragon has advantage on Constitution saving throws to maintain concentration.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10+4) piercing damage plus 7 (2d6) poison damage.

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

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.

Wild Shape. The dragon can use its action to wild shape as if it were an 8th level druid.

Teyladin the Reclaimer

There are those among the fey who look at bustling cities and thriving towns, fishing boats, and lumber camps only to see a plague ravaging the natural world, plundering and despoiling its ancient beauty. When those ageless, cunning folk came upon a green dragon egg they knew they held a potentially powerful weapon—thus Teyladin was raised to be a champion who in time will help end the scourge of civilization and return the world to its primal, pristine state.

Memory Dragon Template

A dragon of at least Large size with Change Shape (or the ability to cast *polymorph* or *true polymorph*) can become a memory dragon after a century of dedicated study. It keeps its statistics, except as follows.

Challenge. Recalculate the creature's challenge rating after you apply the template.

Speed. The dragon gains the ability to hover.

Ability Scores. The dragon's Intelligence score increases by 6.

Damage Immunities. The dragon gains immunity to psychic damage.

Skills. The dragon gains proficiency in Arcana, History, Nature, and Religion.

Languages. The dragon learns Abyssal, Celestial, Dwarven, Elvish, Gnomish, Halfling, Infernal, Sylvan, and Undercommon.

New Action: Constrict. The dragon loses its tail attack and instead gains the following Strength-based melee attack:

Constrict. *Melee Weapon Attack:* reach 15 ft., one target. *Hit:* 2d8 + dragon's Strength modifier bludgeoning damage, and the target is grappled (escape DC 8 + dragon's proficiency bonus + dragon's Strength modifier). Until this grapple ends, the target is restrained, and the dragon can't constrict another target.

New Action: Psionic Powers (Recharge 5-6). Any breath weapons possessed by the dragon are replaced by the following actions. These psionic powers affect a radius equal to the range of the dragon's breath weapon - 30 feet, and they deal the same amount of damage (if any). Intelligence is the dragon's psionic power ability for these attacks.

Stunning Blast. The dragon creates a field of mind-numbing psionic energy. Each creature in that area must make an Intelligence saving throw or be stunned 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.

Telekinetic Blast. The dragon unleashes an enormous pulse of psionic energy. Each creature in that area must make a Constitution saving throw, taking the full amount of force damage on a failed save, or half as much damage on a successful one.

New Legendary Action: Constrict. The dragon makes a constrict attack. This replaces the dragon's Tail Attack legendary action.

New Legendary Action: Crushing Charge (Costs 2 Actions). The dragon can move up to its speed. A creature whose space the dragon enters must make a Strength saving throw (DC 8 + dragon's proficiency bonus + dragon's Strength modifier) or take bludgeoning damage (2d6 + dragon's Strength modifier) and be knocked prone. This replaces the dragon's Wing Attack legendary action.

New Legendary Action: Devouring Gaze (Costs 2 Actions). Each stunned or frightened creature the dragon can see within 60 feet must make a Charisma saving throw (DC 8 + dragon's proficiency bonus + dragon's Intelligence modifier). On a failed save, a creature takes psychic damage (2d6 + the dragon's Intelligence modifier) and reduces its Intelligence score by 2d4. The target becomes stunned if this reduces its Intelligence to 0. The reduction lasts until the target finishes a week of relaxing where they do not perform any downtime activities.

Lair Actions. The dream dragon loses all of its lair actions and regional effects. The DM can choose any replacement actions or effects as they see fit.

ANCIENT SILVER MEMORY DRAGON

GARGANTUAN DRAGON, LAWFUL GOOD

Armor Class 22 (natural armor)

Hit Points 487 (25d20+225)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	24 (+7)	15 (+2)	23 (+6)

Saving Throws Dex +8, Int +15, Wis +10, Cha +14

Skills Arcana +15, History +15, Nature +15, Perception +17, Religion +15, Stealth +8

Damage Immunities cold, psychic

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

Languages Abyssal, Common, Celestial, Draconic, Dwarven, Elvish, Gnomish, Halfling, Infernal, Sylvan, Undercommon

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 three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10+10) slashing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6+10) slashing damage.

Constrict. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one creature. *Hit:* 19 (2d8+10) bludgeoning damage, and the target is grappled (escape DC 26). Until this grapple ends, the creature is restrained, and the dragon can't constrict another target.

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.

Psionic Powers (Recharge 5-6). The dragon uses one of the following psionic powers.

Stunning Blast. The dragon creates a field of mind numbing psionic energy in a 60-foot radius. Each creature in that area must make a DC 23 Intelligence saving throw or be stunned 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.

Telekinetic Blast. The dragon unleashes an enormous pulse of psionic energy in a 60-foot radius. Each creature in that area must make a DC 23 Constitution saving throw, taking 67 (15d8) force damage on a failed save, or half as much damage on a successful one.

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's wearing or carrying is absorbed or borne by the new form (dragon's choice).

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



LEGENDARY ACTIONS

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

- **Detect.** The dragon makes a Wisdom (Perception) check.
- **Constrict.** The dragon makes a constrict attack.
- **Crushing Charge (Costs 2 Actions).** The dragon can move up to its speed. Each creature whose space the dragon enters must make a DC 26 Strength saving throw or take 17 (2d6+10) bludgeoning damage and be knocked prone.

- **Devouring Gaze (Costs 2 Actions).** Each stunned or frightened creature the dragon can see within 60 feet must make a DC 23 Charisma saving throw. On a failed save, it takes 14 (2d6+7) psychic damage and its Intelligence score is reduced by 2d4. The target is stunned if this reduces its Intelligence score to 0. The reduction lasts until the target finishes a short or rest.

The Librarian of Orban Tur

The Library of Orban Tur is famous both for its expansive collection of rare historical texts and the legends about its terrifying guardian. Visitors purchase an enchanted silver coin to gain entry to the library. These 'Library Silvers' have become collectors' items and status symbols among the wealthy and learned.

The Head Librarian is a vigorous but very old female gnome with clear golden eyes and a long braid of silver hair she keeps wrapped around her shoulders like a shawl. She is firm, curt, good-natured, and helpful to those who show appropriate respect for the library but wastes no time expelling anyone whose attitude or behavior she finds offensive.

According to legend the sigil of the library—a snaking silver dragon—isn't just for show. Some say the mosaic depiction of the creature (hundreds of feet long with dozens of short powerful legs) comes alive to protect the collection from thieves and vandals. What no living soul knows, though a few of the wise quietly suspect, is that the true Dragon of Orban Tur is the librarian herself. For centuries she has dwelt there collecting histories and writing countless volumes of her own by scrying on those who keep her Library Silvers. In her true form she is an ancient silver memory dragon, consuming the minds of those who provoke her wrath. 🐉