

Adult Green Dragon, H**15**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6, immune: poison
Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

5
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +11, 2d10+6p & 2d6 poison
Claw: +11, 2d6+6s
Tail: 15', +11, 2d8+6b
Frightful Presence: 120' DC 16 Wis save or fright 1min/untill save
Poison Breath (5-6): 60' cone, DC 18 Con save, **16d6** poison, save half

Adult Red Dragon, H**17**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +13, Stealth +6, immune: fire

Legendary Resistance (3/day): Pass a failed save

6
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +14, 2d10+8p & 2d6 fire
Claw: +14, 2d6+8s
Tail: 15', +14, 2d8+8b
Frightful Presence: 120' DC 19 Wis save or fright 1min/untill save
Fire Breath (5-6): 60' cone, DC 21 Dex save, **18d6** fire, save half

Adult Silver Dragon, H**16**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Arcana +8, History +8, Perception +11, Stealth +5, immune: cold

Legendary Resistance (3/day): Pass a failed save

5
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +13, 2d10+8p
Claw: +13, 2d6+8s
Tail: 15', +13, 2d8+8b
Frightful Presence: 120' DC 18 Wis save or fright 1min/untill save
Cold Breath (5-6): 60' cone, DC 20 Con save, **13d8** cold, save half
Paralyzing Breath (5-6): 60' cone, DC 20 Con save or paralyzed 1min/untill save
Change Shape: Polymorph human/beast CR no higher than own

Adult White Dragon, H**13**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +11, Stealth +5, immune: cold
Ice Walk: Move/climb no penalty ice/snow
Legendary Resistance (3/day): Pass a failed save

5
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 10', +11, 2d10+6p & 1d8 cold
Claw: +11, 2d6+6s
Tail: 15', +11, 2d8+6b
Frightful Presence: 120' DC 14 Wis save or fright 1min/untill save
Cold Breath (5-6): 60' cone, DC 19 Con save, **12d8** cold, save half

Air Elemental, L**5**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', resist: lightning, thunder, bps nonmagic, immune: exhaust, grapple, paralyze, petrify, poison, prone, restrain, unconscious
Air Form: Enter hostile creature's space

3
PROF**ACTIONS**

Multiattack: 2 slam
Slam: +8, 2d8+5b
Whirlwind (5-6): DC 13 Str save or 20' random direction & prone, **3d8b**, save half no throw, **1d6b** per 10'. If hit creature, DC 13 Dex save or same damage & prone

Ancient Black Dragon, G**21**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +16, Stealth +9, immune: acid
Amphibious: Breathe air & water
Legendary Resistance (3/day): Pass a failed save

7
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +15, 2d10+8p & 2d8 acid
Claw: 10', +15, 2d6+8s
Tail: 20', +15, 2d8+8b
Frightful Presence: 120' DC 19 Wis save or fright 1min/untill save
Acid Breath (5-6): 90'x10' line, DC 22 Dex save, **15d8** acid, save half

Ancient Blue Dragon, G**23**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', Perception +17, Stealth +7, immune: lightning

Legendary Resistance (3/day): Pass a failed save

7
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +16, 2d10+9p & 2d10 lightning
Claw: 10', +16, 2d6+9s
Tail: 20', +16, 2d8+9b
Frightful Presence: 120' DC 20 Wis save or fright 1min/untill save
Lightning Breath (5-6): 120'x10' line, DC 23 Dex save, **16d10** lightning, save half

Ancient Brass Dragon, G**20**

NAME

CR

**SKILLS / TRAITS**

Darkvision 120', blindsight 60', History +9, Perception +14, Persuasion +10, Stealth +6, immune: fire

Legendary Resistance (3/day): Pass a failed save

6
PROF**ACTIONS**

Multiattack: Frightful Presence, 1 bite, 2 claws
Bite: 15', +14, 2d10+8p
Claw: 10', +14, 2d6+8s
Tail: 20', +14, 2d8+8b
Frightful Presence: 120' DC 18 Wis save or fright 1min/untill save
Fire Breath (5-6): 90'x10' line, DC 21 Dex save, **16d6** fire, save half
Sleep Breath (5-6): 90' cone, DC 21 Con save or unconscious