

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