

DRAGONS!

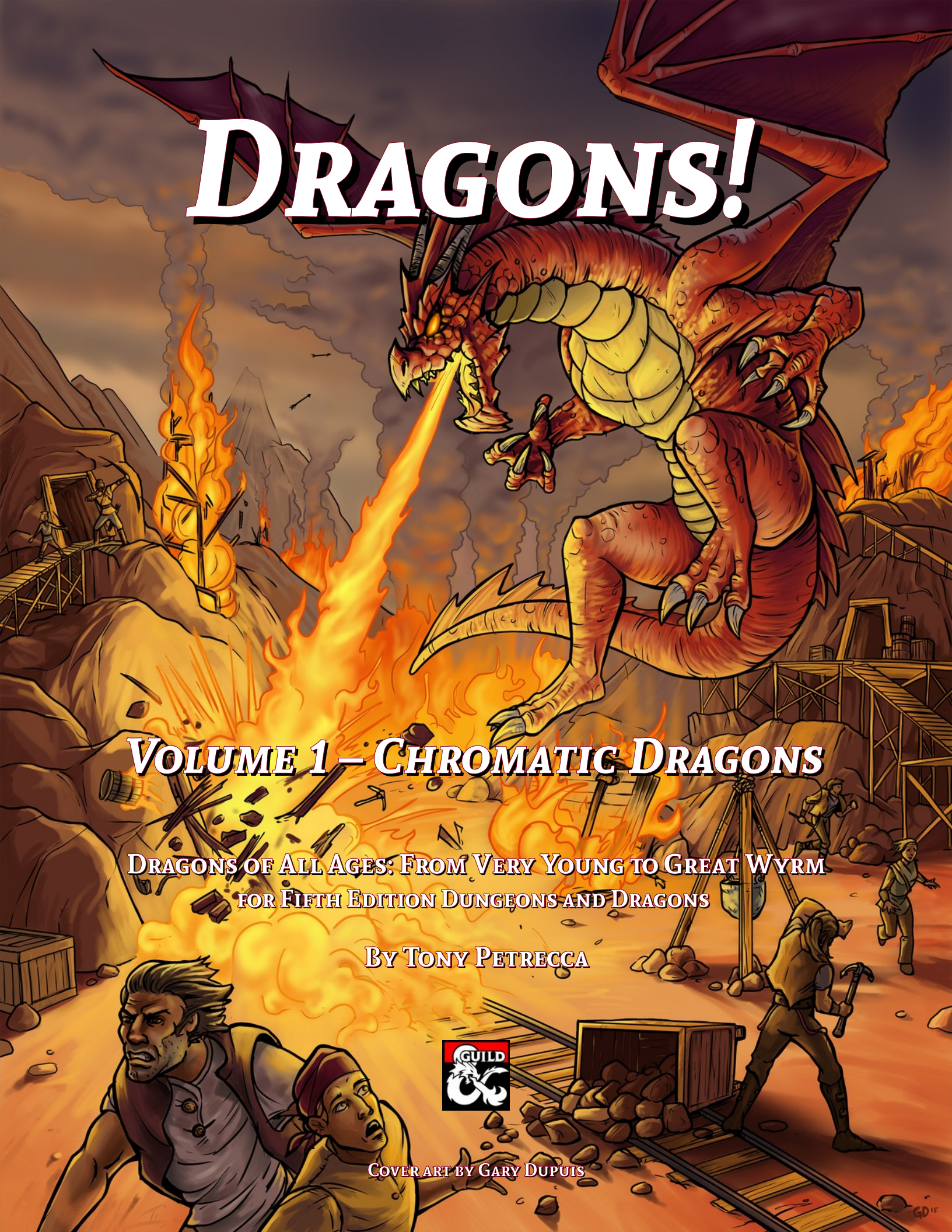
VOLUME 1 – CHROMATIC DRAGONS

DRAGONS OF ALL AGES: FROM VERY YOUNG TO GREAT WYRM
FOR FIFTH EDITION DUNGEONS AND DRAGONS

BY TONY PETRECCA



COVER ART BY GARY DUPUIS



DRAGONS!

VOLUME 1 – CHROMATIC DRAGONS

DRAGONS OF ALL AGES – FROM VERY YOUNG TO GREAT WYRM - FOR FIFTH EDITION DUNGEONS AND DRAGONS

WRITTEN BY TONY PETRECCA

STARRING

SHAWN BROCK AS MELENKURIOUS

SHAWN BROCK AS MOSHKA

GARY EDWARDS AS DOK

CHRIS OSBORNE AS KRAGO

ROD SCHROEDER AS RIBALD

DENNIS WILSON AS MARKUS

COVER ART BY GARY DUPUIS

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Venomfang, Grol, Snarl and the goblins of Crawmaw Castle appear in the outstanding adventure *The Lost Mines of Phandelver*. *The Lost Mines of Phandelver* is included with the Dungeons and Dragons Starter Set. Noob or Grogard - Get it, you won't regret it.

Adventure Template For OpenOffice/LibreOffice by Dale Robbins

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PROLOGUE – HOME INVASION

Pre dawn, in the dim light of a waning moon, the party set out. It was chilly, with frost covering the early spring leaves. The plan was to sneak up the hill through the wooded underbrush to the cottage and ruined tower, hoping to approach Venomfang's tower lair unnoticed.

A brief bit of scouting revealed a western facing window in the cottage, a front door to the south, and back door to the north. The forty foot tall tower attached to the cottage's eastern wall had no external doors. The tower's roof was collapsed, but the cottage stood strong. Peering through the window of the one room cottage could be seen scattered furniture, weeds growing through the floor boards, and a double door in its interior eastern wall - clearly the entrance to the tower.

There was discussion as to what move to make next – the young warlock Markus expressed that he could mage hand the door from where they were standing. Elf ranger Krago then moved stealthily inside, with gnome fighter Ribald following next. Dok, the gnome mage, moved inside and opposite the tower door. Markus and the dragonborn monk Melenkurious stood ready inside the cottage's open northern door. Krago listened at the door, and in the utter silence heard a deep breath.

A plan was quietly discussed to *silence* the door, then open it, hoping for some surprise. And so it was silenced, and opened, and on the other side... an open tower room with a five foot wide winding stair hugging its wall. Moonlight shone through the collapsed roof. No dragon could be seen from the doorway. So Krago stepped inside to look up -

SLASH, SLASH, CHOMP! The young green dragon, having heard the discussion outside the cottage, was poised on the stair that wound above the door, and its claws tore at Krago, nearly killing him... Krago fled before the vicious bite finished him off.

Melenkurious dropped the *silence* and cast a *minor illusion* and soon an image of Melenkurious ran into the tower's round room and turned, readying Shuriken to throw at the dragon. Dok hit the area with a *shatter* spell while Markus readied his *dissonant whispers* to cast as soon as he saw the beast. Ribald readied his sword to engage should the dragon come near the door, while Krago drank a desperately needed healing potion.

The dragon pounced on the Melenkurious illusion. Markus' spell hit it with full force and immediately the dragon scrambled upwards with wing and claw, moving to get away from the chaotic insanity in its own head. Krago stepped inside the tower, fired upward at the dragon, and retreated back into the cottage. Melenkurious moved in and spat fire at the beast, then retreated back near the northern door. Dok and Ribald followed suit, hitting and running. Markus moved inside the tower, took several steps up the spiraling stair, and

hit the beast with another round of dissonance. It fled further, stepping on the top of the tower's wall and flying north.

Ribald moved out the northern door to take a shot at the flying dragon. The dragon, angered at this tenacious intrusion, considered its options and, having seen Ribald outside of the open door that led into the closed quarters of the cottage, made its move. It swooped down, twenty feet from the cottage, and belched forth its poisonous breath. Ribald was engulfed, choking and gasping and falling unconscious. Melenkurious, a few feet inside the open doorway, was overwhelmed by the poisonous spew. His throat and lungs filled with chlorinous ruin, dissolved, their liquefied putrescence choking out of the dragonborn's lifeless mouth as he collapsed.

From the southern wall of the cottage Dok sent an *ice lance* through the door that exploded near the beast. Markus blasted it with eldritch energy, and Krago hit it with precise arrows. Injured, certainly unwilling to die for this small crumbling tower lair, and having extracted an appropriately satisfying toll for the intrusion, the dragon took to the air to retreat. It took a batch of *magic missiles* ignobly in its backside, and arrows whizzed by it as it flew, but the beast escaped and, unlike Melenkurious, lived on.

INTRODUCTION

*"My advice to young adventurers? Don't ask for dragons."
— Sir Sprite Silverlocks*

Welcome dragon lovers! Our beloved 5th Edition *Monster Manual* has provided us with a fine collection of dragons for our campaigns however, with only four age categories per dragon, I wanted more.

On the following pages you will find stat blocks for Very Young, Juvenile, Young Adult, Old, Wyrmling and Great Wyrmling dragons for each of the five Chromatic dragons. No muss, no flavor, no fluff – nothing but clawing, biting, breathing and wing buffeting crunch. Enjoy!

Dragon Age Categories

Category	Size	Age Range
Wyrmling	Medium	5 years or less
Very Young	Medium	6-15 years
Young	Large	16-25 years
Juvenile	Large	26-50 years
Young Adult	Large	51-100 years
Adult	Huge	101-400 years
Old	Huge	401-800 years
Ancient	Gargantuan	801-1200 years
Wyrmling	Gargantuan	1201-1600 years
Great Wyrmling	Gargantuan	1601 or more

BLACK DRAGONS

VERY YOUNG BLACK DRAGON

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 78 (12d8+24)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	15 (+2)	11 (+0)	11 (+0)	14 (+2)

Saving Throws Dex +5, Con +5, Wis +3, Cha +5

Skills Perception +6, Stealth +5

Damage Immunities acid

Senses blindsight 30 ft., darkvision 60 ft., passive perception 16

Languages Common, Draconic

Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 10 (2d6+3) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 20 foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 36 (8d8) acid damage on a failed saving throw, or half as much damage on a successful one.

JUVENILE BLACK DRAGON

Large dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 152 (16d10+64)

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

STR	DEX	CON	INT	WIS	CHA
20(+5)	14 (+2)	19 (+4)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +6, Con +8, Wis +4, Cha +6

Skills Perception +8, Stealth +6

Damage Immunities acid

Senses blindsight 30 ft., darkvision 120 ft., passive perception 18

Languages Common, Draconic

Challenge 9 (5,000 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) plus 4 (1d8) acid damage.

Claw. *Melee Weapon Attack:* +9 to hit, one target. *Hit:* 12 (2d6+5) slashing damage.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 40 foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 49 (11d8) acid damage on a failed saving throw, or half as much damage on a successful one.

YOUNG ADULT BLACK DRAGON

Large dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 168 (16d12+64)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	14(+2)	19(+4)	13(+1)	12(+1)	16(+3)

Saving Throws Dex +6, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +6

Damage Immunities acid

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

Languages Common, Draconic

Challenge 11 (7,200 XP)

Amphibious. The dragon can breathe air and water.

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:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) plus 4 (1d8) acid damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 feet., one target. *Hit:* 13 (2d6+6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target, *Hit:* 15 (2d8+6) bludgeoning damage.

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 15 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.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 50 foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 54 (12d8) acid damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD BLACK DRAGON

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 243 (18d12+126)

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

STR	DEX	CON	INT	WIS	CHA
25(+7)	14(+2)	23(+6)	15(+2)	14(+2)	18(+4)

Saving Throws Dex +8, Con +12, Wis +8, Cha +10

Skills Perception +14, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft.,
passive perception 24

Languages Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

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:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) plus 9 (2d8) acid damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 feet., one target. *Hit:* 14 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target, *Hit:* 16 (2d8+7) bludgeoning damage.

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 18 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.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 60 foot line that is 5 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 59 (13d8) acid damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 444 (24d20+192)

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

STR	DEX	CON	INT	WIS	CHA
28(+9)	14(+2)	26(+8)	17(+3)	16(+3)	20(+5)

Saving Throws Dex +9, Con +14, Wis +10, Cha +12

Skills Perception +18, Stealth +9

Damage Immunities acid

Senses blindsight 90 ft., darkvision 120 ft., passive perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

Amphibious. The dragon can breathe air and water.

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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 26 (3d10+9) plus 14 (3d8) acid damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 feet., one target. *Hit* 20 (3d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target, *Hit:* 23 (3d8+9) bludgeoning damage.

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 20 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.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 120 foot line that is 5 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 110 (20d10) acid damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 20 (3d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM BLACK DRAGON

Gargantuan dragon, chaotic evil

Armor Class 24 (natural armor)

Hit Points 546 (28d20+252)

Speed 40 ft., climb 40., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	14(+2)	28(+9)	18(+4)	18(+4)	22(+6)

Saving Throws Dex +10, Con +17, Wis +12, Cha +14

Skills Perception +20, Stealth +10

Damage Immunities acid

Senses blindsight 120 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic

Challenge 26 (90,000 XP)

Amphibious. The dragon can breathe air and water.

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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 18 (4d8) acid damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 feet., one target. *Hit* 23 (4d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

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.

Acid Breath (Recharge 5-6). The dragon exhales acid in a 180 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 121 (22d10) acid damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

BLUE DRAGONS

VERY YOUNG BLUE DRAGON

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 85 (10d8+30)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	13 (+1)	12 (+1)	16 (+3)

Saving Throws Dex +3, Con +6, Wis +4, Cha +5

Skills Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 60 ft., passive perception 17

Languages Common, Draconic

Challenge 6 (2,300 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (1d10+4) plus 3 (1d6) lightning damage.

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 50 foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

JUVENILE BLUE DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 168 (16d10+80)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22(+6)	10 (+0)	20 (+5)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +9, Wis +5, Cha +7

Skills Perception +9, Stealth +4

Damage Immunities lightning

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

Languages Common, Draconic

Challenge 11 (7,200 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +10 to hit, one target. *Hit:* 12 (2d6+6) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 70 foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 44 (10d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

YOUNG ADULT BLUE DRAGON

Large dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 168 (16d10+80)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	15 (+2)	14 (+2)	18 (+4)

Saving Throws Dex +5, Con +10, Wis +7, Cha +10

Skills Perception +14, Stealth +5

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft.,
passive perception 24

Languages Common, Draconic

Challenge 13 (10,000 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:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) plus 5 (1d10) lightning damage.

Claws. *Melee Weapon Attack:* +11 to hit, reach 5 feet., one target. *Hit:* 13 (2d6+6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target, *Hit:* 15 (2d8+6) bludgeoning damage.

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 16 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.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 80 foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 60 (11d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD BLUE DRAGON

Huge dragon, lawful evil

Armor Class 20 (natural armor)

Hit Points 338 (25d12+175)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	17 (+3)	16 (+3)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +9, Cha +11

Skills Perception +15, Stealth +6

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft.,
passive perception 25

Languages Common, Draconic

Challenge 19 (22,000 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:* +14 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) plus 11 (2d10) lightning damage.

Claws. *Melee Weapon Attack:* +14 to hit, reach 5 feet., one target. *Hit:* 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target, *Hit:* 17 (2d8+8) bludgeoning damage.

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 19 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.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 90 foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 77 (14d10) lightning damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM BLUE DRAGON

Gargantuan dragon, lawful evil

Armor Class 23 (natural armor)

Hit Points 513 (30d20+198)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	28 (+9)	19 (+4)	18 (+4)	22 (+6)

Saving Throws Dex +8, Con +17, Wis +12, Cha +14

Skills Perception +20, Stealth +8

Damage Immunities lightning

Senses blindsight 90 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic

Challenge 26 (90,000 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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 18 (4d8) lightning damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 feet., one target. *Hit* 23 (4d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

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 21 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.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 120 foot line that is 5 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 130 (20d12) lightning damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM BLUE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armor)

Hit Points 696 (32d20+360)

Speed 40 ft., climb 40., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	30(+10)	20(+4)	19(+4)	24(+7)

Saving Throws Dex +8, Con +18, Wis +12, Cha +18

Skills Perception +20, Stealth +8

Damage Immunities lightning

Senses blindsight 120 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic

Challenge 28 (120,000 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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 43 (6d10+10) plus 27 (6d8) lightning damage.

Claws. *Melee Weapon Attack:* +18 to hit, reach 10 feet., one target. *Hit:* 31 (6d6+10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target, *Hit:* 37 (6d8+10) bludgeoning damage.

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.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 180 foot line that is 5 feet wide. Each creature in that line must make a DC 25 Dexterity saving throw, taking 150 (23d12) lightning damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 31 (6d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREEN DRAGONS

VERY YOUNG GREEN DRAGON

Medium dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 75 (10d8+20)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	15 (+2)	12 (+1)	14 (+2)

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

Skills Deception +5, Perception +7, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive perception 17

Languages Common, Draconic

Challenge 5 (1,800 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) plus 3 (1d6) poison damage.

Claw. *Melee Weapon Attack:* +6 to hit, one target. *Hit:* 9 (2d6+3) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 20 foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 28 (8d6) poison damage on a failed saving throw, or half as much damage on a successful one.

JUVENILE GREEN DRAGON

Large dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 152 (17d10+75)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+2)	19 (+4)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +6, Con +8, Wis +5, Cha +6

Skills Deception +6, Perception +9, Stealth +3

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) plus 7 (2d6) poison damage.

Claw. *Melee Weapon Attack:* +9 to hit, one target. *Hit:* 12 (2d6+5) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 40 foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 46 (13d6) poison damage on a failed saving throw, or half as much damage on a successful one.

YOUNG ADULT GREEN DRAGON

Large dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 189 (18d10+90)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	20 (+5)	17 (+3)	14 (+2)	16 (+3)

Saving Throws Dex +5, Con +10, Wis +6, Cha +7

Skills Deception +7, Insight +6, Perception +10, Persuasion +7, Stealth +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive perception 20

Languages Common, Draconic

Challenge 12 (8,400 XP)

Amphibious. The dragon can breathe air and water.

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:* +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10+6) plus 7 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +10 to hit, reach 5 feet., one target. *Hit:* 13 (2d6+6) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target, *Hit:* 15 (2d8+6) bludgeoning damage.

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 15 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.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 50 foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 49 (14d6) poison damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 13 (2d6+6) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD GREEN DRAGON

Huge dragon, lawful evil

Armor Class 20 (natural armor)

Hit Points 250 (20d12+120)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	23 (+6)	19 (+4)	16 (+3)	18 (+4)

Saving Throws Dex +7, Con +12, Wis +9, Cha +10

Skills Deception +10, Insight +9, Perception +15, Persuasion +10, Stealth +7

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive perception 25

Languages Common, Draconic

Challenge 18 (20,000 XP)

Amphibious. The dragon can breathe air and water.

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:* +13 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) plus 9 (2d6) poison damage.

Claws. *Melee Weapon Attack:* +13 to hit, reach 5 feet., one target. *Hit:* 14 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target, *Hit:* 16 (2d8+7) bludgeoning damage.

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 18 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.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 60 foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 70 (20d6) poison damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM GREEN DRAGON

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 481 (26d20+208)

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

STR	DEX	CON	INT	WIS	CHA
28(+9)	12(+1)	26(+8)	21(+5)	18(+4)	20(+5)

Saving Throws Dex +8, Con +15, Wis +11, Cha +12

Skills Deception +12, Insight +11, Perception +18, Persuasion +12, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 90 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 14 (4d6) poison damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 feet., one target. *Hit:* 23 (4d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

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 20 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.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 120 foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 117 (18d12) poison damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM GREEN DRAGON

Gargantuan dragon, lawful evil

Armor Class 23 (natural armor)

Hit Points 555 (30d20+240)

Speed 40 ft., climb 40., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
29(+9)	12 (+1)	28 (+8)	22 (+6)	20 (+5)	22 (+6)

Saving Throws Dex +9, Con +16, Wis +13, Cha +14

Skills Deception +14, Insight +13, Perception +19, Persuasion +14, Stealth +9

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 120 ft., darkvision 120 ft., passive perception 29

Languages Common, Draconic

Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe air and water.

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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 42 (6d10+9) plus 27 (6d8) lightning damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 feet., one target. *Hit:* 30 (6d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target, *Hit:* 36 (6d8+9) bludgeoning damage.

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 19 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.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 180 foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 143 (22d12) poison damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 30 (6d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

RED DRAGONS

VERY YOUNG RED DRAGON

Medium dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 128 (15d8+60)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	13 (+1)	11 (+0)	17 (+3)

Saving Throws Dex +3, Con +7, Wis +3, Cha +6

Skills Perception +6, Stealth +3

Damage Immunities fire

Senses blindsight 30 ft., darkvision 60 ft., passive perception 16

Languages Common, Draconic

Challenge 7 (2,900 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10+5) plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +8 to hit, one target. *Hit:* 12 (2d6+5) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 20 foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 42 (12d6) fire damage on a failed saving throw, or half as much damage on a successful one.

JUVENILE RED DRAGON

Medium dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 207 (18d10+108)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25(+7)	10 (+0)	23 (+6)	15 (+2)	11 (+0)	20 (+5)

Saving Throws Dex +4, Con +10, Wis +4, Cha +9

Skills Perception +8, Stealth +5

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft., passive perception 18

Languages Common, Draconic

Challenge 12 (8,400 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) plus 3 (1d6) fire damage.

Claw. *Melee Weapon Attack:* +12 to hit, one target. *Hit:* 14 (2d6+7) slashing damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 40 foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) fire damage on a failed saving throw, or half as much damage on a successful one.

YOUNG ADULT RED DRAGON

Large dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 225 (18d10+126)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26(+8)	10(+0)	24(+7)	15(+2)	12(+1)	20(+5)

Saving Throws Dex +5, Con +12, Wis +6, Cha +10

Skills Perception +11, Stealth +5

Damage Immunities fire

Senses blindsight 30 ft., darkvision 120 ft.,
passive perception 21

Languages Common, Draconic

Challenge 14 (11,500 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:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10+8) plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 feet., one target. *Hit:* 15 (2d6+8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target, *Hit:* 17 (2d8+8) bludgeoning damage.

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 18 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60 foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 60 (17d6) fire damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6+8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD RED DRAGON

Huge dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 377 (26d12+208)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28(+9)	10(+0)	27(+8)	17(+3)	14(+2)	22(+6)

Saving Throws Dex +6, Con +14, Wis +8, Cha +12

Skills Perception +14, Stealth +6

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft.,
passive perception 24

Languages Common, Draconic

Challenge 20 (25,000 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:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10+9) plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 5 feet., one target. *Hit:* 16 (2d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target, *Hit:* 18 (2d8+9) bludgeoning damage.

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 20 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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 60 foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 77 (22d6) fire damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 16 (2d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 24 (natural armor)

Hit Points 656 (32d20+320)

Speed 40 ft., climb 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	30(+10)	20(+5)	18(+4)	24(+7)

Saving Throws Dex +8, Con +18, Wis +12, Cha +15

Skills Perception +20, Stealth +8

Damage Immunities fire

Senses blindsight 90 ft., darkvision 120 ft., passive perception 30

Languages Common, Draconic

Challenge 27 (105,000 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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (4d10+10) plus 18 (5d6) fire damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 feet., one target. *Hit:* 24 (4d6+10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target, *Hit:* 28 (4d8+10) bludgeoning damage.

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.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 120 foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 143 (22d12) fire damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 26 Dexterity saving throw or take 24 (4d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM RED DRAGON

Gargantuan dragon, chaotic evil

Armor Class 26 (natural armor)

Hit Points 738 (36d20+360)

Speed 40 ft., climb 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30(+10)	10(+0)	30(+10)	22(+6)	20(+5)	26(+8)

Saving Throws Dex +9, Con +19, Wis +14, Cha +21

Skills Perception +23, Stealth +9

Damage Immunities fire

Senses blindsight 120 ft., darkvision 120 ft., passive perception 33

Languages Common, Draconic

Challenge 30 (155,000 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 four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 43 (6d10+10) plus 21 (6d6) fire damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 feet., one target. *Hit:* 31 (6d6+10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target, *Hit:* 37 (6d8+10) bludgeoning damage.

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 23 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.

Fire Breath (Recharge 4-6). The dragon exhales fire in a 180 foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 156 (24d12) fire damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 27 Dexterity saving throw or take 31 (6d6+10) bludgeoning damage and be knocked prone. The dragon can then fly up

WHITE DRAGONS

VERY YOUNG WHITE DRAGON

Medium dragon, chaotic evil

Armor Class 16 (natural armor)

Hit Points 85 (10d8+30)

Speed 30 ft., burrow 15 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	5 (-3)	10 (+0)	11 (+0)

Saving Throws Dex +2, Con +5, Wis +2, Cha +2

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 30 ft., darkvision 60 ft., passive perception 14

Languages Common, Draconic

Challenge 4 (1,100 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d10+3) plus 2 (1d4) cold damage.

Claw. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 10 (2d6+3) slashing damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 20 foot cone. Each creature in that area must make a DC 13 Constitution saving throw, taking 32 (7d8) cold damage on a failed saving throw, or half as much damage on a successful one.

JUVENILE WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 158 (15d10+75)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10 (+0)	20 (+5)	7 (-2)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +8, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive perception 16

Languages Common, Draconic

Challenge 8 (3,900 XP)

ACTIONS

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

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +8 to hit, one target. *Hit:* 12 (2d6+5) slashing damage.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 40 foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 50 (11d8) cold damage on a failed saving throw, or half as much damage on a successful one.

YOUNG ADULT WHITE DRAGON

Large dragon, chaotic evil

Armor Class 17 (natural armor)

Hit Points 168 (16d10+80)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20(+5)	10(+0)	20(+5)	7(-1)	11(+0)	12(+1)

Saving Throws Dex +4, Con +9, Wis +4, Cha +5

Skills Perception +8, Stealth +4

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft.,
passive perception 18

Languages Common, Draconic

Challenge 10 (5,900 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10+5) plus 4 (1d8) cold damage.

Claws. *Melee Weapon Attack:* +9 to hit, reach 5 feet., one target. *Hit:* 12 (2d6+5) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target, *Hit:* 14 (2d8+5) bludgeoning damage.

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 12 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.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 60 foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 54 (12d8) cold damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6+5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

OLD WHITE DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 243 (18d12+126)

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

STR	DEX	CON	INT	WIS	CHA
24(+7)	10(+0)	24(+7)	10(+0)	12(+1)	13(+1)

Saving Throws Dex +5, Con +13, Wis +6, Cha +6

Skills Perception +11, Stealth +5

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive perception 21

Languages Common, Draconic

Challenge 16 (15,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

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:* +12 to hit, reach 10 ft., one target. *Hit:* 18 (2d10+7) plus 9 (2d8) cold damage.

Claws. *Melee Weapon Attack:* +12 to hit, reach 5 feet., one target. *Hit:* 14 (2d6+7) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target, *Hit:* 16 (2d8+7) bludgeoning damage.

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 15 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.

Cold Breath (Recharge 5-6). The dragon exhales fan icy blast in a 60 foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 63 (14d8) cold damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 20 Dexterity saving throw or take 14 (2d6+7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

WYRM WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 429 (22d20+198)

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

STR	DEX	CON	INT	WIS	CHA
28(+9)	10 (+0)	28 (+9)	11 (+0)	14(+2)	15 (+2)

Saving Throws Dex +7, Con +16, Wis +9, Cha +9

Skills Perception +16, Stealth +7

Damage Immunities cold

Senses blindsight 90 ft., darkvision 120 ft., passive perception 26

Languages Common, Draconic

Challenge 22 (41,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 26 (3d10+9) plus 14 (3d8) cold damage.

Claws. *Melee Weapon Attack:* +16 to hit, reach 10 feet., one target. *Hit* 20 (3d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target, *Hit:* 23 (3d8+9) bludgeoning damage.

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 18 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.

Cold Breath (Recharge 5-6). The dragon exhales an icy blast in a 120 foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 99 (18d10) cold damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 20 (3d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

GREAT WYRM WHITE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 492 (24d20+240)

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

STR	DEX	CON	INT	WIS	CHA
29(+9)	10(+0)	30(+10)	12(+1)	15(+2)	16(+3)

Saving Throws Dex +8, Con +18, Wis +10, Cha +11

Skills Perception +18, Stealth +8

Damage Immunities cold

Senses blindsight 120 ft., darkvision 120 ft., passive perception 28

Languages Common, Draconic

Challenge 25 (75,000 XP)

Legendary Resistance (3/day). If the dragon fails a saving throw, it can choose to succeed instead.

Ice Walk. The dragon can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost it extra movement.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes four attacks: one with its bite, two with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 31 (4d10+9) plus 18 (4d8) cold damage.

Claws. *Melee Weapon Attack:* +17 to hit, reach 10 feet., one target. *Hit* 23 (4d6+9) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target, *Hit:* 27 (4d8+9) bludgeoning damage.

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 19 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.

Cold Breath (Recharge 4-6). The dragon exhales an icy blast in a 180 foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 110 (20d10) cold damage on a failed saving throw, or half as much damage on a successful one.

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.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 23 (4d6+9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its fly speed.

EPILOGUE – A NEW HOME

Many days later... Krago, aided by an invisibility spell, set out to scout around the goblin infested Cragmaw Castle. The double doors of the western front entrance were busted in, and he spied a goblin sentry through an arrow slit near the front. Upon the northern side of the castle a subtle trail led to a way in through a hole in a crumbling wall that was concealed by a dusty gray tarp. On the southern wall stairs led up to a side entrance and noises from a kitchen could be heard. Krago finished his scouting and returned to the group, who were hiding in the nearby woods.

A frontal assault was ruled out, and it was decided that the northern concealed entrance would be taken. The group moved around the woods and attempted to cross the clearing unseen. Little did they know they were being watched not from the castle, but from a beast in the woods.

This back entrance into a crumbling tower was an old store room, with a curtain to the south and a door to the east. The eastern door was inspected, leading to an easterly hallway twenty feet long that bent south, with a door in its eastern wall. Krago peaked around the bend and spotted two hobgoblins twenty feet south down the hall. Alert, one of the brutes was looking right at Krago.

"GROL!" it shouted as it charged. And battle was engaged.

Ribald rushed down the southern hall to intercept the charging brute. Krago let fly an arrow. Doc readied a *sleep* spell in case something came through the curtain. Moshka the bard squeezed into the narrow hall right next to the eastern door to launch a spell at a hobgoblin. Markus moved through the crowded hall and opened the eastern door where he was greeted by a massive old Bugbear, its wolf pet Snarl, a drow, and an unconscious dwarf. Markus launched an *eldritch blast* at the bugbear and used a *misty step* to retreat.

The bugbear, Grol, ordered Snarl to attack Moshka, then hurled a javelin at Moshka, while the drow threw a brutal punch at Moshka. The second hobgoblin closed on Ribald. Ribald disarmed the hobgoblin with a devastating blow, while Krago fired an arrow between the eyes and through the skull of Snarl the wolf. Moshka, brutally injured, retreated to the store room, and the bugbear moved into the hall to attack Krago. The drow moved south down the hall to surround Ribald, its brutal blow parried by Ribald. Markus hit the bugbear with a *witchbolt* and lightning arced through the bugbear's body. The disarmed hobgoblin retreated to retrieve its sword.

Doc turned his attention to the bugbear, hitting it with *magic missiles*. Ribald stayed toe to toe with the second hobgoblin, while Moshka readied a *sleep* at that worrisome curtain. The bugbear, brutally injured, stepped back into the room and stood next to the unconscious dwarf, his massive morning

star ready.

"Back off or this dwarf is dead!" he shouted as he eyed Krago. Krago held his gaze on the bugbear, bow in hand and ready should the bugbear flinch. Doc, from the rear, sent a *sleep* spell at the Bugbear and it fell unconscious next to the dwarf. Just then 7 goblins opened that worrisome curtain and three were promptly put to sleep by Moshka's readied spell.

Krago put an arrow into the Drow's backside, so it turned its attention on Krago, brutally smacking him with powerful fists. Ribald continued to parry blows whilst attacking a challenging hobgoblin, as the remaining goblins rounded the corner and attacked the lone gnome.

Doc moved through the curtain, through the room beyond, and flanked the goblins, hitting them with a *shatter* spell that felled three, including the hobgoblin archer, and injured the largest goblin. That goblin, wearing an apron and brandishing a cleaver, turned and charged Doc, though soon fell to Doc's *shocking grasp*. Ribald finished off the other goblin and hobgoblin, and soon all turned attention to the drow. Krago delivered a fatal blow with his ax. As the drow fell, its body contorted into a human, then a bugbear, then a goblin, then an orc, then it fell into its true form – a dead doppelganger.

The party briefly rested, recouped, found a bit of treasure in Grol's room, and conversed with the dwarf, Gundren. Gundren was clearly traumatized – he mentioned daily beatings – and eager to get to safety. Gundren was advised to stay put in the Bugbear's room while the party cleared the keep of further dangers. He was in no shape to disagree.

The group moved west in the keep and passed through the empty kitchen toward another crumbling tower. Hiding in the rubble were three Goblins that sprang up to attack. These foolhardy little fellows were hardly a match for the battle tested adventurers. Ribald charged into their midst and, with a bit of ranged support, they were quickly dispatched.

Then Ribald noticed a shadow through the open door in the northern wall of this south western tower. That door led to the entry hall and ruined front gate, and the sunlight from outside had been blocked momentarily. A deep, growling, reptilian voice - a familiar voice - rumbled its demand.

"Have you home wrecking adventurer's cleared my new lair of its pests?" asked the green dragon Venomfang. "If so, as payment for your services, I'll give you one chance – crawl out the way you came in and I'll let you live... Now!"

The group happily obliged.

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