

Ancient 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): 15', DC 25 Dex save or 2d6+10b & prone, fly half speed

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

Ancient Red Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

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

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

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

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 25 Dex save or 2d6+10b & prone, fly half speed

Ancient Silver Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Fog: As fog cloud spell until initiative 20 next round

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

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 25 Dex save or 2d6+10b & prone, fly half speed

Ancient White Dragon

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Cannot use same effect 2x in a row:

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

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

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

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Detect: Perception check

Tail Attack: 1 tail

Wing Attack (2 actions): 15', DC 22 Dex save or 2d6+8b & prone, fly half speed

Androsphinx

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Use each effect 1x per short/long rest:

Alter Time: All creatures reroll initiative, sphinx may choose to reroll

Change Age: All creatures DC 15 Con save or 1d20 years younger/older (sphinx chooses, min. 1 year old), greater restoration ends

Leap Time: Everything 10 years forward/backward (sphinx's choice), only sphinx aware, wish ends for <9 creatures

Plane Shift: Self & <8 targets plane shift, bonus action return

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Claw Attack: 1 claw

Teleport (2 actions): Teleport 120'

Cast a Spell (3 actions): Cast a spell

Gynosphinx

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Use each effect 1x per short/long rest:

Alter Time: All creatures reroll initiative, sphinx may choose to reroll

Change Age: All creatures DC 15 Con save or 1d20 years younger/older (sphinx chooses, min. 1 year old), greater restoration ends

Leap Time: Everything 10 years forward/backward (sphinx's choice), only sphinx aware, wish ends for <9 creatures

Plane Shift: Self & <8 targets plane shift, bonus action return

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Claw Attack: 1 claw

Teleport (2 actions): Teleport 120'

Cast a Spell (3 actions): Cast a spell

Kraken

NAME

LAIR ACTIONS

20

INITIATIVE

NOTES

Current: 60', DC 23 Str save, pushed 60', save pushed 10'

Vulnerability: 60', creatures in water vuln lightning until initiative 20 next round

Electric Charge: 120', DC 23 Con save, 3d6 lightning, save half

LEGENDARY ACTIONS

3

ACTIONS

NOTES

Tentacle Attack or Fling: 1 tentacle attack or Fling

Lightning Storm (2 actions): Lightning Storm

Ink Cloud (3 actions): 60' radius ink, DC 23 Con save, 3d10 poison, save half, disperses end of kraken's next turn