



AGE 12+

DRAGONS' HUNT

There's a place hidden in the heart of the world where dragons gather to hunt. Will you be the hunter or the prey?

5E COMPATIBLE ADVENTURE

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Hidden in the heart of Eluan lies Cernunn, the dragons' hunting grounds, the place where young dragons' powers are tested and judged. It is an ancient site where nature is dragon-size and adventurers become the prey.

INTRODUCTION

Welcome to *Dragons' Hunt*, a 5e compatible one-shot RPG adventure by Cast n Play.

RUNNING THE ADVENTURE

Dragons' Hunt is a 5e adventure meant for four to five player 7th level characters. The adventure takes place in Cernunn, The Dragon's Hunting Grounds.

- Fun is the ultimate goal. Never forget that.
- As a Game Master, you know your players better than anyone. Make your decisions accordingly.
- You have the last word. This adventure is a guide, but you can improvise as you see fit.

STORY OVERVIEW

Dragons' Hunt plot is as follows:

- For thousands of years, young dragons have been tested in Cernunn to prove their worth. It is a rite of passage for dragonkind.
- Because the hunting ground's location is a guarded secret known only to dragons, numerous invisible portals to attract prey are scattered throughout the continent.
- Although the grounds have creatures that inhabit it, the preferred prey are adventurers - individuals accustomed to battling creatures and feats of bravery. These elements make them an apt foe for determining if the young dragons will contribute to their species' might.
- Dragons built a small but loyal network of informants, and whistleblowers to hire adventurers and ask them to find treasure, a missing person, slay a dangerous monster or investigate strange occurrences.
- One of these informants hired the PCs to investigate rumors about a dragon sighting in a remote area of a forest. The party set out as soon as possible, unaware that the path pointed out to them leads to one of the portals that will take them to Cernunn.
- The portals are invisible and undetectable.
- The PCs will become aware that they are in a new setting, a strange clearing surrounded by colossal grass and under a cloudy sky.

ABOUT THE HUNTING GROUNDS

A place where nature grows exponentially, and everything is dragon-size, the grounds are where the youth of dragonkind is sent to test their cunning and power. Cernunn - as it is known to dragons - is located somewhere in the uncharted lands of Eluan, hidden from other creatures, and with the punishment of death should any dragon disclose its location.

The territory is composed of various ecosystems, including and not limited to prairies, bogs, lakes, and forests. The native flora and fauna are similar to other parts of the continent, except that they are more immense, just like they were in older times.

The grounds possess two natural abnormalities that make them stand out. The first is that it is eternally cloudy, making navigation difficult, and there's a layer of fog whose density varies and constantly changes, thick for a couple of minutes and then thinning. These two obviously favor the dragons.

Reaching the grounds through any other means than the portals represents an almost impossible task, for they are so far removed from chartered territories, and in an unknown direction that it would take a large amount of luck, time, and patience to reach them.

ABOUT THE PREY

A long time ago, dragons created portals leading to Cernunn all around the inhabited lands of the continent. These portals were made undetectable to all but dragons, and with the sole purpose of bringing prey to the hunting grounds.

Even though larger and stronger creatures than humanoid exist, the dragons arrived at the conclusion that the peoples of Eluan, particularly their adventurers, were the best suited to oppose the flowering members of their species. The main arguments being their cunning and their capacity for growing in power, just like the dragons themselves.

Adventurers, it said, also taste better. To lure them to the grounds, the dragons built a network of loyal (be it with threats) informants and whistleblowers that approach adventurers in taverns and entice them with promises of treasure and magic artifacts or hire them for a mission which always leads to one of the portals.



ABOUT THE HUNT

Numerous parties can arrive at the hunt but in different locations around the grounds. The starting point for each is usually a clearing with a sign informing the adventurers that the only way out is by going forward.

Located in the center of the hunting grounds is a single colossal dragon claw believed to belong to one of the first dragons ever. It is known as “The Marker”, and should any “prey” reach it, they are granted their freedom and allowed to leave.

Numerous young dragons wait inside the hunting grounds, and they will engage the adventurers when they come across them. The dragons usually set up an ambush, trap, or choose a location that will benefit them and hinder the prey. Unlike dragons of other worlds, the dragons of Eluan interact more and even form alliances or loose bonds, and not all differences are solved through combat. It can be said they have a sense of communal identity led by the ethos that the draconic culture must endure. Because of this, many of the dragons in the hunt will work together or follow the rules of the hunt.

Observing the hunt, but hidden from the unripe hunters and the prey, are a consort of older dragons who are scouting which young dragons have potential or even which party could prove worthy adversaries if they survive the hunt.

These dragons are in charge of giving the quarry “a shove” to continue forward should they falter. This is usually done by breath attacks from above or from behind. Their final obligation is to ensure that any adventurer reaching the marker is not harmed and returned home.

ADVENTURE HOOKS

For this adventure consider the following character hooks:

No Choice. A rain of lightning bolts falls from the sky if the party doesn't rush forwards.

Do you know the Exit? “Do you know where the exit is? No, you don't, so keep quiet and let's follow what the mysterious sign said.

Primal Instinct. Blood and guts are in the air. The characters can smell it. This awakens their instinct to survive and fight.

Test of Courage. What greater deed is there for an adventurer than slaying a dragon?

CHARACTERISTICS OF CERNANN

The Hunting grounds have specific characteristics because it is an ancient and special place; kept intact since the dawn of dragons. Here's a list of some of these particularities:

- Fauna and flora are much larger.
- Each location is a tiny ecosystem unto itself, so temperature and other conditions vary.
- The density and size of the fog vary with each location.
- The hunting grounds are all covered by clouds, making navigation difficult.
- There are remains of adventurers and other creatures all over.
- The portals are invisible and undetectable.
- The animals that inhabit the hunting grounds avoid making any sound to avoid attracting dragons. They also remain hidden most of the time.
- Ancient dragons are observing, hidden from sight and detection. They will herd the PCs forward through breath attacks or other means whilst unseen. They cannot be engaged or interacted with.

To add to the suspense and create the ambiance of brutal nature at its rawest, use the table below to create some minor effects at any moment outside of combat:

D6 Event

1	Packed with life. The area reverberates with the sounds of insects, rodents, and other creatures as if the whole place was alive. All Perception checks are done with disadvantage for one hour.
2	Friendly Parasite. A worm-like creature wraps around your skin, refusing to be removed. The creature will feed on nutrients, and create a hard shell around the PC, who receives +2 AC while the parasite is attached.
3	A muddy affair. The ground is wet and difficult to move across. The party is considered to be in difficult terrain for one hour.
4	Unlucky Soul. PCs come across the remains of an adventurer. The body is mauled, and the possessions are all destroyed except two <i>healing potions</i> .
5	Mushroom High. The party finds a plot of blue and purple mushrooms. Any creature that eats one of the mushrooms receives +2 to Dexterity for the remainder of the adventure.
6	Being Watched. “Something is lurking about.” Ask each player to choose between an even and odd number, then instruct them to roll a d6. If the result is the opposite of what they decided, they become paranoid and are convinced that something is watching. All their Wisdom checks are done with disadvantage for the remainder of the adventure.



PROLOGUE

For hours you followed the indications leading to the area of the rumored dragon sightings, turning right when you came across the thick red oak, and continuing down a mud path until coming across a gentle stream.

The white stones arranged together forming a huge egg were there, just as you were told.

You approached them, and just as they were inches away, they vanished. Or so it appeared. It hadn't been the rocks that had vanished; the skies were now covered by thick clouds, and the trees and the grass in the distance were longer, and bigger than usual.

You were in a different place. You find yourselves in a clearing whose location and name are totally unknown.

There's only you, and a big wooden sign a couple of feet away. There seems to be some writing on it.

THE START OF THE HUNT

The PCs find themselves in the middle of a clearing inside Cernunn. The clearing has a circumference of 300 ft. and is surrounded by a prairie whose grass is as tall as a hill giant.

Halfway between the party and the grass is a large wooden sign which contains a message from the dragons. There's nothing else in the clearing.

THE SIGN

The sign is a large wooden rectangle covered in blood and entrails. There's a message that was clawed in, although some parts were crossed out. It reads the following:

~~Dear~~

~~Adventurer~~

Prey

The way out is forward. Reach the marker, you will know it when you see it, and you shall be spared.

Once the party has read the sign, dozens of horns will roar in the sky, signaling that the hunt has begun. If the PCs don't start to head forward towards the grass, the clouds will darken, and lightning bolts will rain from the sky onto the clearing only. A successful DC 14 Dexterity (Acrobatics) roll is needed to avoid being hit by a bolt for every round that a creature remains in the clearing. Any creature that fails the roll receives 3d6 lightning damage.

THE HUNT

To reach the marker, the party must make it past 3 or 4 events, with the last one being the Final Chase. The GM can choose the events or have the players pick numbers between 1 and 7.

Some more events can be added, or existing ones can be removed.

Because of the dragons' natural power, it is recommended that the party has a short rest after each encounter.

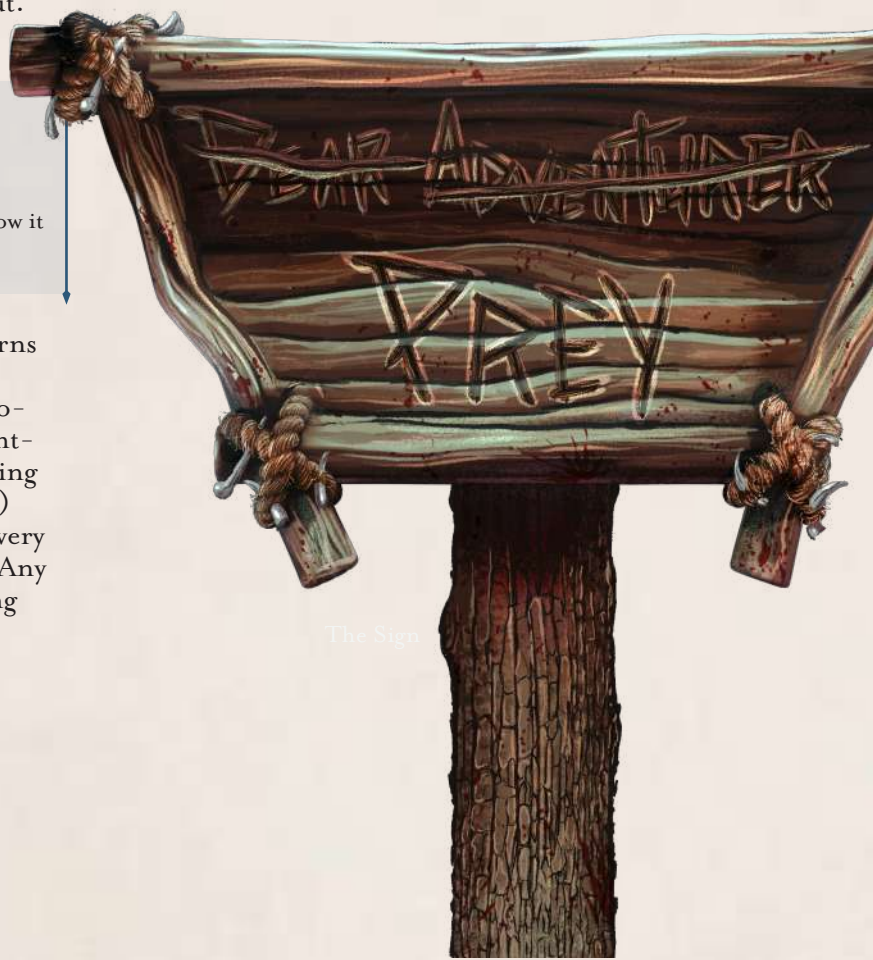
THE MESSAGE

During one of the events, have the PCs find a parchment left by a former adventurer with the following message:

If someone is reading this, I am probably dead. My name is... it doesn't matter. What does matter is that you find yourself in the same situation as I am, and you will probably die. You are being hunted by dragons, and this place, wherever it is, is their hunting grounds. From what I have seen, this is some form of test for them. I have survived two encounters with dragons, and I don't think I shall survive a third. My advice to you is don't linger too long in a place, for lightning shall fall from the sky, and always keep advancing when possible, for I believe there's constantly something behind. I do not know what it is, but I feel that it's more dangerous than the dragons hunting us.

Be on your guard, for you are prey.

May the Twin Suns guide you.



The Sign

THE PRAIRIE

The grass is almost 16 ft. tall, green, and each blade is as wide as a human torso. The blades are spaced enough so that no cutting is necessary. Traveling through the grass is similar to moving through a cornfield. As one fares deeper, the smell of dirt, plants, and moisture become stronger. The buzzing of insects emanates from the surroundings as the entire place vibrates with life.

The grass is tall, extremely tall. The ground is wet, and covered by a thin layer of fog that reaches the knees. It feels different from the clearing; the aroma of damp grass and dirt pierces the nostrils, accompanied by the buzzing of a fly the size of a fist.

This arcadia would be perfect, except for the sound of metal clinking a couple of feet away.

Development. The clinking sound is caused by a naked elf chained to a stake on the ground in an opening. The elf is covered in bruises and wounds and is lying on the ground, his strength depleted. The elf is chained in an opening 90 ft. wide and 30 ft. long. The elf is bait, placed there to distract adventurers. If the PCs assist the elf, they realize he is in shock and cannot speak. If they try to free it, a successful DC 17 Dexterity check is required, but if they try to force it or break the chains, these have 30 hp.

Creatures. One **blue dragon** burrowed into the ground and will attack when the party interacts with the elf or chains. The dragon will attack with advantage in the first round of combat unless one of the characters combed the area or something similar and succeeds a DC 16 Intelligence (Investigation).

Aftermath. The elf does not survive the combat as it dies in the dragon's surprise attack. If the party lingers after the fight, a shower of lightning bolts (like in the first clearing) falls from the sky.

Treasure. Beneath some dried blades of grass and some dirt there are: two *greater healing* potions, one *web scroll*, and one *lightning bolt scroll*.

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THE BOG

The landscape changes, the ground becomes spongy and the stench of decaying plants fills the air.

The bogs in the hunting grounds are created because of the significant rainfall and poor drainage. Vegetation covers most of the water and complicates movement. The bog is 70 ft. deep and 500 ft. wide, and as with other parts of Cernunn, the plants here are larger than usual.

Development. There are two ways of getting across the bog. One method is using a spatterdock's leaf as a boat. The leaves are large enough to carry the party. A successful DC 13 Wisdom (Survival) check reveals which leaf can resist the weight. The second method is by jumping through a path made of petrified peat.

Creatures. One **black dragon** is amongst the peat, with part of its back passing as one of the petrified blocks -from a distance, there's no spotting the difference. If the dragon can launch a successful surprise attack, it will try to tip the boat or drag a PC underwater.**Aftermath.** The elf does not survive the combat as it dies in the dragon's surprise attack. If the party lingers after the fight, a shower of lightning bolts (like in the first clearing) falls from the sky.

Treasure. On the other shore of the bog there's a pouch that has the following items: five gems worth 10 gp (each), one *Cloak of the manta ray*, one *oil of slipperiness*, and one *Keoghtom's ointment*.

THE TREETOPS

The terrain changes once more, becoming a lush and green forest. The trees are thrice as large and coupled together so close that hardly any daylight reaches the ground. The place smells of leaves and life, although the smell of blood taints the air.

The dense foliage of the trees manages to block out most of the light, making it difficult to maneuver without a light source. As with other regions of Cernunn, there's a layer of fog that reaches the thighs, and is very thick. The odor of leaves, plants, and life is potent. Becoming lost in the forest is easy. However, slim gaps between the treetops form a "path" that points forward; a successful DC 12 Wisdom (Survival) check confirms that the party can follow it toward the marker.

Development. As the party advances, the smell of blood and entrails becomes more robust; it is a couple of feet ahead, in the same direction as the path. The source of the stench is two dismembered and disemboweled deers, all scattered around a colossal white spruce. A successful DC 14 Intelligence (Investigation) check reveals massive slash wounds in the bodies and some boils and rashes. A PC can follow this with a DC 13 Wisdom (Medicine) check. If successful, the conclusion is that the boils and rashes were caused by some kind of poison, not ingested.

Creatures. Camouflaged in the treetops is one **green dragon**. The dragon will begin combat with his breath weapon., and then move between the massive branches, using them as cover. Before this, it is impossible to spot its location in the treetops.

Aftermath. Underneath a large leaf is a small chest. Inside the chest are three potions of *greater healing*, 4 *ivory carvings* worth 25 gp each, one *potion of stone giant strength*, and one *potion of gaseous form*.

Black Dragon



BRIDGE OF DEATH

The terrain comes to a stop on a slope. The other side is quite a distance away. A strong wind blows as you approach the edge and look down.

The ground ends abruptly and without warning, revealing a slope whose inclination is 85 degrees and whose bottom is not discernible. Intense flurries of wind strike from east to west in irregular periods, creating deep wails that reverberate throughout the ambiance.

A single rope bridge connects both sides of the terrain. It is wide enough for 2 medium-sized creatures to stand shoulder to shoulder, and it has a length of 320 ft. The rope and wood are worn, but none look like they are on their final days, although some yarns extend down from sections of the bridge.

The party can cross to the other side by using the bridge, the fly spell, or some item that grants a similar effect. However, the flurries of wind will alter the course of anybody flying and cause some belongings to fall into the abyss. If fighting, the PC will have disadvantage on rolls.

Halfway across, the flurries cease for an instant, and for the first time, you notice the earsplitting silence that reigns around the abyss, followed by a sharp blast and an explosion of red and yellow coloring the sky.

Creatures. A single **red dragon** is biding its time until the party is halfway in the crossing, which is when it will attack. The dragon will fly by, use its breath, and then hide or remain away from range until it can strike again. If a single character manages to deal more than 20 damage in a single turn, the dragon will be consumed by wrath and try to knock it over the bridge.

The Bridge. The bridge has 50 hp, and the yarns can be used to hold on to if a character is knocked off the bridge if they succeed on a DC 13 Strength (Athletics) check.

Treasure. An abandoned green sack lies on the other side of the bridge with the following items inside: one *wand of polymorph*, and one *adamantine armor* (plate).

WHITE MIRRORS

The natural path comes to a dead end on the skirts of a mountain. From the ground, the snow-covered top is discernible. The weather is colder – it has been for quite some time, but it is only felt now. Is there another way past the mountain, or is going around the only way?

The mountain is towering, its surface extremely slippery with almost no places from where to hold onto. It is so steep that it resembles a tree made of rock more than a mountain.

The area around the path is a false surface and will collapse when one of the PCs steps a little beyond the path. The party will find itself in an underground tunnel that travels through the mountain and reaches the other side.

Halfway through the tunnel is a large ice cave filled with icicles of all sizes. The cave is 400 ft. long and 200 ft. wide. The ceiling is 150 ft. high. Rows of large ice menhirs cover most of the cave's center. Some of these have frozen corpses inside, including one of an ice giant. The tunnel continues on the opposite side of the cave.

The tunnel widens, revealing an ice cave. The ceilings and sides are packed with icicles, some acting as columns as if the place were a dome. In the center of the cave are rows of ice menhirs, all light blue, although some look darker, as if...

Development. The cave is a lavish trap used by a **white dragon** who uses its surroundings to its advantage. The creature will wait until the party is halfway across before making a surprise breath attack. This attack will also cause a cloud of ice and snow to cover the entire area. All creatures in a 30 ft. radius must succeed a DC 13 Constitution saving throw or become blind. The dragon will then use the menhirs as cover or deceive a target by using the distorted reflections created by the icicles or menhirs. The party can try to slay the dragon, rush to the tunnel on the other side, or destroy one of the largest icicles that holds up the ceiling, thus collapsing the cave – a successful DC 14 Intelligence (Investigation) check is required for identifying one of them.

The icicle has an AC 14 and 40 hp.

Treasure. Hidden beneath the snow are the following items: three *potions of healing*, one *elemental gem*, one *dust of disappearance*, one *oil of slipperiness*, and one *mariner's armor*.



TREMORS

The atmosphere becomes warmer, the ground drier, and plants and grass scarce as the territory becomes sandy and desert-like.

The land becomes a desert made of red sand and large gray rocks scattered about. The rocks are smooth, as if they had been polished, but they are natural. Some are large enough for six medium-sized creatures to stand on, while others can hold only one.

The sand is thin and difficult terrain.

Development. Two **brown dragons** lie underneath the sand, burrowing with such excellence that it is more akin to swimming. These creatures are blind, and move following tremors on the surface. The dragons will chase the source of the vibration and strike, with the ultimate intention of dragging the target into the sands and devouring them eventually. The safest method for escaping is moving from rock to rock until reaching the other side.

To get from one rock to another, the PC must succeed on a DC 13 Strength (Athletics) check or trip and grant a dragon an attack with advantage.

The number of rocks needed to get across is up to the GM, but about 5-6 checks are recommended.

Sandtwisters. About seven feet from the ground, whirlwinds of sand form and throw any creature caught by them to the ground, making flying across the desert deadly. Any creature caught by a twister must succeed a DC 15 Dexterity saving throw or be knocked prone and receive 2d8 bludgeoning damage.

Creatures. If one of the dragons is killed, the remaining one will burrow deeper and flee from combat.

Treasure. Buried in the sand are: one *cloak of protection*, one *bow +1*, two *healing potions* and one *staff of the adder*.

FIELDS OF FEAR

The pale moonlight fails to pierce the cloudy sky and shine on the land. A foreign smell manifests itself, alien to the rest of the hunting grounds that are teeming with life, for the stench is that of decay and putrefaction.

The ground is crunchy.

The odor is that of corpses of adventurers that turned and attacked each other. The ground is replete of bones and remains; the crunch is the sound as they break under the party's footsteps.

Development. The field is the killing grounds of two **purple dragons**. Every time adventurers enter the territory, the dragons' attack with their breath weapon, which besides causing psychic damage, also generates fear, causing some targets to flee in panic and attack anyone blocking their path—including allies. The dragons will, at first, watch in amusement any creature under the influence of fear and torture it. However, they will focus their attacks on any unaffected PC. If one of the dragons dies, the remaining one will try everything to escape.

Killing Grounds. Because of the considerable number of remains in the area, the PCs can gain half cover if they use them to their advantage.

Treasure. Buried in the sand are: one *cloak of protection*, one *bow +1*, two *healing potions* and one *staff of the adder*.

THE FINAL CHASE

The sign said you'd know the marker when you saw it, and it was right; a vast claw the size of a dragon stands proud at the far end of a clearing, surrounded by a field of silver flowers.

Other parties start to appear around the clearing's perimeter; many injured or carrying wounded. Like you, they've faced numerous dangers to get here, but a thought lingers in the back of the mind; how many parties did not make it here?

The marker is located at the end of a large clearing, twice the size of the one at the start. The colossal claw is the size of an adult dragon, and is surrounded by a ring of amlug flowers.

At the same time as the party arrives at the clearing, other groups of adventurers also emerge around the perimeter, stopping in awe at the size of the claw that lies ahead of them.

A few moments after the groups gather, another loud horn thunders in the sky. Immediately after this, a large ring of fire starts to consume the land behind the party, and other adventurers, enclosing them inside the clearing.

Development. After the fire starts to consume the land behind, dozens of dragons will descend from the clouds and start attacking with their breaths. Because of their speed and numbers, fighting against the dragons is suicide and will end in TPK.

The best strategy is to run toward the marker, where the dragons are not attacking. Some NPCs will stand and fight, while others will charge toward the marker. Meanwhile, the dragons will attack with their breaths, swoop down, or carry off with prey. Any creature inside the ring of am-lug flowers is considered “safe”, and will not be attacked by the dragons.

Getting to the claw takes the same number of rounds as there are players. Have a different player roll a D6 each round; then use the table below to determine what happens to the party as they rush to the marker:

D6 Event

Breath Attack. A dragon flies by and unleashes a chilling breath attack. Each PC must make a DC 12 Constitution saving throw, taking 4d8 (type of damage corresponding to the dragon) damage on a failed save or no damage on a successful one.

Everyone for themselves. Other adventurers charge beside you. However, noticing a dragon closing in, they try to shove the PCs towards the dragon.

Each PC must roll a Dexterity (Acrobatics) against a +2 Strength (Athletics) roll. PCs that fail receive 1d4 +2 piercing damage from a claw attack from a passign dragon.

Smart Feign. The PCs manage to deceive a dragon, who completely misses them.

Carry Off. A dragon tries to carry off with a target. Select a PC at random.

The Target creature must roll a Dexterity (Acrobatics) against a +5 Strength (Athletics) check. If the check fails, the target is considered grappled and will be carried off to the skies if not released by the end of the following turn.

Fatigue. PCs must succeed a DC 13 Constitution saving throw or give a fly by dragon an opportunity attack.

“Better you than me”. A dragon swoops down and is about to capture a PC. However, the PC can avoid being carried away if they shove an NPC.

Have the PC roll a DC 14 Strength (Athletics) check. If successful, the PC shoves an NPC who is carried off by a dragon. On a failed check, a dragon receives an opportunity attack against the PC.

Combat. Should any PC decide to fight, for each round that passes, roll a d6, with a result of 3-6 adding another dragon to the fight.

Aftermath. The last part of the hunt ends when the PCs have reached the marker area. Soon after, the dragons will fly into the clouds and disappear from sight.

Five ancient dragons will appear besides the claw; having been invisible all this time.

They will nod at the survivors in recognition, and one of them will speak some words in ancient draconic, activating a massive teleportation circle that takes the outsiders home.

One of the dragons hums some words.

The silver flowers start to glow like little moons, forming a circle of argentine color; the sounds and smells of dirt and nature overlap with the reek of sewers and the shrieks of merchants selling their goods. Your surroundings become blurry, shapes and silhouettes stretching and warping; each second feels like a day as disorientation takes hold of you.

EPILOGUE

The surviving PCs appear back in the town where they left. Covered in dirt and wounds, they catch the attention of all the locals, who soon return to their activities. The party has survived a great ordeal, facing off against members of the most powerful species in creation. Things will never be the same.

The people are going on about their business, completely untroubled by the more significant dangers of the world.

They only live for the present; making ends meet, ending with an ale at their local tavern, or sharing a tale around a fire. Maybe it’s better this way, society needs certain ignorance to guarantee stability, and the adventurer’s path is not for everyone.

Few can manage sleep after facing dragons and the numerous other lurking dangers of the world. As you reflect on this, you feel a burning sensation on your wrist. Looking down, you spot a mark that wasn’t there before.

The mark has the shape of a claw, a dragon claw.

Milestone. All surviving players gain one more level.

WHAT’S NEXT?

The PCs are glad to be alive. If they return to the tavern, the individual that gave them the information or hired them is nowhere to be seen, and nobody seems to remember the person.

- What does the mark mean?
- What was the place where they faced the dragons?
- Is there a way to find it?
- Could dragons be living amongst us?
- How far is their reach?



APPENDIX A: NPCs AND MONSTERS

BLACK DRAGON

Large Dragon, Neutral

Armor Class 18 (Natural Armor)

Hit Points 10 (15d10+40)

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

STR	DEX	CON	INT	WIS	CHA
19 (+3)	14 (+2)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

Skills Perception +6, Stealth +5

Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 7 (2,900 XP)

Amphibious. The dragon can breathe air and water.

ACTIONS

Multiaction. 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 4 (1d8) acid damage.

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

Acid Breath (Recharge 5-6). The dragon exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much damage on a successful one.

BLUE DRAGON

Large Dragon, Neutral

Armor Class 18 (Natural Armor)

Hit Points 132 (16d10+36)

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

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	15 (+2)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7

Skills Perception +9, Stealth +4

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

Languages Draconic

Challenge 9 (5,000 XP)

ACTIONS

Multiaction. 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) piercing damage plus 5 (1d10) lightning damage.

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

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 50 (10d10) lightning damage on a failed save, or half as much damage on a successful one.

Blue Dragon

GREEN DRAGON

Large Dragon, Neutral

Armor Class 18 (Natural Armor)
Hit Points 123 (16d10+37)
Speed 40 ft., fly 80ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	16 (+3)	13 (+1)	15 (+2)

Saving Throws Dex +4, Con +6, Wis +4, Cha +5
Skills Deception +5, Perception +7, Stealth +4
Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 17
Languages Draconic
Challenge 8 (3,900 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:* +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 10 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Poison Breath (Recharge 5-6). The dragon exhales poisonous gas in a 35 - 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.

PURPLE DRAGON

Large Dragon, Neutral

Armor Class 16 (Natural Armor)
Hit Points 99 (11d10+20)
Speed 40 ft., burrow 20ft., fly 80ft., swim 40ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +5, Cha +6
Skills Perception +5, Persuasion +6, Stealth +7
Senses Blindsight 30 ft., darkvision 150 ft., passive Perception 15
Languages Draconic
Challenge 5 (1,800 XP)

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:* 9 (1d10 + 4) piercing damage plus 3 (1d6) psychic damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Nightmare Breath (Recharge 5-6). The dragon exhales a cloud of spores in a 30 - foot cone. Each creature in that line must make a DC 14 Wisdom saving throw, taking 29 (4d10) psychic damage, and it is frightened of the dragon for 1 minute on a failed save, or half as much damage and no additional effects on a successful one. A frightened creature can repeat the saving throw at the end of its turns, ending the effect on itself on a success.



Green Dragon

BROWN DRAGON

Large Dragon, Neutral

Armor Class 18 (Natural Armor)
Hit Points 131 (15d10+55)
Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	19 (+4)	12 (+1)	11 (+0)	12 (+1)

Saving Throws Dex +3, Con +7, Wis +4, Cha +6
Skills Perception +7, Stealth +3
Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 16
Languages Draconic
Challenge 7 (2,900 XP)

Burrower. The dragon can burrow through normal ground as if it were normal terrain.

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 + 4) piercing damage.

Claw. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. *Hit:* 10 (2d8 + 6) slashing damage.

Sand Breath (Recharge 5-6). The dragon exhales a sand blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 40 (10d8) fire damage on a failed save, or half as much damage on a successful one.

RED DRAGON

Large Dragon, Neutral

Armor Class 18 (Natural Armor)
Hit Points 157 (17d10+63)
Speed 40 ft., climb 40ft., fly 80ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	19 (+4)

Saving Throws Dex +4, Con +9, Wis +4, Cha +8
Skills Perception +8, Stealth +4
Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 18
Languages Draconic
Challenge 10 (5,900 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) piercing damage plus 4 (1d8) fire damage.

Claw. Melee Weapon Attack: +10 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 3 (1d6) fire damage.

Fire Breath (Recharge 5-6). The dragon exhales fire in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 51 (16d6) fire damage on a failed save, or half as much damage on a successful one.

Red Dragon

WHITE DRAGON

Large Dragon, Neutral

Armor Class 17 (Natural Armor)

Hit Points 121 (14d10+47)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	6 (-2)	11 (+0)	12 (+1)

Saving Throws DDx +3, Con +7, Wis +3, Cha +4

Skills Perception +6, Stealth +3

Senses Blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 6 (2,300 XP)

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 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 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d10 + 4) slashing damage.

Cold Breath (Recharge 5-6). The dragon exhales an ice blast in a 30-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 45 (10d8) cold damage on a failed save, or half as much damage on a successful one.

White Dragon



Adventure Designers

M. Jerome, Alex Zaragoza, Jos González, Carlos Calleja, Ulises Padilla, Dan Tobe.

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