



ADULT RED DRAGON

Gargantuan Dragon, Chaotic Evil

AC 22 Initiative +12 (22)
HP 315 (18d20 + 126)
Speed 50 ft., climb 50 ft., fly 150 ft.

	MOD	SAVE		MOD	SAVE		MOD	SAVE
STR	27	+8 +8	DEX	12	+1 +7	CON	25	+7 +7
INT	16	+3 +3	WIS	13	+1 +7	CHA	23	+6 +6

Skills Athletics +14, Perception +13, Intimidate +12, Stealth +7
Resistances Force, Poison; Piercing
Immunities Fire; Frightened
Senses Blindsight 120 ft., Darkvision 240 ft., Passive Perception 23
Languages Common, Draconic, Ignan
CRs 17 (XP 18,000; PB +6)

TRAITS

Keen Senses. The dragon has Advantage on Wisdom (Perception) checks.

ACTIONS

Multiattack. The dragon makes two Claw attacks and one Bite attack. It can replace one of its Claw attacks with a use of Spellcasting (at will only).

Claw. *Melee Attack Roll:* +14, reach 10 ft. *Hit* 26 (4d8 + 8) Slashing damage and, if the dragon chooses, the target is pushed 15 feet or has the Prone condition.

Bite. *Melee Attack Roll:* +14, reach 15 ft. *Hit* 30 (4d10 + 8) Piercing damage plus 14 (4d6) Fire damage and, if the dragon chooses, the target is a Medium or smaller creature it also has the Grappled condition.

Spellcasting. The dragon cast on of the following spells, requiring no Material components, using Charisma as the spellcasting ability (spell save DC 20, +12 to hit with spell attacks):

At Will: *Command* (level 2 version), *Detect Magic*, *Scorching Rays* (level 3 version)

2/Day Each: *Dispell Magic*, *Fireball*

1/Day Each: *Firestorm*

Fire Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 21, each creature in a 90-foot Cone. *Failure:* 91 (26d6) Fire damage and the target is Burning. *Success:* Half damage.

REACTIONS

Tail Slam. *Trigger:* Another creature the dragon can see ends its turn. *Response:* *Melee Attack Roll:* +14, reach 40 ft. *Hit* 34 (4d12 + 8) Bludgeoning damage and the target is Incapacitated until the start of its next turn.

Draconic Resistance. *Trigger:* The dragon starts its turn with at least 1 hit point, even if it is Incapacitated or Unconscious. *Response:* The dragon ends one negative condition or effect on itself that it is suffering and it is immune to the triggering condition or effect until the start of its next turn.

Winged Escape. *Trigger:* The dragon takes damage. *Response:* *Strength Saving Throw:* DC 21, each creature in a 60-foot Emanation originating from the dragon. *Failure:* 18 (2d8 + 8) Bludgeoning damage, the target has the Prone condition, and the dragon can fly up to half its speed without provoking Opportunity Attacks.