

# CATASTROPHIC DRAGONS

## *FIVE NEW DRAGON TYPES*

**Introduction:** This document contains the blizzard, earthquake, tornado, typhoon, and volcanic dragons at every age category.

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# CATASTROPHIC DRAGONS

*"Blow, winds, and crack your cheeks! rage! blow!  
You cataracts and hurricanoes, spout  
Till you have drench'd our steeples, drown'd the  
cocks!"*

*You sulphurous and thought-executing fires,  
Vaunt-couriers to oak-cleaving thunderbolts,  
Singe my white head! And thou, all-shaking  
thunder,*

*Smite flat the thick rotundity o' the world!  
Crack nature's moulds, an germens spill at once,  
That make ingrateful man!"*

—William Shakespeare, "King Lear"

## History of Catastrophic Dragons

Catastrophic dragons were once chromatic dragons who desired more than a hoard and a lair. For while others stole and hid from the humanoids over whom they claimed superiority, these dragons knew that all other life in the multiverse should be bowing to their will. Power is a far greater reward than any material possession and as the smartest and strongest in the land, dragons deserved to be in charge. Any thought other than this was impractical and stupid to those chromatics.

These dragons tried to convince their brethren to leave their caves and make the humanoids submit to their will. The other chromatic dragons did not like this sudden interest in the affairs of lesser beings and so with greater numbers they did come together. They banished their radical kin to the elemental planes. For hundreds of years these rebellious chromatic dragons were locked in seas of fire, ice, wind, and stone. Those who did not die were shaped by elemental forces and remade into catastrophic dragons.

Each trapped catastrophic dragon has its imprisonment tied to the soul of a chromatic dragon on the material plane. If one of these gatekeeper chromatic dragon should die before it can pass the responsibility onto another, the catastrophic dragon can leave the plane of its imprisonment and wreak havoc on the world.

## Behavior of Catastrophic Dragons

Catastrophic dragons once wanted to dominate all life in the multiverse. After years of suffering the harsh terrain of the elemental planes, their minds are warped and they desire only to kill all those inferior to them, especially chromatic dragons whom they hate above all others. Their memories are long and catastrophic dragons do not forget their betrayal at the hands of their kin. If they escape their bonds, they may keep a hoard, but usually only for the purpose of attracting other dragons and killing them.

### Variant: Catastrophic Dragons as Spellcasters

Some catastrophic dragons keep spellbooks, just like wizards. A young or older catastrophic dragon can cast and prepare a number of spells per day from its spellbook equal to its Intelligence modifier, requiring material components as usual. The spell's level can be no higher than one-third the dragon's challenge rating (rounded down). The dragon's bonus to hit with spell attacks is equal to its proficiency bonus + its Intelligence bonus. The dragon's spell save DC equals 8 + its proficiency bonus + its Intelligence modifier.

## Blizzard Dragons

Blizzard dragons appear almost wraith-like. These creatures have thin hides of ice-covered snow which crackles and mists with elemental energy. Their eyes glow white and their frozen bones are visible through the tightly packed snow around their joints. Cold and storm follow a blizzard dragon wherever it goes. As one approaches the weather turns bitter and windy while snow heralds the blizzard dragon's arrival.

**Planners and Schemers.** Blizzard dragons are the most levelheaded of the rage-filled catastrophic dragons. This is not to say they are without anger, but they are more likely to work with other elemental creatures and formulate a plan before battle, rather than

simply relying on their might to kill everything in sight.

**Friend of the Undead.** Blizzard dragons have been known to work alongside undead. They can related to the dead's hatred for life and desire for destruction and use that to mutual benefit for as long as a partnership will allow.

### A Blizzard Dragon's Lair

Where other dragons carve lairs out of the earth, blizzard dragons often build theirs out of ice and packed snow, creating elaborate, twisting mazes with slick floors and walls. From the outside this mass of tunnels looks almost like an enormous

forgotten ball of clear yarn.

These passages are riddled with holes, so the sleet can still pelt the dragon's enemies as they move through its home. The wind can carry the scent of intruders to the dragon deep within. The tunnels often take sudden turns or dips, creating slick, icy slides which take the dragon's enemy into some perilous trap.

Legendary blizzard dragons often build their personal chambers with deep pits and ice spiked floors into which they move their enemies using their Catastrophic Aura. Blizzard dragons are crafty. As their aura grows they might cling to the walls or ceiling to use it to its fullest effect. They always have a secret escape tunnel in case events go awry, hidden by a thin sheet of ice and snow.

### Ancient Blizzard Dragon

*Gargantuan dragon, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 333 (18d20 + 144)

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

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	14 (+2)	10 (+0)	14 (+2)

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

**Damage Immunities** cold

**Skills** Athletics +14, Perception +6

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 16

**Languages** Aquan, Auran, Common, Draconic

**Challenge** 20 (24,500 XP)

**Catastrophic Aura.** A 5-foot aura of blizzard winds rage around the dragon. Any creature which ends its turn within the aura must make a DC 22 Strength saving throw or be moved 15 feet in a direction the dragon chooses.

**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.

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

### Actions

**Multiattack.** The dragon can use Growing Aura and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 5 (1d8) cold damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 5 (1d8) cold damage.

**Deep Freeze.** The dragon creates a 25-foot cube of intense cold within 90 feet. Creatures in the cube must make a DC 22 Constitution saving throw. Creatures who fail take 18 (4d8) cold damage and are restrained for one minute, creatures who succeed take half damage and are not restrained. A creature who failed can repeat this saving throw at the end of its turn, ending the paralyzed effect if it is successful.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 90 feet of the dragon must make a DC 22 Constitution saving throw. Creatures who fail take 54 (12d8) cold damage and are paralyzed for one minute, creatures who succeed take half damage and are not paralyzed. A creature who failed can repeat this saving throw at the end of its turn, ending the paralyzed effect if it is successful. Once the dragon's aura explodes with energy it resets to 5 feet.

### Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Flurry.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 22 Strength saving throw, or be moved 10 feet in a direction chosen by the dragon.

**Deep Freeze (Costs 2 Actions).** The dragon uses Deep Freeze.



## Lair Actions

On initiative count 20 (losing initiative ties), the blizzard dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- The walls of the lair become coated in ice spikes. Creatures who start their turns or move adjacent to the wall take 7 (2d6) piercing damage and 4 (1d8) cold damage. The spikes last until the beginning of the dragon's next lair action.
- Wild wind whips through the lair and all creatures within 90 feet of the dragon must make a DC 10 Strength saving throw or be thrown 30 feet into the air and then fall back to the ground taking 10 (3d6) bludgeoning damage and landing prone. Creatures with a fly speed have advantage on this saving throw.
- Heavy snow falls within a 60-foot radius centered on the dragon. This area is difficult terrain and is lightly obscured for any creature except the dragon and its allies.

## Regional Effects

The region containing a legendary blizzard dragon's lair is warped by the dragon's elemental magic, which creates one or more of the following effects:

- Blizzards constantly rage within 6 miles of the dragon's lair.
- Ice elementals scour the land within 6 miles of the lair. An ice elemental has the same statistics as an earth elemental, but it is immune to cold damage, has the dragon's Ice Walk ability instead of Earth Glide, and has an Intelligence and Charisma score of 1 (-5).
- All bodies of water within 1 mile of the lair is frozen completely solid down to the last drop. The blizzards end immediately when the dragon dies. The ice elementals and frozen bodies of water melt 1d10 days after the death of the dragon.

## Adult Blizzard Dragon

*Huge dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 200 (16d12 + 96)

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	14 (+2)	10 (+0)	12 (+1)

**Saving Throws** Dex +5, Con +11, Wis +5, Cha +6

**Damage Immunities** cold

**Skills** Athletics +11, Perception +5

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 15

**Languages** Auqan, Auran, Common, Draconic

**Challenge** 13 (10,000 XP)

**Catastrophic Aura.** A 5-foot aura of blizzard winds rage around the dragon. Any creature which ends its turn within the aura must make a DC 19 Strength saving throw or be moved 10 feet in a direction the dragon chooses.

**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.

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

## Actions

**Multiattack.** The dragon can use Growing Aura and then make 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) piercing damage plus 4 (1d8) cold damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 3 (1d6) cold damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 3 (1d6) cold damage.

**Deep Freeze.** The dragon creates a 25-foot cube of intense cold within 60 feet. Creatures in the cube must make a DC 19 Constitution saving throw. Creatures who fail take 13 (3d8) cold damage and are restrained for one minute, creatures who succeed take half damage and are not restrained. A creature who failed can repeat this saving throw at the end of its turn, ending the paralyzed effect if it is successful.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 60 feet of the dragon must make a DC 19 Constitution saving throw. Creatures who fail take 40 (9d8) cold damage and are stunned for one minute, creatures who succeed take half damage and are not stunned. A creature who failed can repeat this saving throw at the end of its turn, ending the stunned effect if it is successful. Once the dragon's aura explodes with energy it resets to 5 feet.

## Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Flurry.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 19 Strength saving throw, or be moved 5 feet in a direction chosen by the dragon.

**Deep Freeze (Costs 2 Actions).** The dragon uses Deep Freeze.

## Young Blizzard Dragon

*Large dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 133 (14d10 + 56)

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

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	14 (+2)	10 (+0)	12 (+1)

**Saving Throws** Dex +3, Con +7, Wis +3, Cha +4

**Damage Immunities** cold

**Skills** Athletics +7, Perception +3

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 13

**Languages** Auqan, Auran, Common, Draconic

**Challenge** 6 (2,300 XP)

**Catastrophic Aura.** A 5-foot aura of blizzard winds rage around the dragon. Any creature which ends its turn within the aura must make a DC 15 Strength saving throw or be moved 5 feet in a direction the dragon chooses.

**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 Growing Aura and then make 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 (2d6 + 4) slashing damage plus 3 (1d6) cold damage.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 30 feet of the dragon must make a DC 15 Constitution saving throw. Creatures who fail take 31 (7d8) cold damage and are restrained for one minute, creatures who succeed take half damage and are not restrained. A creature who failed can repeat this saving throw at the end of its turn, ending the restrained effect if it is successful. Once the dragon's aura explodes with energy it resets to 5 feet.

## Blizzard Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 32 (5d8 + 10)

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

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	10 (+0)	10 (+0)	10 (+0)

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +2

**Damage Immunities** cold

**Skills** Athletics +4, Perception +2

**Senses** blindsight 10 ft., darkvision 60 ft., passive perception 12

**Languages** Auqan, Auran, Draconic

**Challenge** 2 (450 XP)

**Catastrophic Aura.** A 5-foot aura of blizzard winds rage around the dragon. Any creature which ends its turn within the aura must make a DC 12 Strength saving throw or be moved 5 feet in a direction the dragon chooses.

**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

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 4 (1d8) cold damage.



## Earthquake Dragons

Mighty earthquake dragons appear to be hewn from great craggy mountains. Their skin looks like tightly packed boulders and their muscle is stone. Piercing, bright eyes promise hate and death. Those who dare to get close enough to an earthquake dragon can see its entire being quivering with rage and elemental energy.

**Blunt and Brawn.** Short on patience for even their own kin earthquake dragons are always one wrong look or comment away from a murderous outburst. They have no time for lies or manipulation. Those who are in the dragon's way will be destroyed. The dragons rely on fear of their power to get the job done when they do work with minions, which is not often. Any who work with earthquake dragons know eventually their rage and hatred for all non-elemental life wins out. Partnerships with these beasts are short-lived and end in murder.

**Everything Must Die.** It is said that earthquake dragons carry such rage in their hearts and they barely care for their own lives. Even in battle their attitude is grim, and they fight to the bitter end, destroying all that they can with their very last breaths. The anger they feel is compounded with the pain at being stuck in the Elemental Plane of Earth, constantly crushed and claustrophobic. Once free, most can only think about how they must inflict the same crushing anguish upon all living things.

### An Earthquake Dragon's Lair

Earthquake dragons make their lairs underground in mazes of tight, twisting tunnels in which they can trap intruders with a well-placed collapse. Amidst these tunnels are usually huge caverns where a dragon and its elemental minions might confront threats head on. Earthquake dragons tend to leave their kills wherever they happen to fall, letting them serve as warnings and signs of the dragon's might to any who dare enter.

The entrance of an earthquake dragon's lair is usually deep within a canyon or fissure filled with all manner of elemental guardians. The entrance of the

lair is often blocked by a collapse, which the earthquake dragon can easily clear, but serves as a more difficult obstacle for smaller creatures. Sometimes the dragons will block several tunnels, most of which are decoys meant to throw off any would-be intruders. These decoy tunnels are trapped dead ends.

Earthquake dragons lack finesse and prefer to face any threat directly, using all their brawn. They normally face foes in large rooms with plenty of loose rock structures they can topple over to hinder enemies. Earthquake dragons rarely form an escape plan. Their rage forces them to fight until the bitter end.

### Lair Actions

On initiative count 20 (losing initiative ties), the earthquake dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Pieces of the lair's ceiling fall to the ground, covering a 25-foot-square area within 120 feet of the dragon. Creatures in the area must make a DC 15 Dexterity saving throw. Creatures who fail take 21 (6d6) bludgeoning damage, creatures who succeed take half damage.
- A 5-foot-square, 30-foot deep pit opens beneath one creature the dragon can see. This creature must make a DC 15 Dexterity saving throw. If the creature fails it takes 21 (6d6) bludgeoning damage and lands prone at the bottom of the pit. A creature who succeeds moves to an unoccupied space of their choice adjacent to the pit. Climbing the walls of the pit requires a DC 15 Strength (Athletics) check. The pit seals over and pushes up any creatures within when the dragon uses this lair action again.
- The ground shakes violently within the chamber and all ground within 90 feet of the dragon is difficult terrain until the dragon uses another lair action.

### Regional Effects

The region containing a legendary earthquake dragon's lair is warped by the dragon's elemental magic, which creates one or more of the following effects:

- Small earthquakes and ground tremors occur within 6 miles of the dragon's lair.
- Creatures who fly within 1 mile of the lair find that gravity pulls them toward the ground. No creature other than the dragon can fly higher than 30 feet.



- Large fissures appear at random around the dragon's lair. Creatures standing on ground which becomes a fissure must make a DC 15 Dexterity saving throw or fall 1d4 x 10 feet into the fissure. All of these regional effects end immediately after the earthquake dragon dies.



## Ancient Earthquake Dragon

*Gargantuan dragon, chaotic evil*

**Armor Class** 22 (natural armor)

**Hit Points** 481 (26d20 + 208)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	27 (+8)	21 (+5)	17 (+3)	18 (+4)

**Saving Throws** Dex +7 Con +15, Wis +10, Cha +11

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Skills** Athletics +16, Perception +10

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 20

**Languages** Common, Draconic, Terran

**Challenge** 23 (32,500 XP)

**Catastrophic Aura.** A 5-foot aura of shaking ground and wind emanates from the dragon. Any non-flying creature which ends its turn within the aura must make a DC 23 Strength saving throw or fall prone. Flying creatures in the aura cannot fly higher than 20 feet.

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

### Actions

**Multiattack.** The dragon can use Growing Aura and then make three attacks: one with its bite and two with its claws.

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

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

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

**Earthen Maw.** The dragon targets one creature it can see within 10 feet. That creature must make a DC 23 Dexterity saving throw. A creature who fails is restrained as stone begins to meld with its body. A creature who failed must repeat this saving throw at the end of its turn, ending the effect if it succeeds, or becoming petrified if it fails.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 90 feet of the dragon must make a DC 23 Strength saving throw. Creatures who fail take 66 (12d10) bludgeoning damage, fall prone, and cannot get up for one minute, creatures who succeed take half damage and are not knocked prone. A creature who failed can repeat this saving throw at the end of its turn, ending the effect stopping it from standing if it is successful. Once the dragon's aura explodes with energy it resets to 5 feet.

### Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Quake.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 23 Strength saving throw or fall prone.

**Earthen Maw (Costs 2 Actions).** The dragon uses Earthen Maw.

## Adult Earthquake Dragon

*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 225 (18d12 + 108)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	23 (+6)	19 (+4)	15 (+2)	16 (+3)

**Saving Throws** Dex +5, Con +11, Wis +7, Cha +8

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Skills** Athletics +12, Perception +7

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 17

**Languages** Common, Draconic, Terran

**Challenge** 16 (15,000 XP)

**Catastrophic Aura.** A 5-foot aura of shaking ground and wind emanates from the dragon. Any non-flying creature which ends its turn within the aura must make a DC 19 Strength saving throw or fall prone. Flying creatures in the aura cannot fly higher than 20 feet.

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

### Actions

**Multiattack.** The dragon can use Growing Aura and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 23 (3d10 + 7) piercing damage.

**Claw.** *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 18 (3d6 + 7) slashing damage.

**Tail.** *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 21 (3d8 + 7) bludgeoning damage.

**Earthen Maw.** The dragon targets one creature it can see within 10 feet. That creature must make a DC 19 Dexterity saving throw. A creature who fails is restrained as stone begins to meld with its body. A creature who failed must repeat this saving throw at the end of its turn, ending the effect if it succeeds, or becoming petrified if it fails.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 60 feet of the dragon must make a DC 19 Strength saving throw. Creatures who fail take 49 (9d10) bludgeoning damage, fall prone, and cannot get up for one minute, creatures who succeed take half damage and are not knocked prone. A creature who failed can repeat this saving throw at the end of its turn, ending the effect stopping it from standing if it is successful. Once the dragon's aura explodes with energy it resets to 5 feet.

### Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Quake.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 19 Strength saving throw or fall prone.

**Earthen Maw (Costs 2 Actions).** The dragon uses Earthen Maw.

## Young Earthquake Dragon

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 152 (16d10 + 64)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	17(+3)	13 (+1)	14 (+2)

**Saving Throws** Dex +4, Con +8, Wis +5, Cha +6

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Skills** Athletics +9, Perception +5

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 15

**Languages** Common, Draconic, Terran

**Challenge** 9 (5,000 XP)

**Catastrophic Aura.** A 5-foot aura of shaking ground and wind emanates from the dragon. Any non-flying creature which ends its turn within the aura must make a DC 16 Strength saving throw or fall prone. Flying creatures in the aura cannot fly higher than 20 feet.

### Actions

**Multiattack.** The dragon can use Growing Aura and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 22 (3d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 15 (3d6 + 4) slashing damage.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 30 feet of the dragon must make a DC 16 Strength saving throw. Creatures who fail take 39 (7d10) bludgeoning damage, fall prone, and cannot get up for one minute, creatures who succeed take half damage and are not knocked prone. A creature who failed can repeat this saving throw at the end of its turn, ending the effect stopping it from standing if it is successful. Once the dragon's aura explodes with energy it resets to 5 feet.



## Earthquake Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 52 (8d8 + 16)

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

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

**Saving Throws** Dex +2, Con +4, Wis +2, Cha +3

**Damage Resistances** bludgeoning, piercing, and slashing damage from nonmagical weapons

**Skills** Athletics +5, Perception +2

**Senses** blindsight 10 ft., darkvision 60 ft., passive perception 12

**Languages** Draconic, Terran

**Challenge** 3 (700 XP)

**Catastrophic Aura.** A 5-foot aura of shaking ground and wind emanates from the dragon. Any non-flying creature which ends its turn within the aura must make a DC 12 Strength saving throw or fall prone. Flying creatures in the aura cannot fly higher than 20 feet.

### Actions

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

## Tornado Dragons

A solid mass of tearing, howling wind creates the body of the tornado dragon. Its form is constantly moving, and the dragon itself can barely sit still. If one comes across a calm tornado dragon, be wary indeed! For surely their rage is approaching a boiling point which cannot be contained.

**Restless Rage.** Tornado dragons are constantly on the move in search of something new to destroy. Being idle gives them time to reflect on their pain and suffering in the elemental planes so they distract themselves with their labor of devastating all life. Tornado dragons use every ounce of energy they have wreaking havoc on the world and then retire to their lairs for long periods of time to restore their bodies and heal their wounds. During these rests, the rage boils in tornado dragons' hearts and it is only a matter of time before they explode forth, eager to ravage the land once again.

**Angry Liberators.** More than any other catastrophic dragon tornado dragons are driven to find gatekeeper chromatic dragons and slay them to free their catastrophic brothers. Often while resting they perform divination rituals to find the closest gatekeeper chromatic dragons. These rituals determine which direction their next swath of destruction will travel.

### A Tornado Dragon's Lair

Tornado dragons prefer to be outside wreaking havoc and destruction as often as possible but they do claim lairs as sanctuaries where they can rest and heal. Usually a tornado dragon's lair is a great ruined structure, possibly destroyed by the dragon itself. Pyramids, arenas, castles, and palaces are the kind of enormous ruin a tornado dragon might claim. They prefer structures on wide-open flat planes. The ruins are concealed with illusion magic, and guarded by elemental creatures.

The inside of a tornado dragon's lair is littered with all manner of magic and mechanical alarms which alert the dragon to an intruder's presence. If the dragon is inclined, it will seek out the intruder itself to fight in the halls, or it may trigger one of its devious traps, which often involve the collapsing of a room, or the entire floor of a structure.

When the dragon does face foes in its lair, it prefers to confront them in an area with plenty of space, to make the most of its Catastrophic Aura. These open spaces often have flimsy barriers, made to look sturdy. Intruders may hide behind these structures, thinking themselves safe right before the dragon's wind rips it apart.

### Lair Actions

On initiative count 20 (losing initiative ties), the tornado dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Debris flies through the air and all creatures within 60 feet of the tornado dragon must succeed on a DC 15 Dexterity saving throw. Creatures who fail take 10 (3d6) piercing damage, creatures who succeed take half.
- Three 5-foot cubes of ceiling collapse in areas determined by the dragon. Three creatures of the dragon's choice within 90 feet must succeed on a DC 15 Dexterity saving throw. Creatures who fail take 10 (3d6) piercing damage and are knocked

prone, creatures who succeed take half and are not knocked prone.

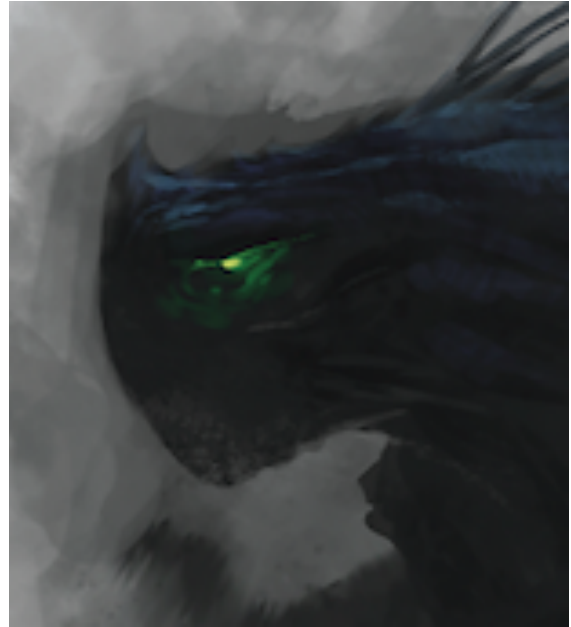
- The dragon can create a *wind wall* per spell, but its duration is only 1 round and the DC for the Strength saving throw is 15.

## Regional Effects

The region containing a legendary tornado dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Strong wind is constant within 6 miles of the lair. No pop up structure, such as a wood shack or tent can stay standing in the wind.
- Random lightning strikes occur within 6 miles of the lair. These lightning bolts strike a random non-elemental living creature every 1d4 hours. A creature who is struck must make a DC 15 Dexterity saving throw or take 17 (5d6) lightning damage.
- Air elementals coalesce within 1 mile of the lair.

If the dragon dies, the effects end immediately.



## Ancient Tornado Dragon

*Gargantuan dragon, chaotic evil*

**Armor Class** 22 (natural armor)

**Hit Points** 367 (21d20 + 147)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	19 (+4)	16 (+3)	15 (+2)

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

**Damage Immunities** cold, lightning

**Skills** Acrobatics +9, Perception +10

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 20

**Languages** Auran, Common, Draconic

**Challenge** 21 (27,500 XP)

**Catastrophic Aura.** A 5-foot aura of whirling winds surrounds the dragon. Creatures within the aura have disadvantage on attack rolls against the dragon.

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

## Actions

**Multiattack.** The dragon can use Growing Aura and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 10) piercing damage plus 9 (2d8) cold damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 5 (1d10) lightning damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 20 ft., one

target. *Hit:* 19 (2d8 + 10) bludgeoning damage plus 5 (1d10) lightning damage.

**Blinding Wind.** The tornado dragon creates a windy storm in a 25-foot cube originating from the dragon. Each creature within the cube must succeed on a DC 22 Constitution saving throw. Creatures who fail take 22 (4d10) lightning damage and are blinded until the end of their next turn, creatures who succeed take half damage.

**Growing Aura.** The tornado dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and immediately ends any effect which has the dragon grappled or restrained. The dragon can then move its speed. During this movement it can move through enemy spaces without provoking opportunity attacks. Each time the dragon moves through an enemy space for the first time it can use its bite attack against that enemy. If the dragon hits with its bite attack, it can move that enemy 25 feet and knock it prone. Once dragon's aura explodes with energy it resets to 5 feet.

## Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Storm.** The dragon can move its speed without provoking opportunity attacks.

**Blinding Wind (Costs 2 Actions).** The dragon uses Blinding Wind.

## Adult Tornado Dragon

*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 195 (17d12 + 85)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	17 (+3)	14 (+2)	13 (+1)

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

**Damage Immunities** cold, lightning

**Skills** Acrobatics +7, Perception +7

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 17

**Languages** Auran, Common, Draconic

**Challenge** 14 (11,500 XP)

**Catastrophic Aura.** A 5-foot aura of whirling winds surrounds the dragon. Creatures within the aura have disadvantage on attack rolls against the dragon.

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

### Actions

**Multiattack.** The dragon can use Growing Aura and then make 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) piercing damage plus 4 (1d8) cold damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) lightning damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one

target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8) lightning damage.

**Blinding Wind.** The dragon creates a windy storm in a 25-foot cube originating from the dragon. Each creature within the cube must succeed on a DC 18 Constitution saving throw. Creatures who fail take 17 (3d10) lightning damage and are blinded until the end of their next turn, creatures who succeed take half damage.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and immediately ends any effect which has the dragon grappled or restrained. The dragon can then move its speed. During this movement it can move through enemy spaces without provoking opportunity attacks. Each time the dragon moves through an enemy space for the first time it can use its bite attack against that enemy. If the dragon hits with its bite attack, it can move that enemy 20 feet and knock it prone. Once dragon's aura explodes with energy it resets to 5 feet.

### Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Storm.** The dragon can move its speed without provoking opportunity attacks.

**Blinding Wind (Costs 2 Actions).** The dragon uses Blinding Wind.

## Young Tornado Dragon

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 127 (15d10 + 45)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	15 (+2)	12 (+1)	11 (+0)

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

**Damage Immunities** cold, lightning

**Skills** Acrobatics +5, Perception +4

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 14

**Languages** Auran, Common, Draconic

**Challenge** 7 (2,900 XP)

**Catastrophic Aura.** A 5-foot aura of whirling winds surrounds the dragon. Creatures within the aura have disadvantage on attack rolls against the dragon.

### Actions

**Multiattack.** The dragon can use Growing Aura and then make 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 (2d6 + 4) slashing damage plus 4 (1d8) lightning damage.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and immediately ends any effect which has the dragon grappled or restrained. The dragon can then move its speed. During this movement it can move through enemy spaces without provoking opportunity attacks. Each time the dragon moves through an enemy space for the first time it can use its bite attack against that enemy. If the dragon hits with its bite attack, it can move that enemy 15 feet and knock it prone. Once dragon's aura explodes with energy it resets to 5 feet.



## Tornado Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 33 (6d8 + 6)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	13 (+1)	11 (+0)	10 (+0)

**Saving Throws** Dex +4, Con +3, Wis +2, Cha +2

**Damage Immunities** cold, lightning

**Skills** Acrobatics +4, Perception +2

**Senses** blindsight 10 ft., darkvision 120 ft., passive perception 12

**Languages** Auran, Draconic

**Challenge** 2 (450 XP)

**Catastrophic Aura.** A 5-foot aura of whirling winds surrounds the tornado dragon. Creatures within the aura have disadvantage on attack rolls against the dragon.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 4 (1d8) cold damage.

## Typhoon Dragons

Typhoon dragons are made of swirling winds and water. When they swim on the surface of the ocean, they almost appear to be angry, dragon-shaped waves seeking boats to destroy. On land they are terrible, swirling, dragon-shaped rainstorms promising to drown any living creature in its random path of death.

**Sadistic and Cruel.** A typhoon dragon's imprisonment and rage has twisted its mind beyond normal anger. Their desire is worse than the death and destruction of their enemies. They wish to see the world tortured and suffering as they were for centuries in the chaotic elemental planes. These sadists take pleasure capturing live victims and torturing them with wind and water for weeks before actually ending their lives. Typhoon dragons will make other prisoners watch as they drown and wind whip a victim over and over until death is begged for.

**Mortal Enemies of Black Dragons.** When it comes to their hatred for non-elemental creatures, typhoon dragons hate black dragons more than any other. They see the black dragon's choice of swamp habitat as the

coward's choice. Why take the putrid, stagnant waters of the swamp when one could live in the glorious, ever-changing tides of the sea? Black dragons hide in their holes, while typhoon dragons rage up and down the shoreline, leveling coastal cities and scouring swamps they come across for black dragon foes.

## A Typhoon Dragon's Lair

Typhoon dragons make their lairs under the waves, close to shorelines, but deep enough that land-dwelling creatures have a difficult time making their way there. The entrance to these lairs are often hidden by mud storms which form on the ocean floor around the lair, driven by the harsh wind magic of the dragon.

These lairs are twisting tunnels flooded with seawater, so traveling through one requires swimming. Some chambers might have areas where a non-water breathing creature could take a breath or even get out and walk around, but even rooms that aren't fully submerged are still salty and wet.

Typhoon dragons often take on intruders in chambers with craggy peaks sticking above the surface of the water. This allows the typhoon dragon to dive into the waves to make melee attacks, or fight above them, using its aura to the fullest advantage. It also makes life difficult for any non-aquatic enemies who enter the lair, since they have very few places to stand.

## Lair Actions

On initiative count 20 (losing initiative ties), the typhoon dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- Rain falls within a 120-foot-radius of the dragon. Creatures in the area the dragon chooses must make a DC 15 Wisdom saving throw, or have disadvantage on all attacks while within the rain, which lasts until the start of the next lair action.
- Mud bubbles and swirls up from the ocean floor, heavily obscuring anything within the water. This mud storm lasts until the start of the next lair action.
- A strong gust of wind pushes through the chamber. All creatures the dragon chooses must make a DC 15 Strength saving throw. Those who fail are pushed 50 feet in a direction the dragon chooses. If the creature hits a wall, this movement

ends and it takes 3 (1d6) damage for every 10 feet of movement it had left (rounded down).

## Regional Effects

The region containing a legendary typhoon dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Waves and swells are larger within 6 miles of the dragon's lair.
- Whirlpools appear randomly within 1 mile of the lair. Creatures caught in such a whirlpool must make a DC 15 Strength (Athletics) check, or be pulled beneath the roaring wave and risk drowning.
- Undead sea creatures and drowned land-dwellers protect the ocean floor within 1 mile of the dragon's lair.

If the dragon dies, the effects end immediately.



## Ancient Typhoon Dragon

*Gargantuan dragon, chaotic evil*

**Armor Class** 21 (natural armor)

**Hit Points** 385 (22d20 + 154)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	20 (+5)	19 (+4)	17 (+3)

**Saving Throws** Dex +8, Con +14, Wis +11, Cha +10

**Damage Immunities** lightning, thunder

**Skills** Intimidation +10, Perception +11

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

**Languages** Aquan, Auran, Common, Draconic

**Challenge** 22 (30,000 XP)

**Amphibious.** The dragon can breathe air and water.

**Catastrophic Aura.** A 5-foot aura of raging winds and rain surrounds the dragon. Area within the aura is treated as difficult terrain and creatures within the aura cannot use their action to disengage.

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

## Actions

**Multiattack.** The dragon can use Growing Aura and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 10) piercing damage plus 11 (2d10) lightning damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 5 (1d10) lightning damage.

**Tail.** *Melee Weapon Attack:* +15 to hit, reach 20 ft., one

target. *Hit:* 19 (2d8 + 10) bludgeoning damage plus 5 (1d10) lightning damage.

**Cyclone's Pull.** The dragon creates a raging storm in a 25-foot cube originating from the dragon. Each creature within the cube must make a DC 22 Constitution saving throw. Creatures who fail take 22 (5d8) thunder damage and be pulled 20 feet towards the typhoon dragon, creatures who succeed take half damage and are not pulled.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 90 feet of the dragon must make a DC 22 Constitution saving throw. Creatures who fail take 33 (6d10) lightning and 27 (6d8) thunder damage and are moved 20 feet in a direction of the dragon's choice, creatures who succeed take half damage and are not moved. Once the dragon's aura explodes with energy it resets to 5 feet.

## Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Thunder.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 22 Constitution saving throw. Creatures who fail take 18 (4d8) thunder damage and the dragon has advantage on attacks against those creatures until the end of the dragon's next turn, creatures who succeed take half damage and the dragon does not have advantage on attacks against them.

**Cyclone's Pull (Costs 2 Actions).** The dragon uses Cyclone's Pull.

## Adult Typhoon Dragon

*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 207 (18d12 + 90)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	17 (+3)	15 (+2)

**Saving Throws** Dex +6, Con +10, Wis +8, Cha +7

**Damage Immunities** lightning, thunder

**Skills** Intimidation +7, Perception +8

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 18

**Languages** Aquan, Auran, Common, Draconic

**Challenge** 15 (13,000 XP)

**Amphibious.** The dragon can breathe air and water.

**Catastrophic Aura.** A 5-foot aura of raging winds and rain surrounds the dragon. Area within the aura is treated as difficult terrain and creatures within the aura cannot use their action to disengage.

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

### Actions

**Multiattack.** The dragon can use Growing Aura and then make 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) piercing damage plus 5 (1d10) lightning damage.

**Claw.** *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 4 (1d8) lightning damage.

**Tail.** *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage plus 4 (1d8)

lightning damage.

**Cyclone's Pull.** The dragon creates a raging storm in a 25-foot cube originating from the dragon. Each creature within the cube must make a DC 18 Constitution saving throw. Creatures who fail take 18 (4d8) thunder damage and be pulled 15 feet towards the typhoon dragon, creatures who succeed take half damage and are not pulled.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 60 feet of the dragon must make a DC 18 Constitution saving throw. Creatures who fail take 22 (4d10) lightning and 18 (4d8) thunder damage and are moved 15 feet in a direction of the dragon's choice, creatures who succeed take half damage and are not moved. Once the dragon's aura explodes with energy it resets to 5 feet.

### Legendary Actions

The dragon can take three 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 all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Thunder.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 18 Constitution saving throw. Creatures who fail take 13 (3d8) thunder damage and the dragon has advantage on attacks against those creatures until the end of the dragon's next turn, creatures who succeed take half damage and the dragon does not have advantage on attacks against them.

**Cyclone's Pull (Costs 2 Actions).** The dragon uses Cyclone's Pull.





## Young Typhoon Dragon

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 136 (16d10 + 48)

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

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

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

**Damage Immunities** lightning, thunder

**Skills** Intimidation +4, Perception +5

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 15

**Languages** Aquan, Auran, Common, Draconic

**Challenge** 8 (3,900 XP)

**Amphibious.** The dragon can breathe air and water.

**Catastrophic Aura.** A 5-foot aura of raging winds and rain surrounds the dragon. Area within the aura is treated as difficult terrain and creatures within the aura cannot use their action to disengage.

### Actions

**Multiattack.** The dragon can use Growing Aura and then make 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 5 (1d10) lightning damage.

**Claw.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage plus 4 (1d8) lightning damage.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 30 feet of the dragon must make a DC 14 Constitution saving throw. Creatures who fail take 16 (3d10) lightning and 14 (3d8) thunder damage and are moved 10 feet in a direction of the dragon's choice, creatures who succeed take half damage and are not moved. Once the dragon's aura explodes with energy it resets to 5 feet.



## Typhoon Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 38 (7d8 + 7)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	13 (+1)	14 (+2)	13 (+1)	11 (+0)

**Saving Throws** Dex +3, Con +3, Wis +3, Cha +2

**Damage Immunities** lightning, thunder

**Skills** Intimidation +2, Perception +3

**Senses** blindsight 10 ft., darkvision 120 ft., passive perception 13

**Languages** Aquan, Auran, Draconic

**Challenge** 2 (450 XP)

**Amphibious.** The dragon can breathe air and water.

**Catastrophic Aura.** A 5-foot aura of raging winds and rain surrounds the dragon. Area within the aura is treated as difficult terrain and creatures within the aura cannot use their action to disengage.

### Actions

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 4 (1d8) lightning damage.

## Volcanic Dragons

Volcanic dragons have skin made of barely cooled molten rock. Cracks in their scales large and small show off the dragon's glowing lava insides, which grow brighter as the dragon becomes more agitated. Heat and embers radiate from the dragon's form and getting too close can result in a toxic death before the dragon ever lays claws onto a victim. A dry heat wave heralds the volcanic dragon's approach.

**Righteous Rage.** Like all catastrophic dragons, rage constantly simmers in the heart of the volcanic dragon. The rage of the volcanic is one of a wronged creature out for justice. These dragons see the destruction of life as their righteous mission. As the multiverse's superior beings they must destroy any non-elemental they come across as just punishment for their imprisonment. Most carry this twisted belief in their heart until the end of their days.

**Chromatic Hunters.** With a warped idea of justice in their minds, volcanic dragons are most likely to hunt and kill any and all chromatic dragons. Since they share a love of volcano lairs, volcanic dragons will often challenge an established red dragon and try to take its home. These battles are brutal, as both creatures are unaffected by fire and must use claws and jaws to battle.

### A Volcanic Dragon's Lair

Volcanic dragons tend to create lairs in their namesake. Since many volcano lairs are occupied by red dragons, volcanic dragons do not build their own, but rather siege the lair of a red dragon, kill the host, and claim the new home.

Volcanic dragons do make modifications to their stolen homes. They open cracks in the walls of the tunnels, allowing even more lava and noxious fumes inside to make the place habitable only by creatures who fear neither fire nor poison. Pieces of the defeated red dragon's corpse are mounted here and there as a show of the volcanic dragon's dominance.

The cunning volcanic dragons rig their lairs with all manner of unexpected traps as well. Knowing their opponents may have prepared with spells and items to help them resist flames, volcanic dragons arm magic traps which deal acid, cold, and lightning, to show any who might think themselves clever that they cannot hope to outsmart a cunning master in its home.

### Lair Actions

On initiative count 20 (losing initiative ties), the volcanic dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

- A noxious gas cloud gathers in a 20-foot-radius cloud centered on an area the dragon can see within 120 feet of it. Creatures who start their turn in or enter the cloud must succeed on a DC 15 Constitution saving throw. Those who fail take 14 (4d6) poison damage and are poisoned for 1 minute, those who succeed take half damage and are not poisoned. A creature who fails this saving throw and is poisoned can repeat the saving throw of the end of its turn, ending the poisoned effect on a success.
- The floor turns to soft, semi-molten rock in a 20-foot-radius area centered on an area the dragon can see within 120 feet of it. Creatures who start their turn in or enter the area must make a DC 15

Strength saving throw, or become restrained as the floor grips them. They are restrained until the dragon uses another lair action.

- A sudden puff of sulfur shoots up from the ground and at the face of any creature the dragon can see within 120 feet. That creature must make a DC 15 Constitution saving throw or be blinded for 1 minute. A creature who fails this saving throw and is blinded can repeat the saving throw of the end of its turn, ending the blinded effect on a success.

### Regional Effects

The region containing a legendary volcanic dragon's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Lava suddenly bubbles up from the ground in random places at random times within 6 miles of the volcanic dragon's lair.
- Heavy ash clouds blot out the sun within 1 mile of the lair.
- Fire elementals ravage the land within 1 mile of the lair.

If the dragon dies, the effects end immediately.





## Ancient Volcanic Dragon

*Gargantuan dragon, chaotic evil*

**Armor Class** 22 (natural armor)

**Hit Points** 546 (28d20 + 252)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	23 (+6)	15 (+2)	18 (+4)

**Saving Throws** Dex +7, Con +16, Wis +9, Cha +11

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Skills** Athletics +17, Perception +9

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 17

**Languages** Common, Draconic, Ignan

**Challenge** 24 (36,500 XP)

**Catastrophic Aura.** A 5-foot aura of noxious fumes wafts around the dragon. Any creature which ends its turn within the aura must make a DC 24 Constitution saving throw or take 28 (8d6) poison damage.

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

### Actions

**Multiattack.** The dragon can use Growing Aura and then make three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

**Claw.** *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage plus 7 (2d6) fire damage.

**Tail.** *Melee Weapon Attack:* +17 to hit, reach 20 ft., one

target. *Hit:* 19 (2d8 + 10) bludgeoning damage plus 7 (2d6) fire damage.

**Fiery Fissure.** The dragon opens a 30-foot continuous lava-filled fissure anywhere in the ground within 60 feet of it. An enemy that enters or starts its turn in the fissure takes 36 (8d8) fire damage. The fissure is difficult terrain. This fissure lasts for one minute or until the dragon uses this power to create a new fissure.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 90 feet of the dragon must make a DC 24 Dexterity saving throw. Creatures who fail take 77 (22d6) fire damage and are on fire, taking 6 (1d12) fire damage at the start of their turns, creatures who succeed take half damage and are not on fire. A creature who failed the save and is on fire can extinguish the fire by using their action to make a successful DC 15 Dexterity saving throw on its turn. Once the dragon's aura explodes with energy it resets to 5 feet.

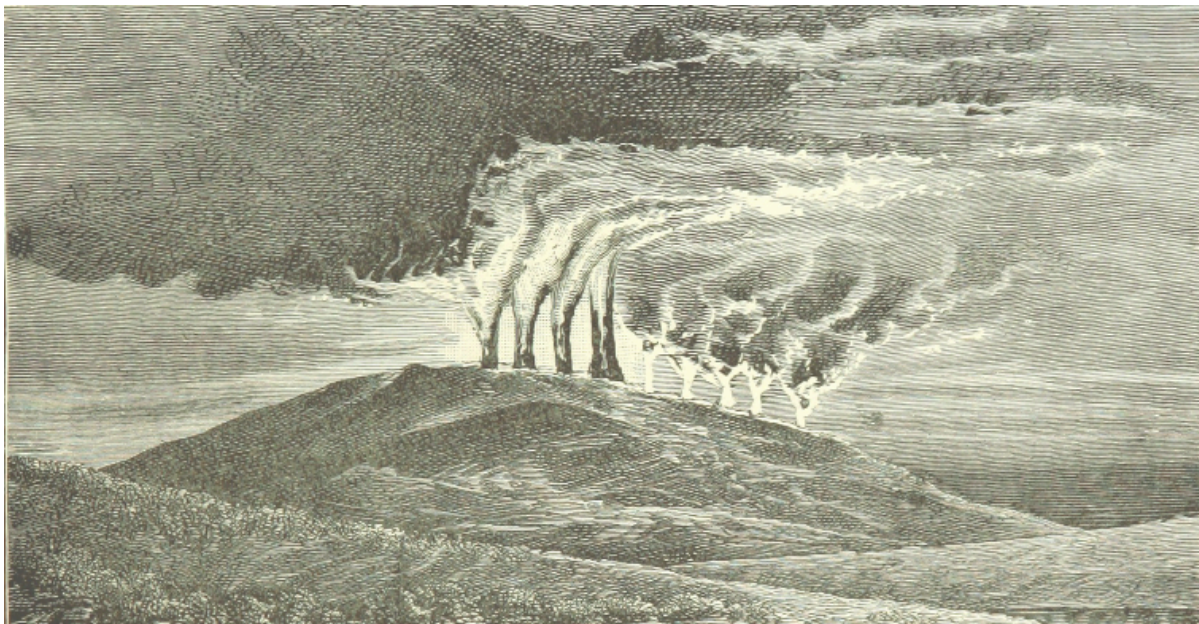
### Legendary Actions

The dragon can take three 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 volcanic dragon regains all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Flare.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 24 Reflex saving throw. Creatures who fail take 21 (6d6) fire damage, creatures who succeed take half damage.

**Fiery Fissure (Costs 2 Actions).** The dragon uses Fiery Fissure.





## Adult Volcanic Dragon

*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 256 (19d12 + 133)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	21 (+5)	13 (+1)	16 (+3)

**Saving Throws** Dex +6, Con +13, Wis +7, Cha +9

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Skills** Athletics +14, Perception +7

**Senses** blindsight 60 ft., darkvision 120 ft., passive perception 17

**Languages** Common, Draconic, Ignan

**Challenge** 17 (18,000 XP)

**Catastrophic Aura.** A 5-foot aura of noxious fumes wafts around the dragon. Any creature which ends its turn within the aura must make a DC 21 Constitution saving throw or take 21 (6d6) poison damage.

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

### Actions

**Multiattack.** The dragon can use Growing Aura and then make 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) piercing damage plus 7 (2d6) fire damage.

**Claw.** *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 3 (1d6) fire damage.

**Tail.** *Melee Weapon Attack:* +14 to hit, reach 15 ft., one

target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 3 (1d6) fire damage.

**Fiery Fissure.** The dragon opens a 30-foot continuous lava-filled fissure anywhere in the ground within 60 feet of it. An enemy that enters or starts its turn in the fissure takes 22 (5d8) fire damage. The fissure is difficult terrain. This fissure lasts for one minute or until the dragon uses this power to create a new fissure.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 60 feet of the dragon must make a DC 21 Dexterity saving throw. Creatures who fail take 56 (16d6) fire damage and are on fire, taking 4 (1d8) fire damage at the start of their turns, creatures who succeed take half damage and are not on fire. A creature who failed the save and is on fire can extinguish the fire by using their action to make a successful DC 15 Dexterity saving throw on its turn. Once the dragon's aura explodes with energy it resets to 5 feet.

### Legendary Actions

The dragon can take three 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 volcanic dragon regains all spent legendary actions at the start of its turn.

**Tail Attack.** The dragon makes a tail attack.

**Sudden Flare.** Each creature in the dragon's Catastrophic Aura must succeed on a DC 21 Reflex saving throw. Creatures who fail take 14 (4d6) fire damage, creatures who succeed take half damage.

**Fiery Fissure (Costs 2 Actions).** The dragon uses Fiery Fissure.



## Young Volcanic Dragon

*Large dragon, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 178 (17d10 + 85)

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

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

**Saving Throws** Dex +4, Con +9, Wis +4, Cha +6

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Skills** Athletics +10, Perception +4

**Senses** blindsight 30 ft., darkvision 120 ft., passive perception 14

**Languages** Common, Draconic, Ignan

**Challenge** 10 (5,900 XP)

**Catastrophic Aura.** A 5-foot aura of noxious fumes wafts around the dragon. Any creature which ends its turn within the aura must make a DC 17 Constitution saving throw or take 14 (4d6) poison damage.

### Actions

**Multiattack.** The dragon can use Growing Aura and then make 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 7 (2d6) fire damage.

**Claw.** *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage plus 3 (1d6) fire damage.

**Growing Aura.** The dragon's Catastrophic Aura expands its radius 10 feet. If the dragon uses this ability when its Catastrophic Aura is 25 feet, the dragon's aura explodes with energy and all creatures within 30 feet of the dragon must make a DC 17 Dexterity saving throw. Creatures who fail take 42 (12d6) fire damage and are on fire, taking 2 (1d4) fire damage at the start of their turns, creatures who succeed take half damage and are not on fire. A creature who failed the save and is on fire can extinguish the fire by using their action to make a successful DC 10 Dexterity saving throw on its turn. Once the dragon's aura explodes with energy it resets to 5 feet.

## Volcanic Dragon Wyrmling

*Medium dragon, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 75 (10d8 + 30)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	15 (+2)	11 (+0)	12 (+1)

**Saving Throws** Dex +2, Con +5, Wis +2, Cha +3

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Skills** Athletics +6, Perception +2

**Senses** blindsight 10 ft., darkvision 120 ft., passive perception 12

**Languages** Draconic, Ignan

**Challenge** 4 (1,100 XP)

**Catastrophic Aura.** A 5-foot aura of noxious fumes wafts around the dragon. Any creature which ends its turn within the aura must make a DC 13 Constitution saving throw or take 7 (2d6) poison damage.

### Actions

**Bite.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage plus 7 (2d6) fire damage.

