

GLASS DRAGON

Huge • Dragon • Neutral

Armor Class 18

Initiative +6 (16)

Hit Points 189 (18d12 + 72)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	13 (+1)	19 (+4)	16 (+3)	14 (+2)	18 (+4)

Saving Throws Dex +6, Wis +7, Cha +9

Skills Deception +9, Persuasion +9, Perception +12, Stealth +11

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances radiant, fire, poison

Condition Immunities blinded

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Draconic plus two others languages

CR 14 (XP 11,500 or 13,000 in Lair; PB +5)



Blinding Reflection. *Wisdom Saving Throw:* DC 17, each creature in a 10-foot emanation originating from the dragon when it takes radiant damage. *Failure:* The target becomes blinded until the end of their next turn.

Bloodied - Shattered. When the dragon becomes bloodied, the ground in a 20-foot emanation becomes area becomes difficult terrain, and when a creature other than the dragon moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Shattering Resistance (2/Day or 3/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it loses its concentration and any remaining duplicates from the *mirror image* spell.

Magical Resistance. The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *color spray* or *mirror image*.

Rend. *Melee Weapon Attack:* +11, reach 15 ft. *Hit:* 13 (2d6 + 6) slashing damage.

Prismatic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 17, each creature in a 60-foot cone. Each target rolls a d8 to determine the effect.

1. **Red.** *Failure:* 44 (8d10) fire damage. *Success:* Half damage.
2. **Green.** *Failure:* The target becomes poisoned for 1 minute. While poisoned that way, the target takes 10 (3d6) poison damage at the start of each of its turns. It can repeat the save at the end of its turn to end the effect. *Success:* 10 (3d6) poison damage.
3. **Yellow.** *Failure:* 36 (8d8) radiant damage, and the target is blinded until the end of its next turn. *Success:* Half damage.
4. **Grey.** *Failure:* 25 (10d4) force damage, and the target is teleported to a random space within 150 feet (including vertical). *Success:* Half damage.
5. **Black.** *Failure:* 32 (5d12) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.
6. **Cyan.** *Failure:* 36 (8d8) cold damage and becomes restrained until it takes an action to break the frost. *Success:* Half damage.
7. **Brown.** *Failure:* 35 (10d6) thunder damage, the target is deafened until the end of its next turn, and loses its concentration for any spells or effects it is maintaining. *Success:* Half damage.
8. **Special.** The target is struck by two rays. Roll twice, rerolling any 8.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 17):

At will: *color spray*, *mirror image*, *invisibility*, *prestidigitation*

2/day: *hypnotic pattern*, *phantasmal killer*, *major image*, *mislead*

BONUS ACTIONS

Hide. The dragon takes the Hide action. The dragon doesn't need to have any camouflaging terrain to become hidden this way.

REACTIONS

Spell Reflect. *Trigger:* A spell attack misses the dragon, or it succeeds on a saving throw against a spell. *Response:* The dragon chooses another creature (including the spellcaster) it can see within 60 feet of it. The spell targets the chosen creature instead of the dragon. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Glass Planes. The dragon casts *wall of force*. The spell doesn't require the dragon's concentration and only affects the dragon or its ability if it wants to be affected. Further, the spell can only create up to four 10-foot by 10-foot panels, which don't have to be contiguous with each other. The panels last until the start of the dragon's next turn. The dragon can't take this action again until the start of its next turn.

Mirroring Trick. The dragon creates one more duplicate for its *mirror image* spell (up to a maximum of 3 simultaneously).

Pounce. The dragon can move up to half its speed, and it makes one Rend attack.

GLASS DRAGON — WEAKER

Armor Class 17

Initiative +5 (15)

Hit Points 161 (17d12 + 51)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	13 (+1)	17 (+3)	14 (+2)	12 (+1)	16 (+3)

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

Skills Deception +7, Persuasion +7, Perception +9, Stealth +9

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances radiant, fire, poison

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

Languages Draconic plus two others languages

CR 11 (XP 7,200 or 8,400 in lair, PB +4)



Blinding Reflection. *Wisdom Saving Throw:* DC 15, each creature in a 5-foot emanation originating from the dragon when it takes radiant damage. *Failure:* The target becomes blinded until the end of their next turn.

Bloodied - Shattered. When the dragon becomes bloodied, the ground in a 10-foot emanation becomes area becomes difficult terrain, and when a creature other than the dragon moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Shattering Resistance (1/Day or 2/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it loses its concentration and any remaining duplicates from the *mirror image* spell.

Magical Resistance. The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *color spray* or *mirror image*.

Rend. *Melee Weapon Attack:* +9, reach 15 ft. *Hit:* 8 (1d6 + 5) slashing damage.

Prismatic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 17, each creature in a 60-foot cone. Each target rolls a d8 to determine the effect.

1. **Red.** *Failure:* 33 (6d10) fire damage. *Success:* Half damage.
2. **Green.** *Failure:* The target becomes poisoned for 1 minute. While poisoned that way, the target takes 10 (3d6) poison damage at the start of each of its turns. It can repeat the save at the end of its turn to end the effect. *Success:* 10 (3d6) poison damage.
3. **Yellow.** *Failure:* 27 (6d8) radiant damage, and the target is blinded until the end of its next turn. *Success:* Half damage.
4. **Grey.** *Failure:* 20 (8d4) force damage, and the target is teleported to a random space within 150 feet (including vertical). *Success:* Half damage.
5. **Black.** *Failure:* 26 (4d12) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.
6. **Cyan.** *Failure:* 27 (6d8) cold damage and becomes restrained until it takes an action to break the frost. *Success:* Half damage.
7. **Brown.** *Failure:* 27 (8d6) thunder damage, the target is deafened until the end of its next turn, and loses its concentration for any spells or effects it is maintaining. *Success:* Half damage.
8. **Special.** The target is struck by two rays. Roll twice, rerolling any 8.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 15):

At will: *color spray*, *mirror image*, *invisibility*, *prestidigitation*

1/day: *hypnotic pattern*, *phantasmal killer*, *major image*

BONUS ACTIONS

Hide. The dragon takes the Hide action. The dragon doesn't need to have any camouflaging terrain to become hidden this way.

REACTIONS

Spell Reflect. *Trigger:* A spell attack misses the dragon, or it succeeds on a saving throw against a spell. *Response:* The dragon chooses another creature (including the spellcaster) it can see within 60 feet of it. The spell targets the chosen creature instead of the dragon. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

LEGENDARY ACTIONS

Legendary Action Uses: 3 (4 in Lair). Immediately after another creature's turn, the dragon can expend a use to take one of the following actions. The dragon regains all expended uses at the start of each of its turns.

Glass Planes. The dragon casts *wall of force*. The spell doesn't require the dragon's concentration and only affects the dragon or its ability if it wants to be affected. Further, the spell can only create up to four 10-foot by 10-foot panels, which don't have to be contiguous with each other. The panels last until the start of the dragon's next turn. The dragon can't take this action again until the start of its next turn.

Mirroring Trick. The dragon creates one more duplicate for its mirror image spell (up to a maximum of 3 simultaneously).

Pounce. The dragon can move up to half its speed, and it makes one Rend attack.

GLASS DRAGON — STRONGER

Armor Class 18

Initiative +7 (17)

Hit Points 218 (19d12 + 95)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	13 (+1)	21 (+5)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Dex +7, Wis +8, Cha +11

Skills Deception +11, Persuasion +11, Perception +15, Stealth +13

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances radiant, fire, poison

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

Languages Draconic plus two others languages

CR 17 (XP 18,000 or 20,000 in lair, PB +6)



Blinding Reflection. *Wisdom Saving Throw:* DC 19, each creature in a 15-foot emanation originating from the dragon when it takes radiant damage. *Failure:* The target becomes blinded until the end of their next turn.

Bloodied - Shattered. When the dragon becomes bloodied, the ground in a 30-foot emanation becomes area becomes difficult terrain, and when a creature other than the dragon moves into or within the area, it takes 2d4 piercing damage for every 5 feet it travels.

Shattering Resistance (3/Day or 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it loses its concentration and any remaining duplicates from the *mirror image* spell.

Magical Resistance. The dragon has advantage on saving throws against spells and other magical effects.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *color spray* or *mirror image*.

Rend. *Melee Weapon Attack:* +13, reach 15 ft. *Hit:* 17 (3d6 + 7) slashing damage.

Prismatic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 17, each creature in a 60-foot cone. Each target rolls a d8 to determine the effect.

1. **Red.** *Failure:* 55 (10d10) fire damage. *Success:* Half damage.
2. **Green.** *Failure:* The target becomes poisoned for 1 minute. While poisoned that way, the target takes 10 (3d6) poison damage at the start of each of its turns. It can repeat the save at the end of its turn to end the effect. *Success:* 10 (3d6) poison damage.
3. **Yellow.** *Failure:* 45 (10d8) radiant damage, and the target is blinded until the end of its next turn. *Success:* Half damage.
4. **Grey.** *Failure:* 35 (14d4) force damage, and the target is teleported to a random space within 150 feet (including vertical). *Success:* Half damage.
5. **Black.** *Failure:* 45 (7d12) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.
6. **Cyan.** *Failure:* 45 (10d8) cold damage and becomes restrained until it takes an action to break the frost. *Success:* Half damage.
7. **Brown.** *Failure:* 45 (13d6) thunder damage, the target is deafened until the end of its next turn, and loses its concentration for any spells or effects it is maintaining. *Success:* Half damage.
8. **Special.** The target is struck by two rays. Roll twice, rerolling any 8.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 19):

At will: *color spray*, *mirror image*, *invisibility*, *prestidigitation*

3/day: *hypnotic pattern*, *phantasmal killer*, *major image* (level 5), *mislead*

BONUS ACTIONS

Hide. The dragon takes the Hide action. The dragon doesn't need to have any camouflaging terrain to become hidden this way.

REACTIONS

Spell Reflect. *Trigger:* A spell attack misses the dragon, or it succeeds on a saving throw against a spell. *Response:* The dragon chooses another creature (including the spellcaster) it can see within 60 feet of it. The spell targets the chosen creature instead of the dragon. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.

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Pounce. The dragon can move up to half its speed, and it makes one Rend attack.