

GLASS DRAGON WYRMLING

Small • Dragon • Neutral

Armor Class 15

Initiative +1 (11)

Hit Points 36 (8d6 + 8)

Speed 30 ft., fly 60 ft.

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

Skills Perception +4, Stealth +3

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances radiant, fire, poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic plus one other language

CR 2 (XP 450; PB +2)



Blinding Reflection. *Wisdom Saving Throw:* DC 11, 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 1d4 piercing damage for every 5 feet it travels.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 7 (2d4 + 2) slashing damage.

Prismatic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 11, each creature in a 30-foot cone. Each target rolls a d4 to determine the effect.

- Green.** *Failure:* The target becomes poisoned for 1 minute. While poisoned that way, the target takes 3 (1d6) 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:* 7 (2d6) poison damage.
- Grey.** *Failure:* 10 (4d4) force damage, and the target is teleported to a random space within 60 feet (including vertical). *Success:* Half damage.
- Black.** *Failure:* 13 (2d12) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.
- Cyan.** *Failure:* 13 (3d8) cold damage and becomes restrained until it takes an action to break the frost. *Success:* Half damage.

GLASS DRAGON WYRMLING — WEAKER

Armor Class 14

Initiative +0 (10)

Hit Points 10 (3d6)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	10 (+0)	11 (+0)	10 (+0)	11 (+0)	12 (+1)

Skills Perception +2, Stealth +2

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances radiant, fire, poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic plus one other language

CR 1/4 (XP 50; PB +2)



Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *prestidigitation*

1/day: *color spray*, *mirror image*, *invisibility*

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 (2/Day). *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 30 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.

Blinding Reflection. *Wisdom Saving Throw:* DC 11, 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 1d4 piercing damage for every 5 feet it travels.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +4, reach 5 ft. *Hit:* 3 (1d4 + 1) slashing damage.

Prismatic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 10, each creature in a 30-foot cone. Each target rolls a d4 to determine the effect.

1. **Green.** *Failure:* The target becomes poisoned for 1 minute. While poisoned that way, the target takes 2 (1d4) 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:* 3 (1d6) poison damage.
2. **Grey.** *Failure:* 5 (2d4) force damage, and the target is teleported to a random space within 60 feet (including vertical). *Success:* Half damage.
3. **Black.** *Failure:* 6 (1d12) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.
4. **Cyan.** *Failure:* 4 (1d8) cold damage and becomes restrained until it takes an action to break the frost. *Success:* Half damage.

GLASS DRAGON WYRMLING — STRONGER

Armor Class 16

Initiative +1 (11)

Hit Points 71 (13d6 + 26)

Speed 30 ft., fly 60 ft.

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

Skills Perception +7, Stealth +7

Damage Vulnerabilities bludgeoning, thunder

Damage Resistances radiant, fire, poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Draconic plus one other language

CR 5 (XP 1,800; PB +3)

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 11):

At will: *prestidigitation*

1/day: *color spray, mirror image, invisibility*

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 (1/Day). *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 30 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.



Blinding Reflection. *Wisdom Saving Throw:* DC 11, 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 1d4 piercing damage for every 5 feet it travels.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 16 (3d8 + 3) slashing damage.

Prismatic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 11, each creature in a 30-foot cone. Each target rolls a d4 to determine the effect.

1. **Green.** *Failure:* The target becomes poisoned for 1 minute. While poisoned that way, the target takes 7 (2d6) 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.
2. **Grey.** *Failure:* 15 (6d4) force damage, and the target is teleported to a random space within 60 feet (including vertical). *Success:* Half damage.
3. **Black.** *Failure:* 19 (3d12) necrotic damage, and the target can't regain hit points until the end of its next turn. *Success:* Half damage.
4. **Cyan.** *Failure:* 18 (4d8) cold damage and becomes restrained until it takes an action to break the frost. *Success:* Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 13):

At will: *prestidigitation*

2/day: *color spray, mirror image, invisibility*

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 (3/Day). *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.