

# MUD DRAGON

Huge • Dragon • Neutral

**Armor Class** 17

**Initiative** +5 (15)

**Hit Points** 231 (22d12 + 88)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	19 (+4)	12 (+1)	14 (+2)	13 (+1)

**Saving Throws** Str +11, Con +9

**Skills** Perception +7, Stealth +5

**Damage Resistances** cold, fire, lightning

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

**Languages** Common, Draconic, Primordial (Terran)

**CR** 13 (XP 10,000; PB +5)



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

**Bloodied - Animated Mud.** When the dragon becomes bloodied, it creates four **mud mephits** in random spaces within 5 feet of it, acting as its allies. The mephits turn back to mud when the dragon dies or after 10 minutes.

**Hold Breath.** The dragon can hold its breath for 1 hour.

**Mire.** The dragon magically turns soil and earth. The ground in a 30-foot emanation originating from the dragon counts as difficult terrain for creatures other than the dragon. Terrain returns to its normal state when the dragon leaves. **Strength Saving Throw:** DC 17, any creature that starts its turn inside the area. **Failure:** The target speed is reduced to 0 until it takes an action to free itself. When the terrain returns to its normal state, any creature stuck in the mud becomes restrained by it until it takes an action to make a DC 17 Strength check, freeing itself on a success.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks.

## MUD DRAGON — WEAKER

**Armor Class** 16

**Initiative** +4 (14)

**Hit Points** 161 (17d12 + 51)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	17 (+3)	11 (+0)	12 (+1)	11 (+0)

**Saving Throws** Str +11, Con +9

**Skills** Perception +5, Stealth +4

**Damage Resistances** cold, fire, lightning

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

**Languages** Common, Draconic, Primordial (Terran)

**CR** 10 (XP 5,900; PB +4)



**Rend. Melee Weapon Attack:** +11, reach 10 ft. **Hit:** 24 (4d8 + 6) slashing damage.

**Mud Breath (Recharge 5-6).** **Dexterity Saving Throw:** DC 17, each creature in a 60-foot-long, 5-foot-wide Line. **Failure:** 45 (7d12) bludgeoning damage, and the target is restrained until the end of its next turn. While restrained that way, the target has disadvantage on Strength saving throws and can only take an action or bonus action on its turn, not both. **Success:** Half damage.

## REACTIONS

**Mud Block. Trigger:** The dragon is hit by a melee attack roll from a creature it can see. **Response - Strength Saving Throw:** DC 18, the attacker. **Failure:** The attacker is disarmed and needs an action to retrieve its weapon. **Failure or Success:** The dragon adds 5 to its AC against that attack, possibly causing it to miss.

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

**Bloodied - Animated Mud.** When the dragon becomes bloodied, it creates three **mud mephits** in random spaces within 5 feet of it, acting as its allies. The mephits turn back to mud when the dragon dies or after 10 minutes.

**Hold Breath.** The dragon can hold its breath for 1 hour.

**Mire.** The dragon magically turns soil and earth. The ground in a 20-foot emanation originating from the dragon counts as difficult terrain for creatures other than the dragon. Terrain returns to its normal state when the dragon leaves. **Strength Saving Throw:** DC 15, any creature that starts its turn inside the area. **Failure:** The target speed is reduced to 0 until it takes an action to free itself. When the terrain returns to its normal state, any creature stuck in the mud becomes restrained by it until it takes an action to make a DC 15 Strength check, freeing itself on a success.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks.

## MUD DRAGON — STRONGER

**Armor Class** 16

**Hit Points** 276 (24d12 + 120)

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

**Initiative** +5 (15)

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	21 (+5)	14 (+2)	16 (+3)	14 (+2)

**Saving Throws** Str +11, Con +9

**Skills** Perception +8, Stealth +5

**Damage Resistances** cold, fire, lightning

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

**Languages** Common, Draconic, Primordial (Terran)

**CR** 16 (XP 15,000; PB +5)



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

**Bloodied - Animated Mud.** When the dragon becomes bloodied, it creates six **mud mephits** in random spaces within 5 feet of it, acting as its allies. The mephits turn back to mud when the dragon dies or after 10 minutes.

**Hold Breath.** The dragon can hold its breath for 1 hour.

**Mire.** The dragon magically turns soil and earth. The ground in a 30-foot emanation originating from the dragon counts as difficult terrain for creatures other than the dragon. Terrain returns to its normal state when the dragon leaves. **Strength Saving Throw:** DC 18, any creature that starts its turn inside the area. **Failure:** The target speed is reduced to 0 until it takes an action to free itself. When the terrain returns to its normal state, any creature stuck in the mud becomes restrained by it until it takes an action to make a DC 18 Strength check, freeing itself on a success.

## ACTIONS

**Multiattack.** The dragon makes three Rend attacks.

**Rend.** *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 18 (3d8 + 5) slashing damage.

**Mud Breath (Recharge 5-6).** *Dexterity Saving Throw:* DC 15, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 39 (6d12) bludgeoning damage, and the target is restrained until the end of its next turn. While restrained that way, the target has disadvantage on Strength saving throws and can only take an action or bonus action on its turn, not both. *Success:* Half damage.

## REACTIONS

**Mud Block.** *Trigger:* The dragon is hit by a melee attack roll from a creature it can see. *Response - Strength Saving Throw:* DC 15, the attacker. *Failure:* The attacker is disarmed and needs an action to retrieve its weapon. *Failure or Success:* The dragon adds 5 to its AC against that attack, possibly causing it to miss.

**Rend.** *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 29 (4d10 + 7) slashing damage.

**Mud Breath (Recharge 5-6).** *Dexterity Saving Throw:* DC 18, each creature in a 60-foot-long, 5-foot-wide Line. *Failure:* 51 (8d12) bludgeoning damage, and the target is restrained until the end of its next turn. While restrained that way, the target has disadvantage on Strength saving throws and can only take an action or bonus action on its turn, not both. *Success:* Half damage.

## REACTIONS

**Mud Block.** *Trigger:* The dragon is hit by a melee attack roll from a creature it can see. *Response - Strength Saving Throw:* DC 18, the attacker. *Failure:* The attacker is disarmed and needs an action to retrieve its weapon. *Failure or Success:* The dragon adds 5 to its AC against that attack, possibly causing it to miss.