

PLASMA DRAGON

Gargantuan • Dragon • Chaotic

Armor Class 22

Initiative +15 (25)

Hit Points 449 (29d20 + 145)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	25 (+7)	20 (+5)	15 (+2)	14 (+2)	23 (+6)

Skills Perception +10

Damage Resistances acid, cold, fire, lightning, poison

Senses truesight 60 ft., passive Perception 20

Languages Common, Draconic

CR 25 (XP 75,000 or 90,000 in lair, PB +8)



Bloodied - Unstable. When the dragon starts its turn while bloodied, roll a d8 to determine the effect:

1. **Overload.** *Constitution Saving Throw:* DC 21, each creature in a 30-foot emanation originating from the dragon that can see it. *Failure:* The target is blinded until the end of their next turn.
2. **Arc.** *Dexterity Saving Throw:* DC 21, up to three randomly determined creatures within 60 feet of the dragon. *Failure:* 11 (2d10) lightning damage. *Success:* Half damage.
3. **Disrupted.** The dragon loses its concentration.
4. **Sparked.** The dragon moves 50 feet in a random direction without provoking opportunity attacks.
5. **Magnetic Pulse.** Each Medium or smaller metallic object that isn't being worn or carried in a 90-foot emanation originating from the dragon is pulled up to 60 feet towards the dragon. *Strength Saving Throw:* DC 21, each creature made out of metal or wearing metallic armor in the same area. *Failure:* The target is pulled 30 feet toward the dragon.
6. **Twitthy.** The next attack roll the dragon makes this turn has disadvantage.
7. **Fission Split.** The dragon splits into two versions of itself until the end of its next turn. Both versions act on the same initiative, count as individual creatures, and move independently, but whenever the dragon uses any kind of action, it chooses which version does the action. The dragon chooses version dissipates at the end of the effect.
8. **Backlash.** The dragon's attack rolls against the dragon have advantage until the end of its next turn. Whenever an attacker within 60 feet deals damage to the dragon, the attacker takes 7 (2d6) force damage.

Blinding Brilliance. The dragon emits bright light in a 60-foot radius and dim light for an additional 60 feet.

Lightning Movement. When the dragon moves, it can expend 1 charge from its Accumulate to gain 10 feet of extra speed. When it does so, its movement doesn't provoke opportunity attacks, and it can move through a space as narrow as 1 inch without expending extra movement to do so. It can't end its turn inside a space that isn't large enough for its size.

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

Plasma Resistance (4/Day, 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it loses its damage resistance to one random damage type until it finishes a long rest.

ACTIONS

Multiattack. The dragon makes three Rend attacks. The dragon can expend 2 charges from its Accumulate to make a fourth Rend attack.

Rend. *Melee Weapon Attack:* +16, reach 15 ft. *Hit:* 15 (2d6 + 8) slashing damage plus 9 (2d8) force damage.

Plasma Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 21, each creature in a 120-foot-long, 10-foot-wide line (area increases by a length of 20 feet and the width by 5 feet for each charge the dragon spends from its Accumulate). *Failure:* 40 (9d8) force damage plus 40 (9d8) radiant damage. *Success:* Half damage.

BONUS ACTIONS

Accumulate. The dragon visibly gathers energy and gains 2 charges, up to a maximum of 10. The charges last for 1 minute or until the dragon's concentration ends (as if concentrating on a spell). Any unexpended charges that are lost deal 6 (1d12) force damage to the dragon.

REACTIONS

Energy Absorption. *Trigger:* The dragon successfully saves against a spell or magical effect. *Response:* After the effect is resolved, the dragon gains 13 (3d8) temporary hit points and 1 charge for its Accumulate.

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 spent legendary actions at the start of her turn.

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

Unleash. *Constitution Saving Throw:* DC 21, each creature in a 30-foot emanation originating from the dragon. *Failure:* 6 (1d12) force damage plus an additional d12 damage for each charge the dragon expends from its Accumulate. *Success:* Half damage.

Wind Up. The dragon gains one 1 charge for its Accumulate.

PLASMA DRAGON — WEAKER

Armor Class 20

Initiative +13 (23)

Hit Points 348 (24d20 + 96)

Speed 50 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	23 (+6)	18 (+4)	13 (+1)	14 (+2)	21 (+5)

Skills Perception +9

Damage Resistances acid, cold, fire, lightning, poison

Senses truesight 60 ft., passive Perception 19

Languages Common, Draconic

CR 22 (XP 41,000 or 50,000 in lair, PB +7)



Bloodied - Unstable. When the dragon starts its turn while bloodied, roll a d8 to determine the effect:

1. **Overload.** *Constitution Saving Throw:* DC 19, each creature in a 30-foot emanation originating from the dragon that can see it. *Failure:* The target is blinded until the end of their next turn.
2. **Arc.** *Dexterity Saving Throw:* DC 19, up to three randomly determined creatures within 60 feet of the dragon. *Failure:* 5 (1d10) lightning damage. *Success:* Half damage.
3. **Disrupted.** The dragon loses its concentration.
4. **Sparked.** The dragon moves 50 feet in a random direction without provoking opportunity attacks.
5. **Magnetic Pulse.** Each Medium or smaller metallic object that isn't being worn or carried in a 60-foot emanation originating from the dragon is pulled up to 30 feet towards the dragon. *Strength Saving Throw:* DC 19, each creature made out of metal or wearing metallic armor in the same area. *Failure:* The target is pulled 30 feet toward the dragon.
6. **Twitchy.** The next attack roll the dragon makes this turn has disadvantage.
7. **Fission Split.** The dragon splits into two versions of itself until the end of its next turn. Both versions act on the same initiative, count as individual creatures, and move independently, but whenever the dragon uses any kind of action, it chooses which version does the action. The dragon chooses version dissipates at the end of the effect.
8. **Backlash.** The dragon's attack rolls against the dragon have advantage until the end of its next turn. Whenever an attacker within 60 feet deals damage to the dragon, the attacker takes 4 (1d8) force damage.

Blinding Brilliance. The dragon emits bright light in a 60-foot radius and dim light for an additional 60 feet.

Lightning Movement. When the dragon moves, it can expend 1 charge from its Accumulate to gain 10 feet of extra speed. When it does so, its movement doesn't provoke opportunity attacks, and it can move through a space as narrow as 1 inch without expending extra movement to do so. It can't end its turn inside a space that isn't large enough for its size.

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

Plasma Resistance (3/Day, 4/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it loses its damage resistance to one random damage type until it finishes a long rest.

ACTIONS

Multiattack. The dragon makes three Rend attacks. The dragon can expend 2 charges from its Accumulate to make a fourth Rend attack.

Rend. *Melee Weapon Attack:* +14, reach 15 ft. *Hit:* 11 (1d8 + 7) slashing damage plus 7 (2d6) force damage.

Plasma Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 19, each creature in a 120-foot-long, 10-foot-wide line (area increases by a length of 20 feet and the width by 5 feet for each charge the dragon spends from its Accumulate). *Failure:* 31 (7d8) force damage plus 31 (7d8) radiant damage. *Success:* Half damage.

BONUS ACTIONS

Accumulate. The dragon visibly gathers energy and gains 2 charges, up to a maximum of 10. The charges last for 1 minute or until the dragon's concentration ends (as if concentrating on a spell). Any unexpended charges that are lost deal 6 (1d12) force damage to the dragon.

REACTIONS

Energy Absorption. *Trigger:* The dragon successfully saves against a spell or magical effect. *Response:* After the effect is resolved, the dragon gains 9 (2d8) temporary hit points and 1 charge for its Accumulate.

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 spent legendary actions at the start of her turn.

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

Unleash. *Constitution Saving Throw:* DC 19, each creature in a 20-foot emanation originating from the dragon. *Failure:* 5 (1d10) force damage plus an additional d10 damage for each charge the dragon expends from its Accumulate. *Success:* Half damage.

Wind Up. The dragon gains one 1 charge for its Accumulate.

PLASMA DRAGON — STRONGER

Armor Class 24

Hit Points 544 (33d20 + 198)

Speed 50 ft., fly 120 ft.

Initiative +16 (26)

STR	DEX	CON	INT	WIS	CHA
29 (+9)	27 (+8)	22 (+6)	17 (+3)	16 (+3)	25 (+7)

Skills Perception +11

Damage Resistances acid, cold, fire, lightning, poison

Senses truesight 60 ft., passive Perception 21

Languages Common, Draconic

CR 28 (XP 120,000 or 135,000 in lair, PB +8)



Bloodied - Unstable. When the dragon starts its turn while bloodied, roll a d8 to determine the effect:

1. **Overload.** *Constitution Saving Throw:* DC 22, each creature in a 30-foot emanation originating from the dragon that can see it. *Failure:* The target is blinded until the end of their next turn.
2. **Arc.** *Dexterity Saving Throw:* DC 22, up to three randomly determined creatures within 60 feet of the dragon. *Failure:* 16 (3d10) lightning damage. *Success:* Half damage.
3. **Disrupted.** The dragon loses its concentration.
4. **Sparked.** The dragon moves 50 feet in a random direction without provoking opportunity attacks.
5. **Magnetic Pulse.** Each Medium or smaller metallic object that isn't being worn or carried in a 120-foot emanation originating from the dragon is pulled up to 60 feet towards the dragon. *Strength Saving Throw:* DC 22, each creature made out of metal or wearing metallic armor in the same area. *Failure:* The target is pulled 30 feet toward the dragon.
6. **Twitchy.** The next attack roll the dragon makes this turn has disadvantage.
7. **Fission Split.** The dragon splits into two versions of itself until the end of its next turn. Both versions act on the same initiative, count as individual creatures, and move independently, but whenever the dragon uses any kind of action, it chooses which version does the action. The dragon chooses version dissipates at the end of the effect.
8. **Backlash.** The dragon's attack rolls against the dragon have advantage until the end of its next turn. Whenever an attacker within 60 feet deals damage to the dragon, the attacker takes 10 (3d6) force damage.

Blinding Brilliance. The dragon emits bright light in a 60-foot radius and dim light for an additional 60 feet.

Lightning Movement. When the dragon moves, it can expend 1 charge from its Accumulate to gain 10 feet of extra speed. When it does so, its movement doesn't provoke opportunity attacks, and it can move through a space as narrow as 1 inch without expending extra movement to do so. It can't end its turn inside a space that isn't large enough for its size.

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

Plasma Resistance (4/Day, 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, it loses its damage resistance to one random damage type until it finishes a long rest.

ACTIONS

Multiattack. The dragon makes three Rend attacks. The dragon can expend 2 charges from its Accumulate to make a fourth Rend attack.

Rend. *Melee Weapon Attack:* +17, reach 15 ft. *Hit:* 19 (3d6 + 9) slashing damage plus 11 (2d10) force damage.

Plasma Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 22, each creature in a 120-foot-long, 10-foot-wide line (area increases by a length of 20 feet and the width by 5 feet for each charge the dragon spends from its Accumulate). *Failure:* 58 (9d12) force damage plus 58 (9d12) radiant damage. *Success:* Half damage.

BONUS ACTIONS

Accumulate. The dragon visibly gathers energy and gains 2 charges, up to a maximum of 15. The charges last for 1 minute or until the dragon's concentration ends (as if concentrating on a spell). Any unexpended charges that are lost deal 6 (1d12) force damage to the dragon.

REACTIONS

Energy Absorption. *Trigger:* The dragon successfully saves against a spell or magical effect. *Response:* After the effect is resolved, the dragon gains 18 (4d8) temporary hit points and 1 charge for its Accumulate.

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 spent legendary actions at the start of her turn.*

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

Unleash. *Constitution Saving Throw:* DC 22, each creature in a 30-foot emanation originating from the dragon. *Failure:* 13 (2d12) force damage plus an additional d12 damage for each charge the dragon expends from its Accumulate. *Success:* Half damage.

Wind Up. The dragon gains one 1 charge for its Accumulate.