

PLASMA DRAGON WYRMLING

Medium • Dragon • Chaotic

Armor Class 17

Initiative +3 (13)

Hit Points 71 (13d8 + 13)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	12 (+1)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Damage Resistances acid, cold, fire, lightning, poison

Senses blindsight 30 ft., passive Perception 12

Languages Common, Draconic

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



Blinding Brilliance. The dragon emits bright light in a 20-foot radius and dim light for an additional 20 feet.

Bloodied - Unstable. When the dragon starts its turn while bloodied, roll a d6 to determine the effect:

- Overload.** *Constitution Saving Throw:* DC 12, 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.
- Arc.** *Dexterity Saving Throw:* DC 12, up to three randomly determined creatures within 60 feet of the dragon. *Failure:* 7 (2d6) lightning damage. *Success:* Half damage.
- Disrupted.** The dragon loses its concentration.
- Sparked.** The dragon moves 40 feet in a random direction without provoking opportunity attacks.
- 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 12, each creature made out of metal or wearing metallic armor in the same area. *Failure:* The target is pulled 15 feet toward the dragon.
- Twitchy.** The next attack roll the dragon makes this turn has disadvantage.

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.

PLASMA DRAGON WYRMLING — WEAKER

Armor Class 16

Initiative +2 (12)

Hit Points 36 (8d8)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	10 (+0)	11 (+0)	11 (+0)

Skills Perception +2

Damage Resistances acid, cold, fire, lightning, poison

Senses blindsight 10 ft., passive Perception 12

Languages Common, Draconic

CR 2 (XP 450; PB +2)



Blinding Brilliance. The dragon emits bright light in a 20-foot radius and dim light for an additional 20 feet.

Bloodied - Unstable. When the dragon starts its turn while bloodied, roll a d6 to determine the effect:

1. **Overload.** *Constitution Saving Throw:* DC 10, 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 10, up to three randomly determined creatures within 60 feet of the dragon. *Failure:* 3 (1d6) lightning damage. *Success:* Half damage.
3. **Disrupted.** The dragon loses its concentration.
4. **Sparked.** The dragon moves 40 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 20 feet towards the dragon. *Strength Saving Throw:* DC 10, each creature made out of metal or wearing metallic armor in the same area. *Failure:* The target is pulled 10 feet toward the dragon.
6. **Twitchy.** The next attack roll the dragon makes this turn has disadvantage.

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.

PLASMA DRAGON WYRMLING — STRONGER

Armor Class 18

Initiative +4 (14)

Hit Points 110 (17d8 + 34)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	14 (+2)

Skills Perception +4

Damage Resistances acid, cold, fire, lightning, poison

Senses blindsight 30 ft., passive Perception 14

Languages Common, Draconic

CR 8 (XP 3,900; PB +3)

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

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +5, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) force damage.

Plasma Breath (Recharge 6). *Dexterity Saving Throw:* DC 10, each creature in a 30-foot-long, 5-foot-wide line (area increases by a length of 5 feet and the width by 5 feet for each charge the dragon spends from its Accumulate). *Failure:* 7 (2d6) force damage plus 7 (2d6) radiant damage. *Success:* Half damage.

BONUS ACTIONS

Accumulate. The dragon visibly gathers energy and gains 1 charge, up to a maximum of 5. 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 3 (1d6) force damage to the dragon.



Blinding Brilliance. The dragon emits bright light in a 20-foot radius and dim light for an additional 20 feet.

Bloodied - Unstable. When the dragon starts its turn while bloodied, roll a d6 to determine the effect:

1. **Overload.** *Constitution Saving Throw:* DC 13, 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 13, up to three randomly determined creatures within 60 feet of the dragon. *Failure:* 10 (3d6) lightning damage. *Success:* Half damage.
3. **Disrupted.** The dragon loses its concentration.
4. **Sparked.** The dragon moves 40 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 12, each creature made out of metal or wearing metallic armor in the same area. *Failure:* The target is pulled 20 feet toward the dragon.
6. **Twitchy.** The next attack roll the dragon makes this turn has disadvantage.

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.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +8, reach 5 ft. *Hit:* 14 (2d8 + 5) slashing damage plus 7 (2d6) force damage.

Plasma Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 13, each creature in a 30-foot-long, 5-foot-wide line (area increases by a length of 10 feet and the width by 5 feet for each charge the dragon spends from its Accumulate). *Failure:* 18 (4d8) force damage plus 18 (4d8) radiant damage. *Success:* Half damage.

BONUS ACTIONS

Accumulate. The dragon visibly gathers energy and gains 1 charge, up to a maximum of 5. 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 3 (1d6) force damage to the dragon.