

VERDANT DRAGON

Huge • Dragon • Neutral Good

Armor Class 16

Initiative +5 (15)

Hit Points 262 (21d12 + 126)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	22 (+6)	16 (+3)	15 (+2)	16 (+3)

Skills Animal Handling +7, Nature +13, Perception +12

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic

CR 16 (XP 15,000 or 18,000 in lair; PB +5)



Bloodied - More Bark, Less Flowers. While bloodied, the dragon's AC is increased to 20.

Leafy 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, the area of its Verdant Aura is reduced by 10 feet.

Regeneration. The dragon regains 10 hit points at the start of each of its turns. If the dragon takes fire or necrotic damage, this trait doesn't function on the dragon's next turn.

Speak with Plants. The dragon can communicate with Plants as if they shared a language.

Verdant Aura. The ground in a 30-foot emanation originating from the dragon is difficult terrain for creatures other than the dragon or Plants. This trait only works if the dragon is in contact with the ground, and the ground can sprout plants.

ACTIONS

Multiaction. The dragon makes three Rend attacks.

Rend. *Melee Weapon Attack:* +10, reach 10 ft. *Hit:* 16 (2d10 + 5) slashing damage.

Gaia Breath (Recharge 5-6). *Constitution Saving Throw:* DC 19, each creature in a 60-foot cone. *Failure:* The target regains 36 (8d8) hit points; for any hit points that are restored above the target's hit point maximum, its hit point maximum is reduced by an equal value. Instead of reducing the hit point maximum, Plants instead gain temporary hit points equal to the overhealed value (up to a maximum of 15). *Success:* Half the healing.

VERDANT DRAGON — WEAKER

Armor Class 15

Initiative +5 (15)

Hit Points 218 (19d12 + 95)

Speed 40 ft., burrow 30 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	20 (+5)	14 (+2)	13 (+1)	14 (+2)

Skills Animal Handling +6, Nature +12, Perception +11

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

CR 13 (XP 10,000 or 11,500 in lair; PB +5)



Bloodied - More Bark, Less Flowers. While bloodied, the dragon's AC is increased to 19.

Leafy 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, the area of its Verdant Aura is reduced by 10 feet.

Regeneration. The dragon regains 10 hit points at the start of each of its turns. If the dragon takes fire or necrotic damage, this trait doesn't function on the dragon's next turn.

Speak with Plants. The dragon can communicate with Plants as if they shared a language.

Verdant Aura. The ground in a 30-foot emanation originating from the dragon is difficult terrain for creatures other than the dragon or Plants. This trait only works if the dragon is in contact with the ground, and the ground can sprout plants.

ACTIONS

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Weapon Attack:* +9, reach 10 ft. *Hit:* 13 (2d8 + 4) slashing damage.

Gaia Breath (Recharge 5-6). *Constitution Saving Throw:* DC 18, each creature in a 60-foot cone. *Failure:* The target regains 27 (6d8) hit points; for any hit points that are restored above the target's hit point maximum, its hit point maximum is reduced by an equal value. Instead of reducing the hit point maximum, Plants instead gain temporary hit points equal to the overhealed value (up to a maximum of 10). *Success:* Half the healing.

VERDANT DRAGON — STRONGER

Armor Class 17

Hit Points 310 (23d12 + 161)

Speed 40 ft., burrow 30 ft., fly 80 ft.

Initiative +6 (16)

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	24 (+7)	18 (+4)	17 (+3)	18 (+4)

Skills Animal Handling +9, Nature +16, Perception +15

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

CR 19 (XP 22,000 or 25,000 in lair, PB +6)

Pollen Breath. The area in a 30-foot cone, spreading around corners, becomes lightly obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. Any non-Plant creature (except the dragon) that starts its turn inside the area becomes poisoned. Further, if such a creature starts its turn inside this area and the dragon's Verdant Aura, it becomes restrained (escape DC 18) by plants.

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: *purify food and water*, *locate animals or plants* (plants only)

1/day: *insect plague*, *wall of thorns*

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.

Awaken. The dragon conjures 1d6 + 1 **awakened shrubs** (with a +5 to hit on its melee attacks, dealing 1d4 damage on a hit) and the dragon can't take this action again until the start of its next turn. The summoned creatures appear in an unoccupied space within the dragon's Verdant Aura and act as an ally of the dragon. The shrubs remain for 1 minute, until they or the dragon die, or until the dragon dismisses any number of them as a bonus action.

Poison Cloud. *Constitution Saving Throw:* DC 18, each creature in a 10-foot emanation originating from the dragon. *Failure:* 5 (1d10) poison damage. *Success:* Half damage.

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



Bloodied - More Bark, Less Flowers. While bloodied, the dragon's AC is increased to 21.

Leafy 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, the area of its Verdant Aura is reduced by 10 feet.

Regeneration. The dragon regains 15 hit points at the start of each of its turns. If the dragon takes fire or necrotic damage, this trait doesn't function on the dragon's next turn.

Speak with Plants. The dragon can communicate with Plants as if they shared a language.

Verdant Aura. The ground in a 30-foot emanation originating from the dragon is difficult terrain for creatures other than the dragon or Plants. This trait only works if the dragon is in contact with the ground, and the ground can sprout plants.

ACTIONS

Multiattack. The dragon makes three Rend attacks.

Rend. *Melee Weapon Attack:* +12, reach 10 ft. *Hit:* 20 (4d6 + 6) slashing damage.

Gaia Breath (Recharge 5-6). *Constitution Saving Throw:* DC 21, each creature in a 60-foot cone. *Failure:* The target regains 45 (10d8) hit points; for any hit points that are restored above the target's hit point maximum, its hit point maximum is reduced by an equal value. Instead of reducing the hit point maximum, Plants instead gain temporary hit points equal to the overheated value (up to a maximum of 20). *Success:* Half the healing.

Pollen Breath. The area in a 30-foot cone, spreading around corners, becomes lightly obscured for 1 minute or until a strong wind (such as one created by *gust of wind*) disperses it. Any non-Plant creature (except the dragon) that starts its turn inside the area becomes poisoned. Further, if such a creature starts its turn inside this area and the dragon's Verdant Aura, it becomes restrained (escape DC 21) by plants.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 18):

At will: *purify food and water*, *locate animals or plants* (plants only)

1/day: *insect plague*, *wall of thorns*

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.

Awaken. The dragon conjures 1d6 + 3 **awakened shrubs** (with a +6 to hit on its melee attacks, dealing 1d8 damage on a hit) and the dragon can't take this action again until the start of its next turn. The summoned creatures appear in an unoccupied space within the dragon's Verdant Aura and act as an ally of the dragon. The shrubs remain for 1 minute, until they or the dragon die, or until the dragon dismisses any number of them as a bonus action.

Poison Cloud. *Constitution Saving Throw:* DC 21, each creature in a 10-foot emanation originating from the dragon. *Failure:* 16 (3d10) poison damage. *Success:* Half damage.

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