

VERDANT DRAGON WYRMLING

Medium • Dragon • Neutral Good

Armor Class 14

Initiative +2 (12)

Hit Points 39 (6d8 + 12)

Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	12 (+1)	11 (+0)	13 (+1)

Skills Animal Handling +2, Nature +5, Perception +4

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

CR 2 (XP 450; PB +2)



Bloodied - More Bark, Less Flowers. While bloodied, the dragon's AC is increased to 17.

Regeneration. The dragon regains 5 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.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. Melee Weapon Attack: +4, reach 5 ft. *Hit:* 9 (2d6 + 2) slashing damage.

Gaia Breath (Recharges after a Rest). *Constitution Saving Throw:* DC 12, each creature in a 30-foot cone. *Failure:* The target regains 9 (2d8) 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 5). *Success:* Half the healing.

Pollen Breath. The area in a 15-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.

VERDANT DRAGON WYRMLING — WEAKER

Armor Class 13

Initiative +2 (12)

Hit Points 16 (3d8 + 3)

Speed 30 ft., burrow 20 ft., fly 60 ft.

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

Skills Animal Handling +2, Nature +4, Perception +4

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

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



Bloodied - More Bark, Less Flowers. While bloodied, the dragon's AC is increased to 16.

Regeneration. The dragon regains 5 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.

ACTIONS

Rend. Melee Weapon Attack: +3, reach 5 ft. *Hit:* 4 (1d6 + 1) slashing damage.

Gaia Breath (Recharges after a Rest). *Constitution Saving Throw:* DC 11, each creature in a 30-foot cone. *Failure:* The target regains 4 (1d8) 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 5). *Success:* Half the healing.

Pollen Breath. The area in a 15-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.

VERDANT DRAGON WYRMLING — STRONGER

Armor Class 15

Initiative +3 (13)

Hit Points 82 (11d8 + 33)

Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	17 (+3)	14 (+2)	12 (+1)	15 (+2)

Skills Animal Handling +4, Nature +8, Perception +7

Damage Immunities poison

Condition Immunities poisoned

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

Languages Common, Draconic

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



Bloodied - More Bark, Less Flowers. While bloodied, the dragon's AC is increased to 18.

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.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +6, reach 5 ft. *Hit:* 17 (4d6 + 3) slashing damage.

Gaia Breath (Recharges after a Rest). *Constitution Saving Throw:* DC 14, each creature in a 30-foot cone. *Failure:* The target regains 13 (3d8) 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 5). *Success:* Half the healing.

Pollen Breath. The area in a 15-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.