

SLIME DRAGON

Huge • Dragon • Chaotic Evil

Armor Class 16

Initiative +8 (18)

Hit Points 175 (14d12 + 84)

Speed 30 ft., fly 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 21 (+5) | 16 (+3) | 23 (+6) | 9 (-1) | 13 (+1) | 11 (+0) |

Saving Throws Dex +8, Con +11

Skills Perception +6, Stealth +8

Damage Resistances cold, fire, lightning, poison; piercing, slashing

Damage Immunities acid

Condition Immunities exhaustion, deafened, grappled, poisoned, petrified

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

CR 14 (XP 11,500 or 13,000 in lair; PB +5)



Amorphous. The dragon can move through a space as narrow as 5 feet wide without squeezing.

Legendary 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, its AC is reduced 1 until it finishes a long rest.

Regeneration. The dragon regains 10 hit points at the start of its turn if it has at least 1 hit point. When the dragon is split into two halves and one dies, the other half regenerates to a full-sized slime dragon after 24 hours.

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

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. Hit: 9 (1d8 + 5) piercing damage plus 7 (2d6) acid damage.

Protoplasm Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 19, each creature in a 60-foot-long, 5-foot-wide line. *Failure:* 36 (8d8) acid damage and the target's speed is halved. The target must repeat the save at the end of its turn, ending the effect after successes or becoming petrified after three failures.

SLIME DRAGON — WEAKER

Armor Class 15

Initiative +7 (17)

Hit Points 162 (13d12 + 78)

Speed 30 ft., fly 30 ft., swim 30 ft.

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 19 (+4) | 16 (+3) | 21 (+5) | 9 (-1) | 13 (+1) | 11 (+0) |

Saving Throws Dex +7, Con +9

Skills Perception +6, Stealth +8

Damage Resistances cold, fire, lightning, poison; piercing, slashing

Damage Immunities acid

Condition Immunities exhaustion, deafened, grappled, poisoned, petrified

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

Languages Common, Draconic

CR 11 (XP 7,200 or 8,400 in lair; PB +4)



Amorphous. The dragon can move through a space as narrow as 5 feet wide without squeezing.

Legendary 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, its AC is reduced 1 until it finishes a long rest.

Regeneration. The dragon regains 10 hit points at the start of its turn if it has at least 1 hit point. When the dragon is split into two halves and one dies, the other half regenerates to a full-sized slime dragon after 24 hours.

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

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. Hit: 8 (1d8 + 4) piercing damage plus 4 (1d8) acid damage.

Protoplasm Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 17, each creature in a 60-foot-long, 5-foot-wide line. *Failure:* 27 (6d8) acid damage and the target's speed is halved. The target must repeat the save at the end of its turn, ending the effect after successes or becoming petrified after three failures.

SLIME DRAGON — STRONGER

Armor Class 18

Hit Points 216 (16d12 + 112)

Speed 30 ft., fly 30 ft., swim 30 ft.

Initiative +9 (19)

| STR | DEX | CON | INT | WIS | CHA |
|---------|---------|---------|--------|---------|---------|
| 23 (+6) | 16 (+3) | 25 (+7) | 9 (-1) | 13 (+1) | 11 (+0) |

Saving Throws Dex +9, Con +13

Skills Perception +7, Stealth +9

Damage Resistances cold, fire, lightning, poison; piercing, slashing

Damage Immunities acid

Condition Immunities exhaustion, deafened, grappled, poisoned, petrified

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic

CR 17 (XP 18,000 or 22,000 in lair; PB +6)

REACTIONS

Split. *Trigger:* The dragon while Huge-sized takes damage. *Response:* The dragon gains resistance to that damage and then splits into two Large-sized version with each half having its current hit points (rounded down). Its game statistics are the same, except its size, hit points, and its Regeneration trait, which only regenerates 5 hit points. Whenever it moves or takes an action while split, the dragon chooses which half is moving or acting.

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.*

Merge. The dragon merges, adding the current hit points of each half together and becoming Huge-sized again. To do so, the halves must be within 5 feet of each other. The dragon can't take this action again until the start of its next turn.

Rend. The dragon makes one Rend attack.

Slither. The dragon moves up to half its speed without provoking opportunity attacks. If it is split, it can move both versions at once.



Amorphous. The dragon can move through a space as narrow as 5 feet wide without squeezing.

Legendary 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, its AC is reduced 1 until it finishes a long rest.

Regeneration. The dragon regains 20 hit points at the start of its turn if it has at least 1 hit point. When the dragon is split into two halves and one dies, the other half regenerates to a full-sized slime dragon after 24 hours.

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

Unusual Nature. The dragon doesn't require air.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. Hit: 11 (1d10 + 6) piercing damage plus 10 (3d6) acid damage.

Protoplasm Breath (Recharge 5-6). *Dexterity Saving Throw:* DC 21, each creature in a 60-foot-long, 5-foot-wide line. *Failure:* 45 (10d8) acid damage and the target's speed is halved. The target must repeat the save at the end of its turn, ending the effect after successes or becoming petrified after three failures.

REACTIONS

Split. *Trigger:* The dragon while Huge-sized takes damage. *Response:* The dragon gains resistance to that damage and then splits into two Large-sized version with each half having its current hit points (rounded down). Its game statistics are the same, except its size, hit points, and its Regeneration trait, which only regenerates 10 hit points. Whenever it moves or takes an action while split, the dragon chooses which half is moving or acting.

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