

ASH DRAGON WYRMLING

Medium • Dragon • Chaotic Neutral

Armor Class 16

Initiative +2 (12)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	14 (+2)	10 (+0)	12 (+1)	11 (+0)

Skills Perception +5, Stealth +4

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic

CR 3 (XP 700; PB +2)



Ashen Rebirth. When the dragon is reduced to 0 hit points, its body disintegrates to ash and falls to the ground. At the start of its next turn, *Constitution Saving Throw*: DC 10, the dragon.

Failure: The dragon dies. *Success:* The dragon revives and gains 10 hit points. Additionally, the DC cumulatively increases by 3 until the dragon finishes a long rest.

Fire Absorption. Whenever the dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Gaseous Movement. The dragon doesn't provoke opportunity attacks and 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.

ASH DRAGON WYRMLING — WEAKER

Armor Class 14

Initiative +1 (11)

Hit Points 16 (3d8 + 3)

Speed 30 ft., fly 60 ft.

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

Skills Perception +2, Stealth +3

Damage Immunities fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic

CR 1/2 (XP 100; PB +2)



Ashen Rebirth. When the dragon is reduced to 0 hit points, its body disintegrates to ash and falls to the ground. At the start of its next turn, *Constitution Saving Throw*: DC 10, the dragon.

Failure: The dragon dies. *Success:* The dragon revives and gains 5 hit points. Additionally, the DC cumulatively increases by 3 until the dragon finishes a long rest.

Fire Absorption. Whenever the dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Gaseous Movement. The dragon doesn't provoke opportunity attacks and 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.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 6 (1d6 + 3) slashing damage plus 5 (2d4) fire damage.

Ash Breath (Recharge 5-6). The dragon exhales a cloud of scalding ash in a 15-foot cone. The area becomes heavily obscured for 1 minute or until a strong wind (such as one created by a *gust of wind* spell) disperses it. When a creature starts its turn inside the area, it takes 5 (2d4) fire damage. If that creature breathes, it also becomes poisoned until the end of its turn.

ACTIONS

Rend. Melee Weapon Attack: +5, reach 5 ft. *Hit:* 5 (1d6 + 2) slashing damage plus 2 (1d4) fire damage.

Ash Breath (Recharge 6). The dragon exhales a cloud of scalding ash in a 15-foot cone. The area becomes heavily obscured for 1 minute or until a strong wind (such as one created by a *gust of wind* spell) disperses it. When a creature starts its turn inside the area, it takes 2 (1d4) fire damage. If that creature breathes, it also becomes poisoned until the end of its turn.

ASH DRAGON WYRMLING — STRONGER

Armor Class 17

Initiative +2 (12)

Hit Points 97 (13d8 + 39)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Con +6

Skills Perception +7, Stealth +5

Damage Immunities fire

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Common, Draconic

CR 6 (XP 2,300; PB +3)



Ashen Rebirth. When the dragon is reduced to 0 hit points, its body disintegrates to ash and falls to the ground. At the start of its next turn, *Constitution Saving Throw*: DC 10, the dragon.

Failure: The dragon dies. *Success:* The dragon revives and gains 15 hit points. Additionally, the DC cumulatively increases by 3 until the dragon finishes a long rest.

Fire Absorption. Whenever the dragon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Gaseous Movement. The dragon doesn't provoke opportunity attacks and 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.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. Melee Weapon Attack: +7, reach 5 ft. *Hit:* 8 (1d8 + 4) slashing damage plus 10 (3d6) fire damage.

Ash Breath (Recharge 5-6). The dragon exhales a cloud of scalding ash in a 30-foot cone. The area becomes heavily obscured for 1 minute or until a strong wind (such as one created by a *gust of wind* spell) disperses it. When a creature starts its turn inside the area, it takes 7 (3d4) fire damage. If that creature breathes, it also becomes poisoned until the end of its turn.