

DREAM DRAGON WYRMLING

Medium • Dragon • Chaotic Good

Armor Class 16

Initiative +0 (10)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft. (hover)

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

Saving Throws Wis +4, Cha +4

Skills Perception +4, Stealth +2

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 14

Languages Common, Draconic

CR 2 (XP 450, PB +2)



Otherworldly Perception. The dragon can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Sleep Magic Immunity. Magic can't put the dragon to sleep against its will.

Dream Walker. By spending 1 minute of time, the dragon can enter the dreams of a creature within 10 feet of it that is unconscious; the dragon then disappears into the body of the target. The dragon can't be targeted by any attack, spell, or other effect, but it leaves the body once the target wakes up. While inside the target, the dragon can shape the dream's environment, creating landscapes, objects, and other images. This way, the dragon can provide the target with restful sleep, and the target regains all expended hit dice upon finishing that long rest. Optionally, the dragon can turn the target's sleep into a restless one, *Wisdom Saving Throw*: DC 12. *Failure*: The target doesn't regain any hit dice after finishing its rest.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

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

Sleep Breath (Recharge 5-6). *Constitution Saving Throw*: DC 14, each creature in a 30-foot cone. *Failure*: 13 (3d8) psychic damage, and the target becomes poisoned until the end of its next turn. While poisoned, the target is unconscious. The effect ends early if the target takes damage or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell. *Success*: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components, using Charisma as spellcasting ability (spell save DC 12):

At will: *minor illusion*

2/day: *silent image*, *sleep*

REACTIONS

Illusory Teleport (1/Day). *Trigger*: The dragon takes damage. *Response*: The dragon teleports to a space it can see within 30 feet of it, becomes invisible, and leaves an illusory duplicate at the space it left. The invisibility and duplicate last for 1 minute or until the duplicate takes damage, the dragon attacks, or casts a spell.

DREAM DRAGON WYRMLING — WEAKER

Armor Class 14

Initiative +0 (10)

Hit Points 16 (3d8 + 3)

Speed 30 ft., fly 30 ft. (hover)

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

Skills Perception +3, Stealth +2

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

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



Otherworldly Perception. The dragon can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Sleep Magic Immunity. Magic can't put the dragon to sleep against its will.

Dream Walker. By spending 1 minute of time, the dragon can enter the dreams of a creature within 10 feet of it that is unconscious; the dragon then disappears into the body of the target. The dragon can't be targeted by any attack, spell, or other effect, but it leaves the body once the target wakes up. While inside the target, the dragon can shape the dream's environment, creating landscapes, objects, and other images. This way, the dragon can provide the target with restful sleep, and the target regains all expended hit dice upon finishing that long rest. Optionally, the dragon can turn the target's sleep into a restless one, *Wisdom Saving Throw*: DC 11. *Failure*: The target doesn't regain any hit dice after finishing its rest.

ACTIONS

Reed. *Melee Weapon Attack*: +4, reach 5 ft. *Hit*: 5 (1d6 + 2) slashing damage.

DREAM DRAGON WYRMLING — STRONGER

Armor Class 17

Initiative +0 (10)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 30 ft. (hover)

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

Saving Throws Wis +5, Cha +6

Skills Perception +5, Stealth +3

Damage Resistances psychic

Senses darkvision 60 ft., passive Perception 15

Languages Common, Draconic

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

Sleep Breath (1/Day). *Constitution Saving Throw*: DC 11, each creature in a 15-foot cone. *Failure*: 4 (1d8) psychic damage, and the target becomes poisoned until the end of its next turn. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell. *Success*: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components, using Charisma as spellcasting ability (spell save DC 11):

At will: *minor illusion*

REACTIONS

Illusory Teleport (1/Day). *Trigger*: The dragon takes damage. *Response*: The dragon teleports to a space it can see within 30 feet of it, becomes invisible, and leaves an illusory duplicate at the space it left. The invisibility and duplicate last for 1 minute or until the duplicate takes damage, the dragon attacks, or casts a spell.



Otherworldly Perception. The dragon can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.

Sleep Magic Immunity. Magic can't put the dragon to sleep against its will.

Dream Walker. By spending 1 minute of time, the dragon can enter the dreams of a creature within 10 feet of it that is unconscious; the dragon then disappears into the body of the target. The dragon can't be targeted by any attack, spell, or other effect, but it leaves the body once the target wakes up. While inside the target, the dragon can shape the dream's environment, creating landscapes, objects, and other images. This way, the dragon can provide the target with restful sleep, and the target regains all expended hit dice upon finishing that long rest. Optionally, the dragon can turn the target's sleep into a restless one, *Wisdom Saving Throw*: DC 14. *Failure*: The target doesn't regain any hit dice after finishing its rest.

ACTIONS

Multiattack. The dragon makes two Rend attacks.

Rend. *Melee Weapon Attack*: +7, reach 5 ft. *Hit*: 8 (1d8 + 4) slashing damage plus 7 (2d6) psychic damage

Sleep Breath (Recharge 5-6). *Constitution Saving Throw*: DC 14, each creature in a 30-foot cone. *Failure*: 18 (4d8) psychic damage, and the target becomes poisoned until the end of its next turn. While poisoned, the target is unconscious. The effect ends early if the target takes damage or someone within 5 feet of it takes an action to shake it out of slumber. Creatures that don't sleep, such as elves, or that have immunity to the exhaustion condition, automatically succeed on saves against this spell. *Success*: Half damage.

Spellcasting. The dragon casts one of the following spells, requiring no material components, using Charisma as spellcasting ability (spell save DC 14):

At will: *minor illusion*

3/day: *silent image*, *sleep*

REACTIONS

Illusory Teleport (1/Day). *Trigger*: The dragon takes damage. *Response*: The dragon teleports to a space it can see within 60 feet of it, becomes invisible, and leaves an illusory duplicate at the space it left. The invisibility and duplicate last for 1 minute or until the duplicate takes damage, the dragon attacks, or casts a spell.