

ENTROPY DRAGON

Gargantuan • Dragon • Neutral Evil

Armor Class 24

Initiative +14 (24)

Hit Points 624 (32d20 + 288)

Speed 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
28 (+9)	20 (+5)	28 (+9)	25 (+7)	23 (+6)	30 (+10)

Saving Throws Wis +15, Cha +19

Skills Arcana +16, Insight +15, Perception +24, Stealth +14

Damage Immunities force

Condition Immunities charmed, exhaustion, frightened, petrified

Senses truesight 120 ft., darkvision 1000 ft. (unimpeded by magical darkness), passive Perception 34

Languages All

CR 30 (XP 155,000; PB +9)



Event Horizon. *Strength Saving Throw:* DC 26, any creature of the dragon's choice that starts its turn in a 30-foot emanation from it. *Failure:* The target's speed is reduced to 0 until the end of its turn.

Equalizer. The dragon ignores damage resistances. Damage immunities work as normal.

Decaying Resistance (5/Day, or 6/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, its body starts to decay, and it loses 1d6 hit points at the start of each of its turns. This effect stacks for each time this trait is used to a maximum of 5d6. This effect can't reduce the dragon below 1 hit point and ends once the dragon finishes a long rest.

Immutable Form. The dragon can't shape-shift.

Magical Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Siege Monster. The dragon deals double damage to objects and structures.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *darkness* or *levitate*.

Rend. *Melee Weapon Attack:* +18, reach 15 ft. *Hit:* 18 (2d8 + 9) slashing damage plus 16 (3d10) force damage.

Entropic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 26, each creature and object in a 300-foot cone. *Failure:* 65 (10d12) force damage, and at the start of each of its turns, the target must repeat the save. *Subsequent Failure:* 19 (3d12) force damage. *Success:* Half damage or effect ends.

Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 27):

At will: *darkness, levitate, telekinesis*

2/day: *disintegrate, force cage, planeshift, reverse gravity*

REACTIONS

Reduce To Nil (3/Day). Trigger: A creature within 60 feet of the dragon succeeds on a saving throw against an effect where the success allows it to take only half damage. Response: The target instead takes no damage.

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.

Collapse Space. *Wisdom Saving Throw:* DC 27, up to four creatures within 60 feet of the dragon that it can see. *Failure:* The target is teleported to another unoccupied space within 60 feet of the dragon. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Rend. The dragon teleports up to 30 feet to an unoccupied space and makes one Rend attack.

Void Siphon. *Constitution Saving Throw:* DC 27, one creature within 60 feet that the dragon can see. *Failure:* The target gains one level of exhaustion.

ENTROPY DRAGON — WEAKER

Armor Class 22

Initiative +11 (21)

Hit Points 481 (26d20 + 208)

Speed 60 ft., fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	26 (+8)	23 (+6)	21 (+5)	28 (+9)

Saving Throws Wis +15, Cha +19

Skills Arcana +13, Insight +12, Perception +19, Stealth +11

Damage Immunities force

Condition Immunities charmed, exhaustion, frightened, petrified

Senses truesight 60 ft., darkvision 300 ft. (unimpeded by magical darkness), passive Perception 29

Languages All

CR 24 (XP 62,000 or 75,000 in lair; PB +7)



Event Horizon. *Strength Saving Throw:* DC 23, any creature of the dragon's choice that starts its turn in a 30-foot emanation from it. *Failure:* The target's speed is reduced to 0 until the end of its turn.

Equalizer. The dragon ignores damage resistances. Damage immunities work as normal.

Decaying Resistance (4/Day, or 5/Day in Lair). If the dragon fails a saving throw, it can choose to succeed instead. When it does so, its body starts to decay, and it loses 1d6 hit points at the start of each of its turns. This effect stacks for each time this trait is used to a maximum of 5d6. This effect can't reduce the dragon below 1 hit point and ends once the dragon finishes a long rest.

Immutable Form. The dragon can't shape-shift.

Magic Resistance. The dragon has advantage on saving throws against spells and other magical effects.

Siege Monster. The dragon deals double damage to objects and structures.

ACTIONS

Multiattack. The dragon makes three Rend attacks. It can replace one attack with a use of Spellcasting to cast *darkness* or *levitate*.

Rend. *Melee Weapon Attack:* +15, reach 15 ft. *Hit:* 17 (2d8 + 8) slashing damage plus 9 (2d8) force damage.

Entropic Breath (Recharge 5-6). *Constitution Saving Throw:* DC 23, each creature and object in a 150-foot cone. *Failure:* 52 (8d12) force damage, and at the start of each of its turns, the target must repeat the save. *Subsequent Failure:* 13 (2d12) force damage. *Success:* Half damage or effect ends.

ENTROPY DRAGON — STRONGER

Armor Class 1

Initiative 1

Hit Points 1

Speed 1

STR	DEX	CON	INT	WIS	CHA
1	1	1	1	1	1

Senses 1

Languages All

CR 1



Spellcasting. The dragon casts one of the following spells, requiring no material components and using Charisma as the spellcasting ability (spell save DC 25):

At will: *darkness*, *levitate*, *telekinesis*

2/day: *disintegrate*, *force cage*, *planeshift*, *reverse gravity*

REACTIONS

Reduce To Nil (3/Day). *Trigger:* A creature within 30 feet of the dragon succeeds on a saving throw against an effect where the success allows it to take only half damage. *Response:* The target instead takes no damage.

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.

Collapse Space. *Wisdom Saving Throw:* DC 25, up to four creatures within 30 feet of the dragon that it can see. *Failure:* The target is teleported to another unoccupied space within 30 feet of the dragon. *Failure or Success:* The dragon can't take this action again until the start of its next turn.

Rend. The dragon teleports up to 30 feet to an unoccupied space and makes one Rend attack.

Void Siphon. *Constitution Saving Throw:* DC 25, one creature within 60 feet that the dragon can see. *Failure:* The target gains one level of exhaustion.

