

ELEMENTAL DRAGONS

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MONSTERS
OF REND WORLD



SLAG

Huge corrosive dragon

Armor Class 18 (Natural Armor)

Hit Points 225 (18d12 + 108)

Speed 40 ft., fly 80 ft.

STR +6 (23)

DEX +2 (14)

CON +6 (22)

INT +3 (16)

WIS +1 (13)

CHA +5 (21)

Saving Throws Dex +8, Con +12, Wis +7, Cha +11

Skills Deception +11, Perception +13, Persuasion +11

Damage Resistances Acid

Damage Immunities Fire

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 23

Languages Common, Draconic

Challenge 17 (18,000 XP)

Proficiency Bonus +6

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Heated Body. A creature that touches the dragon or hits it with a melee attack while within 5 feet takes 7 (2d6) fire damage.

Corrosive Aura. At the start of the dragon's turn, nonmagical metal objects within 10 feet of the dragon corrode. Weapons take a cumulative -1 penalty to attack and damage rolls (to a maximum penalty of -5), and armor takes a cumulative -1 penalty to AC (to a minimum AC of 10). Objects are destroyed if their penalty reaches -5 or AC drops to 10.

Chemical Reactions. The dragon can ignite flammable gases and liquids within 120 feet as a bonus action.

Violent Vaporization. When Slag is hit by a spell or effect that deals cold damage or conjures water, the rapid temperature differential causes explosive steam. Each creature within 20 feet must make a DC 20 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much on a successful one.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite and two melee attacks.

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) fire damage.

Claw. *Melee Weapon Attack:* +12 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 20 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon's choice within 120 feet must make a DC 19 Wisdom saving throw or become frightened for 1 minute.

Combustion Breath (Recharge 5–6).

The dragon exhales superheated gas and corrosive vapors in a 60-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 56 (16d6) fire damage on a failed save, or half as much on a successful one.

- ▶ **Lingering Fumes:** After the breath resolves, the area becomes heavily obscured by toxic, flammable gas for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Creatures that start their turn in the gas take 7 (2d6) poison damage.
- ▶ **Ignition:** If any fire damage is dealt within the gas cloud by a source other than Slag (including spells, torches, or other creatures' abilities), the gas ignites explosively. Each creature in the area must make a DC 20 Dexterity saving throw, taking 14 (4d6) fire damage on a failed save, or half as much on a successful one. Once ignited, the gas is consumed and the area is no longer obscured.

Accelerate Decay (1/Day). The dragon targets up to three creatures within 60 feet. Each target must make a DC 20 Constitution saving throw. On a failed save, non-magic,

organic materials on the creature (leather armor, wooden weapons, clothing, etc.) rapidly decay and become brittle. Affected armor has its AC bonus halved (round down, minimum 1). Affected weapons deal half damage. This effect lasts until the items are repaired during a long rest with appropriate materials.

LEGENDARY ACTIONS

Slag can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Slag regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Claw Attack. The dragon makes a claw attack.

Toxic Cloud (Costs 2 Actions). The dragon breathes a 20-foot radius cloud of poisonous gas at a point within 60 feet. The cloud lasts until the start of the dragon's next turn. Creatures that start their turn in the cloud take 10 (3d6) poison damage.

A rush of haze, green and sulfuric, fills the air. Your lungs burn and your eyes water. The taste of copper fills your mouth, throat raw. Your leather cracks. Your blade begins to pit. It's leather wrappings crack. Its corroding before your eyes.

Slag rises from the caldera. Shimmering heat given mass. Bronze and copper scales. Veins of orange pulsing beneath. Wings the color of verdigris, green with corruption.

It doesn't roar, but emits an eager snort.

It looks at you the way a furnace looks at fuel.

SHEAR

Large tidal dragon

Armor Class 17 (Natural Armor)

Hit Points 178 (17d12 + 68)

Speed 40 ft., fly 80 ft., swim 80 ft.

STR +4 (19)

DEX +4 (18)

CON +4 (19)

INT +3 (17)

WIS +2 (15)

CHA +4 (18)

Saving Throws Dex +9, Con +9, Wis +7, Cha +9

Skills Insight +7, Perception +12, Stealth +9

Damage Resistances Bludgeoning

Damage Vulnerabilities Lightning

Damage Immunities Cold

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 22

Languages Common, Draconic, Aquan

Challenge 14 (11,500 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Amphibious. The dragon can breathe air and water.

Phase Shift Mastery. The dragon can instantly change the temperature and state of water within 120 feet. As a bonus action, it can freeze standing water into ice or boil it into steam.

Pressure Control. The dragon can manipulate water pressure within 60 feet. Swimming creatures take double damage from the dragon's attacks due to pressure changes.

Conductive Body. When Shear takes lightning damage, the charge conducts through the water comprising its form. Each creature within 15 feet, or within 30 feet if standing in water, must make a DC 17 Constitution saving throw. On a failed save, the creature takes half the lightning damage dealt to Shear. On a successful save, the creature takes no damage.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite and two melee attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 4 (1d8) cold damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 13 (2d8 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon's choice within 120 feet must make a DC 17 Wisdom saving throw or become frightened for 1 minute.

Thermal Shock Breath (Recharge 5-6).

The dragon exhales a blast of freezing ice and scalding steam in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 27 (5d10) cold damage and 27 (5d10) fire damage on a failed save, or half as much on a successful one. The attack hits as ice shards and superheated vapor simultaneously, and the rapid temperature change causes exposed nonmagical metal to crack and warp, imposing a permanent –1 penalty to AC for metal armor and a permanent –1 penalty to attack and damage rolls for metal weapons.

Dehydrate (1/Day). The dragon targets one creature within 60 feet. The target must make a DC 17 Constitution saving throw. On a failed save, the creature takes 36 (8d8) necrotic damage as water is drained from its body, and its maximum hit points are reduced by the damage taken. On a successful save, the creature takes half damage and its hit points aren't reduced. The reduction lasts until the target finishes a long rest.

LEGENDARY ACTIONS

Shear can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Shear regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Claw Attack. The dragon makes a claw attack.

Water Manipulation (Costs 2 Actions). The dragon creates one of the following effects in a 30-foot radius within 120 feet: freezes all water in the area (difficult terrain), creates a geyser (creatures make DC 17 Dex save or take 14 (4d6) bludgeoning damage and be knocked prone), or creates obscuring steam (heavily obscured until end of next turn).

Near the bar, an old salt, not quite lost in his cups, tells a story. It's hard not to listen. "Nay lad. Tis not just a fog bank near the icy Isle Brine. Tis more. Tis a beast ye not want go near."

"Nay, don't be paying ol' Cob no mind," the barkeep interrupts. "He thinks e'rething's a monster."

"Aye, tis true!" the old man rebuts, his corn cob pipe bouncing between teeth. "Never you seen fog swirl and go agan' the wind like it do at The Shear. The temperature drops thirty degrees in a single breath. Yer hull freezes on one side. Blisters on the other."

The barkeep huffs. The old man puffs. They agree to disagree. It doesn't seem to be the first time.

FISSURE

Huge geological dragon

Armor Class 19 (Natural Armor)

Hit Points 207 (18d12 + 90)

Speed 20 ft., burrow 30 ft.

STR **+6** (23) DEX **+1** (12) CON **+5** (21)

INT **+4** (18) WIS **+3** (17) CHA **+3** (16)

Saving Throws Str +11, Con +10, Int +9, Wis +8

Skills Arcana +9, Investigation +9, Nature +9, Perception +13

Damage Resistances Bludgeoning, Piercing, and Slashing from nonmagical attacks

Damage Vulnerability Thunder

Senses Blindsight 60 ft., Darkvision 120 ft., Tremorsense 120 ft., Passive Perception 23

Languages Common, Draconic, Terran

Challenge 16 (15,000 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Seismic Sense. The dragon knows the exact location of all creatures in contact with the ground within 120 feet, even through solid stone barriers up to 10 feet thick.

Crystal Growth. The dragon can rapidly grow crystal formations. As a bonus action, it can create a 5-foot cube of crystal within 60 feet that provides half cover and has AC 15, 50 hit points, and immunity to thunder damage. Alternatively, it can create a 10-foot cube that provides three-quarters cover and has AC 15, 75 hit points, and immunity to thunder damage.

Crystalline Fracture. When Fissure takes thunder damage, its crystalline structures violently shatter. Each creature within 15 feet must make a DC 18 Dexterity saving throw, taking 14 (4d6) piercing damage on a failed save, or half as much on a successful one.

Glide. If the dragon starts its turn at least 20 feet above the ground, it can use its movement to glide up to 60 feet horizontally, descending 1 foot for every 3 feet traveled. The dragon cannot gain altitude while gliding, except in areas with strong thermals or updrafts (such as mountain ridges), where it can maintain altitude or ascend up to 20 feet.

Tremor Aura. When the dragon moves 20 feet or more along the ground during its turn, or 10 feet or more while burrowing, each creature within 30 feet of the dragon must make a DC 18 Dexterity saving throw or be knocked prone.

Stone Leap. As part of its movement, the dragon can leap up to 30 feet horizontally and 20 feet vertically. This movement does not provoke opportunity attacks. When the dragon lands, its Tremor Aura is triggered.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite and two melee attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 7 (2d6) thunder damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Tail. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon's choice within 120 feet must make a DC 16 Wisdom saving throw or become frightened for 1 minute.

Seismic Breath (Recharge 5-6). The dragon releases a devastating shockwave in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 45 (10d8) thunder damage on a failed save, or half as much on a successful one. Additionally, the ground in the area cracks and becomes difficult terrain permanently.

Earthquake (1/Day). The dragon causes the ground to shake violently in a 60-foot radius centered on itself. Each creature in the area must make a DC 18 Dexterity saving throw. On a failed save, a creature takes 21 (6d6) bludgeoning damage and is knocked prone. On a successful save, the creature

takes half damage and isn't knocked prone. Additionally, the area becomes difficult terrain permanently.

LEGENDARY ACTIONS

Fissure can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Fissure regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Claw Attack. The dragon makes a claw attack.

Crystal Barrier (Costs 2 Actions). The dragon creates a wall of crystal in a line up to 60 feet long and 15 feet high within 120 feet. The wall has AC 15 and 50 hit points and provides total cover.

Tremor (Costs 3 Actions). The dragon causes a localized tremor in a 30-foot radius centered on a point within 120 feet. Each creature in the area must make a DC 18 Dexterity saving throw or be knocked prone and take 10 (3d6) bludgeoning damage.

A jagged peak, ridged with crystalline thorns, juts above the ridge ahead, slowly lifting into view. Then a tremor. Dust plumes. Small rocks rumble down the mountain's face.

The ridge unfolds. Stone separates from stone. A shape emerges. Shoulders like cliff faces. Wings of mica. A boulder stretches on a neck of stone and shards. It shakes. Blinks. Gemstones eyes glimmer, shifting between red and gold.

It turns its head. Slowly. Finding you across the distance.

The ground hums. A low vibration climbs through your boots, into your bones. The mountain is breathing.

It steps forward. The world shakes.

MAELSTROM

Large storm dragon

Armor Class 16 (Natural Armor)

Hit Points 168 (16d12 + 64)

Speed 40 ft., fly 120 ft. (hover)

STR +4 (18)

DEX +6 (22)

CON +4 (18)

INT +3 (16)

WIS +2 (15)

CHA +4 (19)

Saving Throws Dex +11, Con +9,
Wis +7, Cha +9

Skills Perception +12, Stealth +11

Damage Resistances Thunder

Damage Vulnerabilities Cold

Damage Immunities Lightning

Senses Blindsight 60 ft., Darkvision 120 ft.,
Passive Perception 22

Languages Common, Draconic, Auran

Challenge 13 (10,000 XP)

Proficiency Bonus +5

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead.

Aerial Agility. The dragon cannot be knocked prone while flying.

Flyby. The dragon doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Vacuum Wake. When Maelstrom moves at least 20 feet in a straight line and exits a creature's reach, the sudden drop in air pressure pulls that creature. The target must succeed on a DC 17 Strength saving throw or be pulled 10 feet toward the space Maelstrom just vacated and knocked prone.

Thermal Destabilization. When Maelstrom takes cold damage, the rapid temperature drop disrupts its fluid mercury state and electrical regulation. Its speed is halved and it cannot activate or maintain Storm Shroud until the end of its next turn.

Storm Shroud. When the dragon flies at least 40 feet during its turn, or as a bonus action, it becomes shrouded in a self-generated storm. While shrouded, it is heavily obscured, its space counts as Huge (15 ft.), creatures that enter the shroud or start their turn within 15 feet take 11 (2d10) lightning damage, and ranged attacks against it have disadvantage. The shroud persists until the start of a turn in which the dragon is on the ground and has not flown since its last turn.

Weather Control. The dragon can change weather conditions within 1 mile as an action. This effect lasts for 4d4 hours.

Pressure Mastery. As a bonus action, the dragon can create a zone of high or low pressure in a 30-foot radius centered on a point it can see within 60 feet. The zone lasts until the start of the dragon's next turn. In a high-pressure zone, flying creatures have their speed halved. In a low-pressure zone, flying creatures have their speed doubled but must succeed on a DC 17 Strength saving throw at the start of their turn or be moved 15 feet in a direction of the dragon's choice.

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes one bite and two melee attacks.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 5 (1d10) lightning damage.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Gust Lash. *Melee Weapon Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) thunder damage. If the target is a creature, it must succeed on a DC 19 Strength saving throw or be pushed 10 feet away from Maelstrom and knocked prone.

Frightful Presence. Each creature of the dragon's choice within 120 feet must make a DC 17 Wisdom saving throw or become frightened for 1 minute.

Storm Breath (Recharge 5-6). The dragon exhales a swirling vortex of wind and lightning in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 31 (7d8) lightning damage and 31 (7d8) thunder damage on a failed save, or half as much on a successful one. Creatures that fail are also pushed 30 feet away from the dragon and knocked prone.

Call Lightning (1/Day). The dragon calls down lightning bolts at up to three different points within 120 feet. Each creature within 10 feet of a point must make a DC 17 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much on a successful one.

LEGENDARY ACTIONS

Maelstrom can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Maelstrom regains spent legendary actions at the start of its turn.

Detect. The dragon makes a Wisdom (Perception) check.

Claw Attack. The dragon makes a claw attack.

Wind Burst (Costs 2 Actions). The dragon creates a powerful gust of wind in a 30-foot cone. Each creature in the area must make a DC 17 Strength saving throw or be pushed 20 feet away and knocked prone. The wind also extinguishes open flames and disperses gas or vapor.

Pressure Wave (Costs 3 Actions). The dragon creates a crushing wave of air pressure in a 20-foot radius centered on a point within 120 feet. Each creature in the area must make a DC 17 Constitution saving throw, taking 21 (6d6) thunder damage on a failed save, or half as much on a successful one.

Lightning reflects a glint like something silver from within a storm-shrouded cliff on the ocean's horizon. A trick of light. Then it moves.

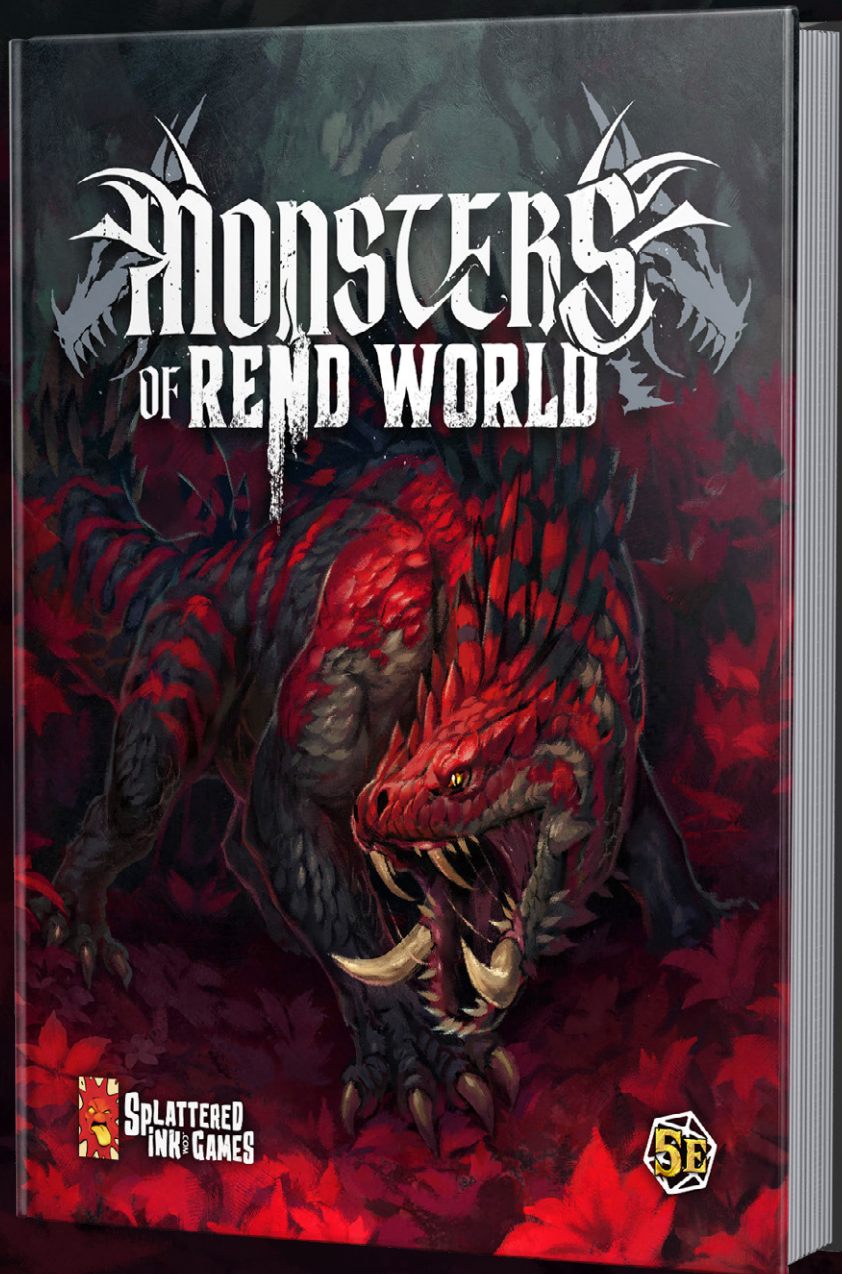
Like liquid metal taking shape, rising on its perch. Spines like blades. Swept wings. Scales the color of storm clouds.

For one breath, it perches, clouds swirling around it. A silver slither of potential energy. Then it launches. The air splits. The sky reaches for it, like water to a drain, swirling, coiling from nowhere. Lightning blooms. Crawling across its hide. Leaping between wingtips.

The creature is swallowed by a thunderhead of its own making.

*But you can still see the heart within the storm. **Maelstrom**, the dragon.*

*Living ecosystems designed to make
your campaigns more **alive**, more
immersive, and more **DEADLY**.*



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