



Art: AI

Adult Spell Dragon



Adult Spell Dragon

Huge dragon, chaotic neutral

Armor Class: 18 (natural armor)

Hit Points: 172 (15d12 + 75)

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

STR

DEX

CON

INT

WIS

CHA

17(+3)

10(+0)

21(+5)

23(+6)

15(+2)

18(+4)

Saving Throws Dex +6, Con +11, Int +12, Cha +10

Skills Arcana +12, History +12, Perception +8

Damage Immunities force

Condition Immunities charmed, paralyzed, petrified

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

Perception 18

Languages Common, Draconic

Challenge 17 (18,000 XP)

Traits

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

Innate Spellcasting. The dragon's innate spellcasting ability is Intelligence (spell save DC 20, +12 to hit with spell attacks). The dragon can innately cast the



following spells, requiring no material components:

At will: arcane eye, detect magic, magic missile (4th level)

3/day each: counterspell, dispel magic, mirror image

1/day each: antimagic field, telekinesis

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

Spell Absorption (3/Day). Whenever the dragon is targeted by a spell or is within 30 feet of an effect that allows it to make a saving throw to take only half damage, it can choose to absorb the spell. When it does so, the dragon takes no damage and regains a number of hit points equal to the spell's level. After absorbing a spell, the dragon's next breath attack deals an extra 2d6 force damage.

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +9 to hit, reach 10 ft., one



target. Hit: 14 (2d10 + 3) piercing damage.

Claw. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage.

Tail. Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 12 (2d8 + 3) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, with disadvantage if the dragon is within line of sight, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Spell Breath (Recharge 5-6). The dragon exhales a magical force in a 15-foot cone. Each creature in that area must make a DC 19 Intelligence saving throw, taking 56 (16d6) force damage on a failed save, or half as much damage on a successful one. On a failed save, the dragon can also cast magic missile as a 4th-level spell at the same target or at different targets within range as part of the same action.



Legendary Actions

The Spell Dragon 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. The dragon regains spent legendary actions at the start of its turn.

Detect. The dragon makes an Intelligence (Investigation) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 10 (2d6 + 3) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Cast a Spell (Costs 2 Actions). The dragon cast one of its at-will spells.