



MYRKDRYN

Myrkdryn is a female deep dragon that moves along the many shadowy corridors of the Underdark in search of secrets.

Among her kind, Myrkdryn is known as a trickster and obnoxious prankster, frequently shifting the course of rivers, blocking tunnels or sealing entryways of lesser creatures that call the Underdark home.

Myrkdryn frequently *shape shifts* into the guise of a human female, visiting communities that live nearby the mountains in search of knowledge, gossip and to feed her insatiable curiosity toward the world outside of her dark home.

She also revels in her role as a Goddess to a local kobold tribe from the subterranean village of Myrkdurn, visiting every now and again to see what treasures they have gathered for her, or what knowledge they have learned on her behalf.

DESCRIPTION

Myrkdryn is a sleek and serpentine deep dragon with shimmering purple scales and a glistening silver undercoat. Three horns curl about her head like a crown and a pair of curious, aquamarine eyes flit about quickly and with great interest.

Myrkdryn is mirthful, curious, cunning and vain, making her quite susceptible to flattery or gifts, especially valuables not found in the Underdark.

MYRKDRYN

Adult Deep Dragon

Armor Class 17 (Natural Armor)

Hit Points 147 (14d12 + 56)

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

STR	DEX	CON	INT	WIS	CHA
20	14	18	16	16	18
(+5)	(+2)	(+4)	(+3)	(+3)	(+4)

Saving Throws: DEX +6, CON +8, WIS +7, CHA +8

Skills: Perception +7, Persuasion +12, Stealth +10

Damage Resistances: poison, psychic

Condition Immunities: charmed, frightened, poisoned

Senses: blindsight 60 ft., darkvision 150 ft., passive perception 17

Languages: Common, Draconic, Undercommon

Challenge Rating: 11 (7,200 XP)

Proficiency Bonus: +4

ABILITIES

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

ACTIONS

Multiattack. The dragon makes [1] Bite attack and [2] Claw attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 16 (2d10 + 5) piercing plus 5 (1d10) poison damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage

Tail. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 3) bludgeoning damage

Change Shape. The dragon magically transforms into any creature that is Medium or Small, while retaining its game statistics (other than its size). This transformation ends if the dragon is reduced to 0 hit points or uses its action to end it.

Nightmare Breath (Recharge 5-6). The dragon exhales a cloud of spores in a 60-foot cone. Each creature in that area must make a DC 16 WIS saving throw. On a failed save, the creature takes 33 (6d10) psychic damage, and it is frightened of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

LEGENDARY ACTIONS

Commanding Spores. The dragon releases spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 WIS save or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, or the target can't take a reaction, it takes 5 (1d10) psychic damage.

Tail. The dragon makes one Tail attack.

Spore Salvo. The dragon releases poisonous spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 CON saving throw or take 17 (5d6) poison damage and become poisoned for 1 min. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.