

ADULT RED DRAGON

- **Size:** Huge
- **Type:** Dragon
- **Alignment:** Chaotic Evil
- **Armor Class (AC):** 19 (Natural Armor)
- **Hit Points (HP):** 256 (19d12 + 133)
- **Speed:** 40 ft., climb 40 ft., fly 80 ft.

ATTRIBUTES

- **STR:** 27 (+8)
- **DEX:** 10 (+0)
- **CON:** 25 (+7)
- **INT:** 16 (+3)
- **WIS:** 13 (+1)
- **CHA:** 21 (+5)

SAVING THROWS

- **Dex:** +6
- **Con:** +13
- **Wis:** +7
- **Cha:** +11

SKILLS

- **Perception:** +13
- **Stealth:** +6

DAMAGE IMMUNITIES

- Fire

SENSES

- Blindsight 60 ft.
- Darkvision 120 ft.
- Passive Perception 23

LANGUAGES

- Common, Draconic

CHALLENGE

- 17 (18,000 XP)

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: +14 to hit, reach 10 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 7 (2d6) fire damage.
- **Claw:** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 17 (2d6 + 10) slashing 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 19 Wisdom saving throw or become frightened for 1 minute.

BREATH WEAPONS (RECHARGE 5-6)

The dragon uses one of the following breath weapons:

- **Fire Breath:** The dragon exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

UNIQUE ABILITIES

EMBER COMMAND

Once per day, the Adult Red Dragon can summon a swirling vortex of embers and flames within a 60-foot radius centered on itself. Each creature in the area must make a DC 19 Dexterity saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one. The embers obscure vision, creating heavily obscured conditions within the area until the end of the dragon's next turn.

INFERNO'S GRASP

The dragon can target one creature it can see within 60 feet of it and create a fiery tether between itself and the target. The tether lasts for 1 minute or until the dragon or the target is no longer within 60 feet of each other. While tethered, the target takes 10 (3d6) fire damage at the start of each of its turns. The target can make a DC 19 Dexterity saving throw at the end of each of its turns to end this effect early.

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