

DISPLACER DRAGONS

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WYRMLING

Medium dragon, chaotic evil

Armor Class 15 (Natural Armor)

Hit Points 67 (9d10 + 18)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	14 (+2)	13 (+1)	14 (+2)	15 (+2)

Saving Throws DEX +4, CON +3, WIS +4, CHA +4

Skills Deception +6, Perception +6, Stealth +4

Damage Immunities Psychic

Condition Immunities Charmed, Frightened

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 16

Languages Draconic, Sylvan

Challenge 3 (700 XP)

Capricious Jest. A creature that starts its turn within 10 feet of the dragon and attempts to move must first make a DC 12 Intelligence saving throw. On a failure, the dragon controls its movement this turn.

Displacement. The dragon has an illusory double that mirrors its movements imperfectly, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn.

Actions

Multiattack. The dragon makes two attacks, one of which may be with its bite.

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) piercing damage.

Tendril. Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.

Derealization Breath (Recharge 5–6). The dragon exhales an shimmering aurora of existential crises in a 15 ft cone. Each creature in that area must make a DC 11 Wisdom saving throw, taking 21 (6d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 5 or more becomes convinced that it is an illusion. An affected creature cannot concentrate on spells, loses concentration if it was holding it, and makes a DC 19 Intelligence saving throw at the end of each of its turns, ending the effect on a success. A creature that targets itself with an attack or spell immediately ends this effect.

Reactions

Slink. As a reaction to being missed with a melee attack, the dragon moves up to half its speed without provoking attacks of opportunity.

YOUNG DISPLACER DRAGON

Large dragon, chaotic evil

Armor Class 17 (Natural Armor)

Hit Points 209 (22d12 + 66)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	16 (+3)	15 (+2)	13 (+1)	19 (+4)

Saving Throws DEX +5, CON +6, WIS +4, CHA +7

Skills Deception +7, Insight +4, Perception +7, Persuasion +7, Stealth +5

Damage Immunities Psychic

Condition Immunities Charmed, Frightened

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 17

Languages Common, Draconic, Sylvan

Challenge 10 (5,900 XP)

Illusory Passage. The dragon can move through natural and magical foliage as though it were illusory.

Capricious Jest. A creature that starts its turn within 10 feet of the dragon and attempts to move must first make a DC 12 Intelligence saving throw. On a failure, the dragon controls its movement this turn.

Displacement. The dragon has an illusory double that mirrors its movements imperfectly, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn.

Actions

Multiattack. The dragon makes three attacks, one of which may be with its bite.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (2d10 + 4) piercing damage.

Tendril. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage and the target is grappled (escape DC 15) and pulled up to 5 feet towards the dragon.

Tail. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage and the target is pushed 5 feet away from the dragon.

Derealization Breath (Recharge 5–6). The dragon exhales an shimmering aurora of existential crises in a 30 ft. cone. Each creature in that area must make a DC 19 Wisdom saving throw, taking 42 (12d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 5 or more becomes convinced that it is an illusion. An affected creature cannot concentrate on spells, loses concentration if it was holding it, and makes a DC 19 Intelligence saving throw at the end of each of its turns, ending the effect on a success. A creature that targets itself with an attack or spell immediately ends this effect.

Reactions

Hurl. As a reaction to being damaged by a creature it has grappled, the dragon throws a creature it has grappled up to 30 feet. The creature must succeed on a DC 15 Dexterity saving throw or take 10 (3d6) bludgeoning damage, in addition to any damage from falling.

Slam. As a reaction to a grappled creature casting a spell, the dragon lifts the creature up and slams it into the ground, releasing the grapple. The creature must succeed on a DC 12 Constitution saving throw or take 10 (3d6) bludgeoning damage and be unable to stand this turn, or take half as much damage on a success.

Slink. As a reaction to being missed with a melee attack, the dragon moves up to half its speed without provoking attacks of opportunity.

ADULT DISPLACER DRAGON

Huge dragon, chaotic evil

Armor Class 18 (Natural Armor)

Hit Points 299 (26d12 + 130)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	21 (+5)	18 (+4)	13 (+1)	22 (+6)

Saving Throws DEX +8, CON +10, WIS +6, CHA +11

Skills Deception +11, Insight +6, Perception +11, Persuasion +11, Stealth +8

Damage Immunities Psychic

Condition Immunities Charmed, Frightened

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 21

Languages Common, Draconic, Sylvan

Challenge 17 (18,000 XP)

Illusory Passage. The dragon can move through natural and magical foliage as though it were illusory.

Capricious Jest. A creature that starts its turn within 10 feet of the dragon and attempts to move must first make a DC 16 Intelligence saving throw. On a failure, the dragon controls its movement this turn.

Displacement. The dragon has an illusory double that mirrors its movements imperfectly, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn.

Huge Stature. A creature adjacent to the dragon may spend half of its movement to attempt a DC 19 Strength (Athletics) check. On a success, the creature climbs onto the dragon. While climbing on the dragon, a creature is unaffected by its displacement trait.

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

Actions

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks, one of which may be with its bite.

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

Tendril. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 13 (2d6 + 6) slashing damage and the target is grappled (escape DC 19) and pulled up to 10 feet towards the dragon.

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage and the target is pushed 10 feet away from the dragon.

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 16 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, 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.

Derealization Breath (Recharge 5–6). The dragon exhales an shimmering aurora of existential crises in a 60 ft. cone. Each creature in that area must make a DC 19 Wisdom saving throw, taking 56 (16d6) psychic damage on a failed save, or half as much damage on a successful one. A creature that fails this save by 5 or more becomes convinced that it is an illusion. An affected creature cannot concentrate on spells, loses concentration if it was holding it, and makes a DC 19 Intelligence saving throw at the end of each of its turns, ending the effect on a success. A creature that targets itself with an attack or spell immediately ends this effect.

Reactions

Disorienting Lurch. As a reaction to succeeding on a saving throw, the dragon may force any number of creatures within 60 feet to succeed on a DC 19 Charisma saving throw or be teleported 20 feet in a direction of the dragon's choice. Then, if the dragon is at least partially obscured, it may attempt to Hide as part of this reaction.

Out of Nowhere. As a reaction to being missed with a melee attack while its Displacement is active, the dragon makes a tendril attack. If it hits, it may immediately use its Hurl ability as part of this reaction, and its Displacement trait is disabled until the end of its next turn.

Bloodied Breath (1/day). As a reaction to being reduced below 126 HP, the dragon immediately recharges and uses its Derealization Breath.

Legendary Actions

The 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.

Slink. The dragon moves up to half its speed without provoking attacks of opportunity.

Hurl. The dragon throws a creature it has grappled up to 30 feet. The creature must succeed on a DC 19 Dexterity saving throw or take 10 (3d6) bludgeoning damage, in addition to any damage from falling.

Slam (Costs 2 Actions). The dragon lifts a grappled creature up and slams it into the ground, releasing the grapple. The creature must succeed on a DC 16 Constitution saving throw or take 14 (4d6) bludgeoning damage and be unable to stand on its following turn, or take half as much damage on a success.