

# DEEP FOREST DRAGON

*Gargantuan dragon, neutral good*

**Armor Class** 21 (natural armor)

**Hit Points** 385 (22d20 + 154)

**Speed** 40ft., fly 80ft. (flight is extremely rare), climb 40ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	20 (+5)	18 (+4)	20 (+5)

**Saving throws** Dexterity +7, Constitution +14, Wisdom +11, Charisma + 17

**Skills** History +17, Nature +17, Perception +13, Persuasion +13

**Resistances** Bludgeoning, Piercing, Poison

**Vulnerabilities** Fire

**Senses** blindsight 60ft., darkvision 60ft., passive perception 27

**Languages** Common, Draconic, Sylvan

**Challenge** 21 (41,000 XP)

**Spellcasting.** The DEEP FOREST DRAGON is a 6th-level spell caster with 5 known spells from the Druid spell list. Additionally, DEEP FOREST DRAGON can cast *commune with nature* at will in its lair. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks). It has the following spells and they can be casted at a higher level:

Cantrips:

1st level: *Speak with animals*

2nd level:

3rd level: *Speak with plants*

4th level: *Conjure woodland beings*

5th level: *Commune with nature*

6th level: *Transport via plants*

**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 with its bite and two with its claws.

**Bite.** *Melee Weapon Attack:* +15 to hit, reach 15ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

**Claw.** *Melee Weapon Attack:* +15 to hit, reach 10ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

**Thorn tail.** *Melee Weapon Attack:* +15 to hit, reach 20ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage plus 10 (3d6) poison 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 18 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.

**Photosynthetic burst (Breath weapon recharge 5-6).** The dragon saps stored photosynthetic energy from the forest. As the trees and herbs begin to wilt, the dragon releases a radiant burst of sunshine from its chest in a 90-foot cone. Each creature in that line must make a DC 22 Constitution saving throw, taking 77 (22d6) radiant damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

The DEEP FOREST 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 DEEP FOREST DRAGON regains spent legendary actions at the start of their turn.

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

**Tail Attack.** The dragon makes a thorn tail attack.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 ft. of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row.

- Grasping roots and vines erupt in a 20-foot radius centered on a point on the ground that the dragon can see within 120 feet of it. That area becomes difficult terrain, and each creature there must succeed on a DC 15 Strength saving throw or be restrained by the roots and vines. A creature can be freed if it or another creature takes an action to make a DC 15 Strength check and succeeds. The roots and vines wilt away when the dragon uses this lair action again or when the dragon dies.
- A wall of tangled brush bristling with thorns springs into existence on a solid surface within 120 feet of the dragon. The wall is up to 60 feet long, 10 feet high, and 5 feet thick, and it blocks line of sight. When the wall appears, each creature in its area must make a DC 15 Dexterity saving throw. A creature that fails the save takes 18 (4d8) piercing damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature can move through the wall, albeit slowly and painfully. For every 1 foot a creature travels through the wall, it must spend 4 feet of movement. Furthermore, a creature in the wall's space must make a DC 15 Dexterity saving throw once each round it's in contact with the wall, taking 18 (4d8) piercing damage on a failed save, or half as much damage on a successful one. Each 10-foot section of wall has AC 5, 15 hit points, vulnerability to fire damage, resistance to bludgeoning and piercing damage, and immunity to psychic damage. The wall sinks back into the ground when the dragon uses this lair action again or when the dragon dies.
- Magical fog billows around one creature the dragon can see within 120 feet of it. The creature must succeed on a DC 15 Wisdom saving throw or be charmed by the dragon until initiative count 20 on the next round.

## REGIONAL EFFECTS

A DEEP FOREST DRAGON's lair includes all of the aboveground forest in which it lives. The forest is warped

by the dragon's magic, which creates one or more of the following effects:

- Thickets form labyrinthine passages within 1 mile of the dragon's lair. The thickets act as 10-foot-high, 10-foot-thick walls that block line of sight. Creatures can move through the thickets, with every 1 foot a creature moves costing it 4 feet of movement. A creature in the thickets must make a DC 15 Dexterity saving throw once each round it's in contact with the thickets or take 3 (1d6) piercing damage from thorns.
- Each 10-foot-cube of thickets has AC 5, 30 hit points, resistance to bludgeoning and piercing damage, vulnerability to fire damage, and immunity to psychic and thunder damage.
- Within 1 mile of its lair, the dragon leaves no physical evidence of its passage unless it wishes to. Tracking it there is impossible except by magical means. In addition, it ignores movement impediments and damage from plants in this area that are neither magical nor creatures, including the thickets described above. The plants remove themselves from the dragon's path.
- Rodents and birds within 1 mile of the dragon's lair serve as the dragon's eyes and ears.

## QUICK MODIFICATIONS

**Variant: Dragons as Innate Spellcasters.** Dragons are innately magical creatures that can master a few spells as they age, using this variant. A young or older dragon can innately cast a number of spells equal to its Charisma modifier. Each spell can be cast once per day, requiring no material components, and the spell's level can be no higher than one-third the dragon's challenge rating (rounded down). The dragon's bonus to hit with spell attacks is equal to its proficiency bonus + its Charisma bonus. The dragon's spell save DC equals 8 + its proficiency bonus + its Charisma modifier. (MM p.86)

**Adult Forest Dragon.** Use *Adult Green Dragon* (CR 15) stat block (subtract 2 from DEX, add 1 to WIS, add 1 to CHA). Spellcasting: 3 spells known, highest spell is 4th level, +8 to hit, DC16.

**Young Forest Dragon.** Use *Young Green Dragon* (CR 8) stat block (subtract 2 from DEX, add 1 to WIS, add 1 to CHA). Spellcasting: 3 spells known, highest spell is 2nd level, +5 to hit, DC13.

**Forest Dragon Wyrmling.** Use *Green Dragon Wyrmling* (CR 2) stat block (subtract 2 from DEX, add 1 to WIS, add 1 to CHA). No spellcasting

## DEEP FOREST DRAGON LORE

DEEP FOREST DRAGONS are inseparable from their forest, which is their lair. The age and size of a DEEP FOREST DRAGON is highly correlated with the age and size of its forest. Although DEEP FOREST DRAGONS possess a physical body, the interconnected trees, roots, and vines of the forest make up its neural network. Although most forest denizens and adventurers are unaware they are being observed, plants and animals serve as the eyes and ears of the DEEP FOREST DRAGON, and therefore, it is never unaware.

It is unknown how DEEP FOREST DRAGONS come into existence and colonize a forest because they are birthed from plants and take no mates. However, permanently eliminating a DEEP FOREST DRAGON simply requires cutting or burning its forest to the ground. If the forest is not destroyed, but its physical form is slain, it is immediately reborn as a wyrmling from roots in its most prized sanctuary—a magical stream, fen, pond, cave, or meadow.

A DEEP FOREST DRAGON does not accumulate wealth through material objects and does not miss gems, gold, or other items removed from its forest. Instead, the DEEP FOREST DRAGON'S hoard consists of its memories, which it can store among its massive neural network of vegetation. Most of the dragon's memories are near-perfect representations of what has happened within its forest over its existence. Its most prized memories are stored in the most protected sections of the forest. Animals that wander into and out of the forest commonly provide external memories to the DEEP FOREST DRAGON. In fact, the DEEP FOREST DRAGON seasonally accumulates memories about humanoids during animal migrations. The DEEP FOREST DRAGON delights in the affairs of man and often knows secrets that have been long lost to fleshling creatures.

If a portion of its forest is eliminated, so is that proportion of its memories. Thus, a DEEP FOREST DRAGON is always a relentless protector of the forest and its hoard of knowledge. However, not all damage to a forest is considered punishable. In fact, the DEEP FOREST DRAGON commonly tolerates sustainable logging practices, especially in areas that store memories deemed unimportant.

A DEEP FOREST DRAGON rarely flies. In fact, there is not a single reputable report of a flying DEEP FOREST DRAGON. Instead, it tends to magically transport through plants in its lair. In battle, it prefers to entangle its enemies and let woodland beings execute the snared attackers. Although most of the DEEP FOREST DRAGON'S strength comes from its symbiosis with forest beings, it does occasionally harness the forest's photosynthetic powers to release bursts of light and radiation on its adversaries. In doing so, it causes the nearby woody and herbaceous plants to wilt, leading to small holes— and small errors—in its near-perfect memory.

Through the accumulation of ancient knowledge, a typical DEEP FOREST DRAGON is perhaps the best crafter in the region. It can produce high-quality magical wood items from memory and can extract previously unknown medicines and poisons from the rarest plants on the forest. Although the DEEP FOREST DRAGON tolerates most of nature, it despises plant pathogens, including plagues of insects and fungi that cause blights.

## DEEP FOREST DRAGON PLOT HOOK EXAMPLES

- **Uncanny growth.** The forest is growing rapidly which is causing conflicts with a major nearby settlement. Unbeknownst to the townsfolk, the dragon is attempting to reclaim part of its territory that was destroyed by that very town.
- **A flying tree?** Unusual reports of trees flying above the woods has the kingdom concerned. The party discovers that it is a flying wooden dragon.
- **Solar flare.** Recently, a large light erupted from the forest in the middle of the night, leaving part of the forest dead. When the adventurers make it to that location, they find remnants of the dragon's kill.
- **Damn squirrels.** The local elk or reindeer population took an unusual migratory route, leaving the dragon desiring town gossip. The dragon persuaded a few hundred squirrels to storm the town and gather every secret possible.
- **Lost secret.** The party's only contact for a secret has been murdered. How can they find the answer they seek? There are rumors of an unusual druid in the area who knows all secrets.
- **Wooden forge.** Your party seeks the most ancient magical item from the most ancient magical forge in the most ancient magical forest? They come to discover that the forge is not a forge at all. The ancient dragon of the forest can simply sprout magic items from the earth. Will the party forego their metal armor and weapons? What will the dragon ask of them for such perfect magic items?