

Summoned Elemental Dragon

SUMMONED ELEMENTAL DRAGON

Large Elemental, Unaligned

Armor Class 14 (natural armor)

Hit Points 65 (10d10 + 10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	12 (+1)	8 (-1)	13 (+1)	10 (+0)

Skills [Perception](#) +3

Senses [Darkvision](#) 120 ft., [Passive Perception](#) 13

Languages Communicates telepathically with its summoner. Understands Draconic and Common but can't speak.

Challenge 3 (700 XP)

Proficiency Bonus +2

Flyby. The Summoned Elemental Dragon doesn't provoke an opportunity attack when it flies out of an enemy's reach.

Actions

Multiattack. The Summoned Elemental Dragon makes two Rend attacks.

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

Breath Weapon. The Summoned Elemental Dragon exhales destructive energy in a 30-foot line. Each creature in that area must make a Dexterity saving throw against your spell save DC. A creature takes 3d6 Draconic Damage (based on your Dragon Patron) on a failed save, or half as much damage on a successful one.

Description

An elemental creature made entirely of energy, that looks and acts like a dragon. The type of energy this creature is made of is determined by your draconic damage type. For example if your Dragon Patron is a blue dragon, this summoned elemental dragon is made entirely of blue electrical energy resembling lightning.

Your Summoned Elemental Dragon is also immune to damage based on your Draconic Damage type.

This creature is an ally to you and your companions. In combat, your Summoned Elemental Dragon creature shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its movement to avoid danger.

The Summoned Elemental Dragon disappears after 10 minutes, or if its hit points are reduced to zero.