



CHROMATIC DRAGON PATRONS

D&D HOMEBREW

Five Chromatic Dragon Patrons to Spice Up Your 5e Game

CONTENTS

INTRODUCTION	3
WHAT'S IN THIS SUPPLEMENT?	3
CLAWSMILES	4
THE GLADE OF SMILES	4
SMILING KNIGHT	5
CLAWSMILES'S TALES	5
QUO'QUELGIX	7
FIRESPEAKER	8
CASTLE BRIMSTONE	8
FIRESPEAKER'S TALES	8
IXENRENTSIS	10
GRANDMOTHER RIME	12
MONASTIC TRADITION	12
WHITE DRAGON MONASTERY	12
GRANDMOTHER RIME'S TALES	13
KIFELTHRAN	14
STRATA	15
STRATA'S LAIR	15
PERSONA AND PERSONALITY	15
STRATA'S TALES	16
ULHARKADEN	17
THE VAGRANT	18
THE VAGRANT'S INN	18
THE VAGRANT'S TALES	18
VUTHASJACH	20

EXTRAS

Created by [/u/TheOtherHelvegen](#)

Cover image: "Forest Dragon" by Sandara Tang

INTRODUCTION

WHAT'S IN THIS SUPPLEMENT?

Dragons! Hands-down the most iconic of all D&D monsters and creatures immortalized throughout history, frequently occupying the spot of a campaign's final boss. Different age categories, alignments, ecologies and great intellect combine to create one of the most versatile monster types in all of Dungeons & Dragons. Anywhere that can be adventured to, there just might be a dragon waiting, bent on the adventurers' undoing... or not, in the case of the benevolent metallic dragons.

But what about chromatic dragons? Generally framed as evil overlords or destructive monsters, they take that role and work with it wonderfully, with each one occupying a unique villainous niche. Want a relentless, vengeful predator? White dragon. A mysterious, lurking horror? Black dragon. A scheming, manipulative courtier? Green dragon. A vain, pedantic spymaster? Blue dragon. An unstoppable engine of rage, fire and perdition? Red dragon.

That's not what this supplement is about. Here, we explore the other, mostly ignored side of the chromatic dragon coin, taking some of the best aspects of these mighty creatures and turning them to the adventurers' benefit - and the dragons'.

Here we find the lord of a fey forest seeking worthy servants; an ages-old oracular king, by whose claws the tapestry of fate unfolds; a teacher and a grandmother, trying her best to protect her chosen people; a stripling seeking to carve out a place for herself in the world, and a selfish, lawless vagabond in search of the choicest enchanted treasures. All share one thing in common: their willingness to work with the lesser races to achieve their ends. Some may be more pleasant company than others, but each and every one can be a unique and interesting patron to an adventuring party, granting them quests, succour, and perhaps even rewards.

THE PATRONS

Following this is a quick rundown of each of the chromatic dragon patrons presented in this supplement:

CLAWSMILES

Chaotic neutral adult green dragon druid lairing in the Feywild, looking for people to serve his ends in the Material Plane.

FIRE SPEAKER

Lawful neutral great wyrm red dragon. A powerful diviner whose only real concern is keeping the Great Wheel spinning as fate intends.

GRANDMOTHER RIME

Neutral good ancient white dragon. Record-keeper and grandmaster of an iceberg monastery, and protector of those who train within.

STRATA

Lawful evil young blue dragon. Kicked out of her parents' lair and in the process of figuring out how she fits into the world, seeking to establish a hoard and lair of her own.

THE VAGRANT

Chaotic evil ancient black shadow dragon. Looking for tasty little morsels - ahem - *mortals* to bring back magic items to his mobile lair.

AND NOW, ON TO THE STARS OF THE SHOW!

CLAWSMILES

QUO'QUELGIX

Quo'quelgix, known to his servants and auxiliaries as Clawsmites, is an adult green dragon lairing in the Feywild. Jovial and easygoing, he rejects Tiamat and most draconic conventions in favour of a life of apostasy in a realm where most things are governed by wild magic - in which Clawsmites is very proficient.

Of all the chromatic dragon patrons presented in this supplement, Clawsmites is the one most likely to send the characters help via his fey servants. Alternatively, he makes for a roguish rival, or a villainous mastermind.

Clawsmites is a determined but affable sort who sees every challenge in life as a standard to measure his wit and brawn against. If he is competing with the characters for the acquisition of a magic item, he will do so sportingly, taunting them encouragingly along the way. If attacked, though, he will respond as ferociously as any chromatic dragon would.

THE GLADE OF SMILES

Clawsmites's unsettlingly named lair is, in spite of that name, truly a place of laughter and joy. Constant music ripples through the glade from eladrin harps. Satyrs prance about, perpetually inebriated, chasing beautiful nymphs who always stay a step ahead of them. Dryads grow their trees here, in return for taxes of fruits and nuts, for they know that in doing so they gain a fearsome guardian. Fey of both the Summer Court and the Gloaming Court reside here, setting aside their eternal rivalry for a life of relative peace and simplicity.

Clawsmites is the ruler of this place, and does so in the manner of a feudal lord. While he exacts tolls from his people, he does not do so in excess, knowing that a content court is a loyal one. And a court it is; every creature within the glade is bound to Clawsmites by oath, serving him in one way or another. At a moment's notice, those drunken satyrs might decide that they aren't so drunk as to be unable to draw a bowstring, and those singing eladrin might suddenly start chanting spells instead of lyrics.



Image Used: "Green Crystal Dragon" by Sandara Tang

Clawsmites draws his druidic power from the nature around him, as little birds whisper secrets into his ears.

The Glade of Smiles is far from defenseless, and is outright deadly to those who would threaten its peace and sanctity. Its inhabitants know exactly how to exploit the terrain for advantageous combat, knowing every inch of ground within its limits and using it all to bolster themselves, each other, and especially Clawsmites himself.

At any given moment, the Glade of Smiles contains any combination of the following creatures - the green dragon's guests and courtiers:

- 3d4 **blink dogs**, companions to the eladrin.
- 2d4 **centaurs**, patrolling the outskirts of the Glade. They intercept unescorted and unfamiliar creatures, questioning them as to their intentions.
- 2d10 **dryads**, picking fruits from trees or gently rebuking over-greedy satyrs.
- 1d8 **autumn eladrin** lutenists. They try their best to defuse conflicts with violent creatures.
- 1d8 **spring eladrin** flutists. Their answer to proffered violence is laughter, even if they reach the point of having to fight.
- 1d8 **summer eladrin** cellists. They are quick to answer slights with violence.
- 1d10 **faerie dragons**, playing about the branches of the trees, prepared to neutralize potential threats with their Euphoria Breath.
- 1d4 **druids**, Clawsmites's apprentices. These are young humanoids from the Material Plane, usually elves, gnomes or halflings.
- 1d6 **nereids**, come swimming downriver to laugh at the satyrs.
- 3d12 **pixies**, who spend most of their time invisibly filching crumbs and berries from the feasting satyrs. They heal wounded creatures that stumble into the Glade, which by Fey Law dictates that the healed creatures are now in debt to them and, by extension, to Clawsmites.
- 3d6 drunken **satyrs**, accompanying the eladrins' playing on their pipes and feasting on the fruits of the dryads' trees.
- 6d12 **sprites**, the dedicated guardians of the glade.
- 1d4 **treants**, which have a 50% chance of being disguised as trees. They are content to silently observe, but may offer wisdom if prompted.
- 1d6 **quickling** runners, ferrying messages between the Glade of Smiles and other fey domains.

The Glade of Smiles is protected by a Mythral in the form of a threshold. Any fey that enters the glade without an invitation loses all features, resistances, and immunities, and has disadvantage on attack rolls, ability checks and saving throws.

While the alignments of the Glade of Smiles's residents vary greatly, they are all unflinchingly loyal to Clawsmites. They and the dragon are in an unending mutual state of debt, wherein he provides them with protection and guidance while they sustain him and serve his ends.

Beyond simply being a guardian, Clawsmites has made sure to cultivate good relations with the fey of his domain, and can often be seen laughing at the Satyrs' jokes, putting words to the eladrin music, and assisting the druids and dryads in their craft.

SMILING KNIGHT

Agreeing to have Clawsmites as a character's patron does more than simply link that character to the dragon; they gain physical and mental attributes upon joining in this fey bargain, their bodies and minds changing as they are joined with their new master. A Smiling Knight gains at least one of the following positive features, taking the corresponding restrictive feature for every positive feature they take. They can gain a new Smiling Knight feature any time they take a long rest within the Glade of Smiles.

SMILING KNIGHT CORRESPONDING FEATURES

Positive Feature	Restrictive Feature
Timeless Speech	Faerie Law
Wild Eyes	Cruel Sun
Quickling Steps	Fey Weakness
Gloaming Voice	Unseelie Aura
Wild Hunter	True Courtier

SMILING KNIGHT FEATURES

Becoming affiliated the fey is a dangerous and tricky prospect for anyone, but it is not without its advantages. Clawsmites is a particularly lenient lord as far as fey go, and his boons are generous ones, considering the payment the Queens might extoll on their servants for similar gifts.

TIMELESS SPEECH

Prerequisites: Faerie Law

A long, bizarrely stilted yet inexplicably natural conversation with Clawsmites has left your powers of speech forever changed. You gain the ability to speak Abyssal, Celestial, Draconic, Infernal, and Sylvan. Additionally, whenever you make a Wisdom or Charisma check when interacting with Celestials, Fey, or Fiends, your proficiency bonus is doubled if it applies to the check.

FAERIE LAW

You become completely incapable of telling lies under any circumstances. Additionally, you cannot willingly break any promise or deal you make, even if it would cause you harm or loss to follow through on such an agreement.

WILD EYES

Prerequisites: Level 4, Cruel Sun

Time spent in the Feywild has granted you conditional sight beyond sight. You gain darkvision out to 60 feet. Additionally, while in forests or swamps, you have truesight out to 30 feet and have advantage on all Wisdom checks.

CRUEL SUN

You gain the Sunlight Sensitivity trait. Additionally, you have disadvantage on saving throws against being blinded or stunned by effects that use light.

QUICKLING STEPS

Prerequisites: Level 8, Fey Weakness

Time flows strangely in the Feywild, and that fact seems to have integrated itself into your physiology. Your walking speed doubles, and you can take the Disengage and Dash actions as bonus actions on your turn.

Fey Weakness

You gain one of the following weaknesses. You cannot gain the same weakness twice.

- The touch of iron burns your flesh like fire. You cannot wield nonmagical weapons made with iron; additionally, weapon attacks made against you with weapons that have iron in them automatically deal critical damage if they hit.
- If you cross a body of running water and touch the water in doing so, none of your class features can be used until you finish a long rest, including extra attacks, archetype features, and spellcasting. If you cross a body of running water without touching the water, you instead suffer a level of exhaustion.
- You cannot enter the home of any creature with an Intelligence score of over 5 (-3) unless you are invited inside.

GLOAMING VOICE

Prerequisites: Level 12, Unseelie Aura

You can flawlessly imitate the rasp of the fell night wind through otherworldly leaves. You are able to summon a number of fey with a total CR equal to or lower than your level divided by 3 (rounded down). These fey are loyal to you and will help you in combat until your next short or long rest. Once you use this feature, you cannot use it again until you finish a long rest.

UNSEELIE AURA

The aura of the gloaming court follows you like a whisper in the air, subtly tainting the sight and hearing of those you speak to. You have disadvantage on all Charisma (Deception, Persuasion) checks made against creatures who are not familiar with you. Rolling a 1 on such a check causes you to cast the *vicious mockery* cantrip on the creature you are making the check against.

WILD HUNTER

Prerequisites: Level 16, True Courtier

Clawsmiles has spoken highly of you, and sent you to join the Wild Hunt for a night. Returning from that inimitable experience, you are not quite the same person you were ere you went. Your weapon attacks always count as dealing magical damage. Additionally, you have advantage on any attack roll or saving throw you make against a celestial, fiend, or fey, and deal critical damage on a roll of 16 or higher.

TRUE COURTIER

Having attained a certain degree of status within the Feywild, you are expected to adhere to and uphold the customs of the Fey, including their nature. Your creature type becomes Fey. You gain two of the weaknesses detailed in the Fey Weakness feature, and, as long as you are in the Feywild, are incapable of causing any direct harm to a fey or humanoid who does not belong to the same court as you unless you are attacked by that creature beforehand.

CLAWSMILES'S TALES

The antlered green dragon prefers to tell his stories in the same manner as he lives: with fitting music playing in the background, ample food and surrounded by beauty. After all, what's a story without ambiance to enliven it?

Clawsmiles greatly values uncovering what is lost - objects, places, people and history. To that end, he has great use for treasure hunters. He gets along especially well with druids, with whom he shares a calling. Unlike most green dragons, he also values things of light and beauty, and will reward characters for beating back corruption where it springs up.

Curse of Strahd. As a native of the Feywild, beings from the Shadowfell are Clawsmiles's mirror opposites. Count Strahd, a vampire, takes that opposition and turns it into a raging flame of hatred. There are few beings, living or dead, that the green dragon dislikes as much as the lord of Ravenloft. While Clawsmiles cannot interact with the characters directly in Ravenloft, he can hijack their dreams - particularly a druid's dream - providing helpful visions, sudden sparks of knowledge, and giving the dreaming character advantage on all Perception checks.

If the characters succeed in the end and return to the Material Plane, Clawsmiles appears to them and reveals that there is a castle in the Feywild waiting for them: a bright and wondrous reflection of Ravenloft.

Lost Mine of Phandelver. Reidoth is one of Clawsmiles's contacts in the Material Plane. If the characters deal with Venomfang, Reidoth tells Clawsmiles about it, and thenceforth the dragon will take interest in the characters. Occasionally, sprites and pixies will mysteriously turn up to assist the characters in combat, disappearing at once afterwards without an explanation.

At the end of the adventure, when the Black Spider is defeated and Phandalin is saved, Clawsmiles will intercept the characters as they're leaving along the Triboar Trail and offer them to join his court and become Smiling Knights. Adventures and the campaign thenceforth can be undertaken with Clawsmiles as a patron.

Tales from the Yawning Portal. A consummate and practiced teller of tales, Clawsmiles and his Glade of Smiles could conceivably take the place of Durnan and the Yawning Portal entirely, should the characters chance upon him. Since the collective Tales range across all levels, simply having him point the characters in the right direction is a simple enough matter - after they accept his patronage, of course.

If they refuse his patronage, he sends them on their way with completely inaccurate information, instead sending a party of eladrin to race them to their goal. If the characters encounter a rival party, Clawsmiles continues to be their ardent rival until they accept his patronage. If they kill the rival party, the dragon shifts gears and becomes a murderous, scheming enemy of the characters, tolerating no harm done to his subordinates.

QUO'QUELGIX

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 304 (33d12 + 90)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	21 (+5)	18 (+4)	22 (+6)	17 (+3)

Saving Throws Dex +6, Con +10, Wis +11, Cha +8

Skills Deception +8, Insight +7, Perception +12, Persuasion +8, Stealth +6

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 22

Languages Abyssal, Celestial, Common, Draconic, Druidic, Infernal, Sylvan

Challenge 21 (33,000 XP)

Amphibious. Quo'quelgix can breathe air and water.

Legendary Resistance (3/Day). If Quo'quelgix fails a saving throw, he can choose to succeed instead.

Spellcasting. Quo'quelgix is a 15th-level spellcaster (spell save DC 19, +11 to hit with spell attacks). He has the following druid spells prepared:

Cantrips (at will): *druidcraft, guidance, produce flame, thorn whip*

Level 1 (4 slots): *cure wounds, entangle, faerie fire, speak with animals*

Level 2 (3 slots): *animal messenger, beast sense, hold person*

Level 3 (3 slots): *conjure animals, meld into stone, water breathing*

Level 4 (3 slots): *charm monster, conjure woodland beings, polymorph, stoneskin*

Level 5 (2 slots): *geas, mass cure wounds, tree stride*

Level 6 (1 slot): *heal, heroes' feast, sunbeam*

Level 7 (1 slot): *plane shift*

Level 8 (1 slot): *sunburst*

Actions

Multiattack. Quo'quelgix can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10ft., one target. *Hit* 17 (2d10 + 6) piercing damage plus 7 (2d6) poison damage.

Claw. Melee Weapon Attack: +11 to hit, reach 5ft., one target. *Hit* 13 (2d6 + 6) slashing damage.

Tail. Melee Weapon Attack: +11 to hit, reach 15ft., one target. *Hit* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of Quo'quelgix's choice that is within 120 feet of him and aware of him must succeed on a DC 16 Wisdom saving throw or become frightened for 1 minute. The 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 Quo'quelgix's Frightful Presence for the next 24 hours.

Soporific Poison Breath (Recharge 5-6). Quo'quelgix exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one. If the creature fails the save, they must repeat the saving throw at the start of their next turn, becoming poisoned for 1 minute on a failed save. If the creature fails the second save, they must repeat the saving throw at the start of their next turn, falling asleep for 10 minutes on a failed save. This effect ends for a creature if the creature takes damage or someone uses an action to wake it. A successful saving throw ends all effects.

Legendary Actions

Quo'quelgix 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. Quo'quelgix regains spent legendary actions at the start of his turn.

Cantrip. Quo'quelgix casts a cantrip.

Detect. Quo'quelgix makes a Wisdom (Perception) check.

Tail Attack. Quo'quelgix makes a tail attack.

Wing Attack (Costs 2 Actions). Quo'quelgix beats his wings. Each creature within 10 feet of him must succeed on a DC 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone. Quo'quelgix can then fly up to half his flying speed.

FIRE SPEAKER

IXENRENTHIS

Ixenrenthis, known to the lesser races as Firespeaker, is a blind great wyrm red dragon whose mountain fortress in the Elemental Plane of Fire occasionally slips into the Material Plane. Having exchanged his sight for oracular powers, he is knowledgeable beyond measure, likely predicting what the characters will do and what they desire before they themselves even know.

Unlike most red dragons, Firespeaker does not go out of his way to wreak violence, nor is he particularly concerned with inspiring awe and terror. His only goal is to have the stories of past, present, and future collide and unite as they were always intended to. To this end, he seeks out bands of worthy adventurers, telling them tales of deceit, ruin and upheavals past, prompting them to go and investigate the current state of these legends and shape their futures. He is, in his own words, “an enabler of greatness”.

Firespeaker cares for little beyond coaxing the tales into unfolding, and he will feel no remorse if the characters die on one of his given quests.

Firespeaker is by far the most powerful of the chromatic dragon patrons, easily able to crush archfiends, elder elementals and even demigods should they come to blows with him. He is one of the mightiest beings on the Material Plane; as such, any fight in which he directly aids the characters will be quite trivial. Be aware of this when using him.

CASTLE BRIMSTONE

It happens gradually, slowly. Subtly, even. You do not really notice the flakes of ash falling from the sky until they are greying the tops of your heads and shoulders, but once you see them, it all becomes impossible to miss. Your blood temperatures rise, just enough for you to feel an unusual warmth beneath your skin. Small cracks appear in the earth, beneath which you can see the shine of molten rock. In the distance, one of the mountains on the horizon, which you could've sworn was normal-sized just a moment ago, is now triple the size of the peaks beside it. A second glance reveals that the side of the mountain facing you is, in fact, a great bronze fortress, whose tower-tops glow with fiery light.

Firespeaker's lair is a huge fortress made of bronze and black stone, seamlessly built into a great mountain, the likes of which only exist in the Elemental Plane of Fire. It is big enough for him to dwell comfortably within it and to have room for the city of kobolds underneath. Some ten thousand of them live in Mount Brimstone. The characters are welcome to use the higher levels of the castle as a base, so long as they do not kill or bully the kobolds.

Firespeaker presides over the kobolds as a dictator, protecting their population at large in exchange for their servitude. He is unyielding and merciless, and does not tolerate failure, but is a fair ruler and has proved to be a mostly beneficial leader for the Brimstone kobolds.

The kobolds have been specially trained by Firespeaker to analyze magic items, and have received a boon from him, allowing them to cast certain divination spells.

Firespeaker's servants are **kobolds** of any variant, with the following features:

- The kobolds are immune to fire.
- They speak Common, Draconic, and Ignan.
- They are lawful neutral.
- They can innately cast *detect magic* and *identify*.

When Castle Brimstone manifests in the Material Plane, it activates the same regional effects that a legendary red dragon's lair would. Firespeaker can use his lair actions anywhere within the mountain and castle.

The mountain-fortress is inherently loose from planar bindings, but by itself, its crossing from one plane to the other is sporadic and unpredictable by mundane means. Through a remarkable combination of divination, magical power and technological ingenuity, Firespeaker has gained control over Castle Brimstone's plane-shifting, and shifts in and out of the Material Plane as he sees fit.

When Castle Brimstone enters the material plane, it warps an existing mountain to its own shape. The mountain it warps must be smaller than itself.

The mountain-fortress is enough of a dungeon that even its residents carry around detailed maps with them. Without such a map, the characters might wander around lost for days without finding the great hall where Firespeaker's hoard lies.

FIRE SPEAKER'S TALES

Firespeaker relates his visions of the past to the characters with practiced grace and simple elegance. He cares little for poetry beyond its historical significance, preferring to speak eloquently and leave it at that.

Princes of the Apocalypse. Firespeaker speaks of the Princes themselves, of their dark origins and of the cultists of Elemental Evil, warning the characters of the consequences of their summoning and of the destruction they will wreak across the land if left unchecked. Firespeaker has a vested interest in the outcome of their adventure, since his home is in the Plane of Fire. Firespeaker will have some of his kobolds scatter throughout the land, tracking the Eternal Flame agents and assisting the characters whenever they can.

Storm King's Thunder. Sensing greatness on the horizon in the shadows of giants, Firespeaker weaves a tale of ancient might, telling the characters of the long-ago war between the dragons and the giants, the fall of Ostoria, and of the ordning. Now, he says, he believes the ordning to be collapsing, and chaos will be soon to follow. He directs the characters to the village of Nightstone, or, if they are higher level, to Bryn-Shander, Goldenfields, or Triboar - whichever is closest.

Tyranny of Dragons. Firespeaker tells of the queen of evil dragons, Tiamat, and of the destruction she would wreak upon the Material Plane should she be summoned. He then tells of the Cult of the Dragon who serve in her name, and informs the characters that they are currently hatching a particularly nefarious plot.

If the characters face down Tiamat at the climax of *The Rise of Tiamat*, the sky fills with evil dragons intent on striking them down before the real battle even begins. All seems lost, until Firespeaker comes hurtling from the clouds and engages the flying dragons one to many, allowing the characters to fight Tiamat on more even terms. In the end, he perishes from myriad wounds, leaving Castle Brimstone to the characters. However, at this level they can probably resurrect him if they so choose.



Image used: "Dragonfire" by Kekai Kotaki

The Redcrosse Hero faces mighty Firespeaker's wrath on the battlements of Castle Brimstone.

IXENRENTHIS

Colossal dragon, lawful neutral

Armor Class 26 (natural armor), 28 (from *haste*)
Hit Points 1,103 (86d20 + 200)
Speed 60 ft., climb 60 ft., fly 160 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	30 (+10)	22 (+6)	24 (+7)

Saving Throws Dex +11, Con +21, Wis +17, Cha +18
Skills Insight +17, Perception +28, Stealth +11
Damage Resistances bludgeoning, piercing and slashing damage from magical attacks
Damage Immunities fire; bludgeoning, piercing and slashing damage from nonmagical attacks
Condition Immunities charmed, frightened, paralyzed, stunned
Senses truesight 120 ft., passive Perception 38
Languages Celestial, Common, Draconic, Dwarvish, Elvish, Giant, Gnomish, Goblin, Ignan, Halfling, Infernal, Orc, Primordial
Challenge 44 (740,000 XP)

Arcane Recovery (1/Day). Ixenrenthis regains expended spell slots. The spell slots can have a combined level that is equal to or less than half his spellcasting level (rounded up), and none of the slots can be 6th level or higher.

Greater Portent. Each day, Ixenrenthis rolls three d20s and records the numbers rolled. He can replace any attack roll, saving throw, or ability check made by him or a creature that he can see with one of these foretelling rolls. He must choose to do so before the roll, and he can replace a roll in this way only once per turn. Each foretelling roll can be used only once.

Expert Divination. When Ixenrenthis casts a divination spell of 2nd level or higher using a spell slot, he regains one expended spell slot. The slot he regains must be of a level lower than the spell he cast and can't be higher than 5th level.

Fire Absorption. Whenever Ixenrenthis is subjected to fire damage, he takes no damage and instead regains a number of hit points equal to the fire damage dealt.

Magic Resistance. Ixenrenthis has advantage on saving throws against spells and other magical effects.

Legendary Resistance (3/Day). If Ixenrenthis fails a saving throw, he can choose to succeed instead.

Siege Monster. Ixenrenthis deals double damage to objects and structures.

Spellcasting. Ixenrenthis is a 20th-level spellcaster (spell save DC 29, +21 to hit with spell attacks). He has the following wizard spells prepared:

Cantrips (at-will): *booming blade*, *fire bolt*, *minor illusion*, *prestidigitation*, *toll the dead*

Level 1 (4 slots): *detect magic*, *find familiar*, *identify*, *magic missile*

Level 2 (3 slots): *detect thoughts*, *locate object*, *mirror image*, *misty step*

Level 3 (3 slots): *clairvoyance*, *counterspell*, *haste*~, *hypnotic pattern*, *major image*, *tongues*

Level 4 (3 slots): *arcane eye*, *locate creature*, *polymorph*, *wall of force*

Level 5 (3 slots): *contact other plane*, *legend lore*, *scrying*, *telepathic bond*

Level 6 (2 slots): *globe of invulnerability*, *mass suggestion*

Level 7 (2 slots): *crown of stars*~, *forcecage*, *plane shift*

Level 8 (1 slot): *maze*

Level 9 (1 slot): *foresight*~

~ Ixenrenthis casts these spells on himself before combat.

Spell Mastery. Ixenrenthis can cast *identify* and *misty step* without expending any spell slots.

Signature Spells. Ixenrenthis can cast *thunder step* and *fireball* once each without using a spell slot.

Actions

Multiattack. Ixenrenthis can use his Frightful Presence. He then makes five attacks: one with his bite, two with his claws and two with his tail.

Bite. Melee Weapon Attack: +21 to hit, reach 15 ft., one target. *Hit:* 26 (3d10 + 10) piercing damage plus 28 (8d6) fire damage.

Claw. Melee Weapon Attack: +21 to hit, reach 10 ft., one target. *Hit:* 20 (3d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +21 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Ixenrenthis's choice that is within 240 feet of him and aware of him must succeed on a DC 29 Wisdom saving throw or become frightened for 1 minute. A creature that is frightened is also paralyzed. 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 Ixenrenthis's Frightful Presence for the next 24 hours.

IXENRENTHIS (CONT'D)

Legendary Actions

Ixenrenthis can take 5 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. Ixenrenthis regains spent legendary actions at the start of his turn.

Fire Breath (Costs 3 Actions). Ixenrenthis exhales fire in a 150-foot cone. Each creature in that cone must make a DC 29 Dexterity saving throw, taking 140 (40d6) fire damage on a failed save, or half as much damage on a successful one.

Cast Spell (Costs 3 Actions). Ixenrenthis casts a spell.

Tail Attack. Ixenrenthis makes a tail attack.

Wing Attack (Costs 2 Actions). Ixenrenthis beats his wings. Each creature within 20 feet of Ixenrenthis must succeed on a DC 29 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Ixenrenthis can then fly up to half his flying speed.



Image used: "Ancient Red Dragon" by Zack Stella

GRANDMOTHER RIME

KIFELTHRAN

Kifelthran, known to the White Dragon monks that live beneath her lair as Grandmother Rime, is an ancient white dragon dwelling in the far north. She is very old, and, while not terribly intelligent, cares a great deal for the White Dragon monks, who she thinks of as grandchildren. Rime possesses great wisdom, accumulated over centuries of experience, and is the only good-aligned chromatic dragon patron presented in this collection.

Having lived for her entire life in the company of kindly, sagacious monks, Rime has elected to emulate them and put her great strength towards helping her chosen people. The original name of her monastery is lost to history; now it is known as the White Dragon Monastery, of which she is the record-keeper. The monks turn to her stories for guidance in the Way of the White Dragon.

The White Dragon monks follow the Way of the White Dragon, created by Grandmother Rime herself. The brutal cold they live in steels their minds and toughens their bodies as they train in the shadow of the Grandmother's cave. They treat Rime as a combination of cherished grandmother and revered grandmaster, and initiates who would progress beyond martial arts and commit themselves to this monastic tradition must prove themselves before Grandmother Rime, ascending to her lair for that most important of tests.

MONASTIC TRADITION

Monks have the following Monastic Tradition Option, in addition to those in the *Player's Handbook*.

WAY OF THE WHITE DRAGON

Monks of the Way of the White Dragon have trained and lived under Grandmother Rime for years, and studied the scrolls she herself has dictated and refined over the centuries. This tradition is meant to allow mere humanoid to emulate the might and ferocity of white dragons, and eventually even gain a draconic form, if they master this chosen path.

CLAWS OF WINTER

Starting when you choose this tradition at 3rd level, you can manifest part of a white dragon's natural weaponry to fight. You can spend 1 ki point to grow fearsome claws and scales around your limbs for 1 minute, which grant the following effects:

- Your unarmed attacks deal an additional 1d4 of slashing damage. This bonus increases to 1d6 at 5th level, a 1d8 at 11th level, and a d10 at 17th level.
- Your unarmed attacks have an additional 5 feet of reach.
- You have resistance to cold damage.

MARK OF THE WYRM

At 6th level, the power of the white dragon has suffused your body so long that it has become part of your physiology. You gain blindsight out to 60 feet, and darkvision out to 120 feet. Additionally, you gain a burrowing speed and a swimming speed equal to your Unarmored Movement speed.

CHILL SOUL

Beginning at 11th level, you learn to cast spells that channel the cold brutality of the white dragon, using only your ki. You can cast any of the following spells by spending an amount of ki points equal to the spell's level:

Level 0: *ray of frost*

Level 1: *absorb elements, ice knife*

Level 2: *dragon's breath, Snilloc's snowball swarm*

Level 3: *fear, sleet storm*

Level 4: *ice storm*

Level 5: *cone of cold*

Level 6: *investiture of ice, Otiluke's freezing sphere, wall of ice*

THE DRAGON UNLEASHED

At 17th level, you have truly mastered the Way of the White Dragon. You can cast the *shapechange* spell, but only to assume the form of a white dragon. Once you use this ability, you cannot use it again until you finish a long rest.

WHITE DRAGON MONASTERY

The White Dragon Monastery is situated within an iceberg that floats off northern coasts, forever preserved by magic. Carved into the iceberg is a series of stone-walled chambers tunnels, which lead to Grandmother Rime's lair and the monks' chambers. Initiates are gifted *rings of warmth*, which they may use while outside of training.

Grandmother Rime can use her lair actions anywhere within the monastery.

The monks have constructed a temple, decorated with columns, statuettes and likenesses of Grandmother Rime. This is their training ground, where they spend eight to ten hours each day practicing their martial arts. Outside, there is a ledge where the more experienced monks go to meditate. They sleep in cots, in a large chamber beside a circular mess hall, which features a round table and a wooden stove to heat frozen food. The monks' diet consists mainly of seabirds, fish, and plants that they dive for. Learning to dive like a dragon is part of every monk's training - one of their rites of passage consists of retrieving a pearl from the freezing ocean floor.

There is a library, proofed from the cold by a great pair of doors, that houses most of the scrolls detailing Grandmother Rime's techniques, along with references to those ancient monks who taught her the beginnings of what came to form her monastic tradition.

A winding path outside the monastery proper leads around the side of the iceberg to Rime's lair, above the lower levels. Echoing tunnels allow her to hear what goes on below; if she believes her grandchildren to be in danger, she surges from her lair, flying off the cliff that serves as her threshold, and dives down to the monastery entrance.

The White Dragon monks are **martial arts adepts** (VGtM 216) with the following additional features that changes their challenge rating to 4 (1,100 XP):

- The monks are resistant to cold damage.
- They speak Draconic and one other language.

Claws of Winter. The White Dragon monk's Unarmed Strikes do an additional 3 (1d6) damage and have an additional 5 feet of reach.

GRANDMOTHER RIME'S TALES

Rime is easily provoked into nostalgic retellings of past events, recalling legends and memories from hundreds of years ago as if they were yesterday's events. She tells stories like an archetypal wise, kindly grandmother, and is extremely patient, simply telling curious characters to wait until the story is finished to ask questions, but subtly incorporating the answers into her stories as they flow. She has an almost childlike sense of wonder and is easily entertained, but is no fool - this wonder is tempered with the wisdom of ages, and she can sort fact from fiction - and lies from truth - with startling ease.

Lost Laboratory of Kwalish. Kwalish is an old friend of Rime's, whose research she once sponsored. With rumours of his disappearance floating around, she has become worried about what might have happened to him, and sends out the word that she would be willing to pay handsomely for his return.

If the characters fail to bring back Kwalish, but succeed at providing proof that they found him, Grandmother Rime is saddened, but understanding. Though they did not complete the task she set them out to do, she still rewards them with the deed to an abandoned monastery near Neverwinter.

If the characters succeed, she is happy to see her old friend again, even if he is a bit different than how she remembers him. She grants them the deed to the abandoned monastery near Neverwinter, along with the following treasure:

- 1,200 cp.
- 8,000 sp.
- 2,300 gp.
- 40 pp.
- 3 small mirrors set in painted wood frames worth 25 gp each.
- Gold locket with a painted portrait inside worth 25 gp.
- 2 carved bone statuettes worth 25 gp each.
- *Potion of cloud giant strength.*

Image used: "Ancient White Dragon" by Lars Grant-West

Storm King's Thunder. Grandmother Rime has flown inland, seeking help against the frost giants that have attacked her iceberg. She can either replace Arveiatrace, the ancient white dragon in Icewind Dale, or fly to the defense of Bryn-Shander, and afterwards beseeches the characters to assist her. Rime has identified the source of her troubles as the frost giant Jarl Storvald, and knows that stopping him will help the characters end the giant problem at large.

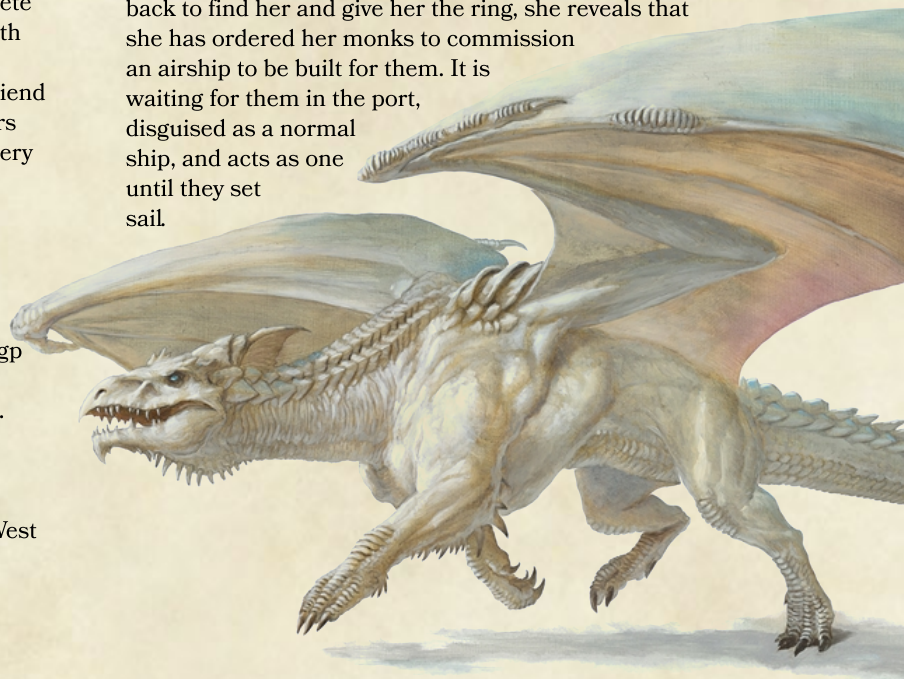
In return for defeating Storvald and helping her, Rime teaches the characters a mantra. Once per day, they can summon a number of white dragons or White Dragon monks whose cumulative CR is equal to the level of the highest level character in the party. Summoned dragons or monks help the party as best they can unless doing so would mean death for them, and leave after one hour. Additionally, the characters gain a good reputation in monasteries, and can take shelter in them unless they show themselves to be a danger to the residents.

Tomb of Annihilation. This is their adventure hook: Grandmother Rime appears on the mainland to any characters native to Faerûn, and will provide them with safe passage on her iceberg monastery across the Sea of Swords to Chult.

The journey there can be an adventure in and of itself. The way to Chult is no small distance, and there is room for all manner of encounters to take the characters from level 1 to 5. From slave-hunting corsairs, to fearsome bands of shark-riding sahuagin, to kraken cultists, and gargantuan sea monsters rising from the depths, the Sea of Swords is rife with danger and wonder.

When they arrive, Grandmother Rime reveals that she did have an ulterior motive in bringing the characters to Chult. The *ring of winter*, a powerful magical artifact that she was keeping safe in her hoard, was stolen by a well-meaning human named Artus Cimber, who believed he was relieving an evil dragon of an evil artifact. Rime is irritated that the man stole from her, but is more concerned about the fate of the ring, and is certain that powerful evils will be hunting it. She knows she is better capable of keeping it safe than Artus, and wants the players to give it back to her, willing to reward them handsomely for that service.

Her iceberg waits for them in Port Nyanzaru. If they come back to find her and give her the ring, she reveals that she has ordered her monks to commission an airship to be built for them. It is waiting for them in the port, disguised as a normal ship, and acts as one until they set sail.



KIFELTHRAN

Gargantuan dragon, neutral good

Armor Class 20 (natural armor)

Hit Points 511 (35d20 + 144)

Speed 70 ft., burrow 70 ft., fly 110 ft., swim 70 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	26 (+8)	10 (+0)	24 (+7)	18 (+4)

Saving Throws Str +14, Dex +6, Con +14, Int +6, Wis +13, Cha +10

Skills History +6, Insight +13, Perception +19, Persuasion +10, Stealth +6

Damage Resistances

Damage Immunities cold, poison

Condition Immunities poisoned

Senses blindsight ft., darkvision ft., passive Perception

Languages all

Challenge 23 (50,000 XP)

Ice Walk. Kifelthran can move across and climb icy surfaces without needing to make an ability check. Additionally, difficult terrain composed of ice or snow doesn't cost her extra movement.

Legendary Resistance (3/Day). If Kifelthran fails a saving throw, she can choose to succeed instead.

Slow Fall. Kifelthran can use her reaction while falling to reduce any falling damage she takes by an amount equivalent to five times her CR.

Stunning Strike (3/Day). Any time Kifelthran hits another creature with a melee weapon attack, that creature must succeed on a DC 21 Constitution saving throw or be stunned until the end of Kifelthran's next turn.

Ki-Empowered Strikes. Kifelthran's unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Evasion. When Kifelthran is subjected to an effect that allows her to make a Dexterity saving throw to take only half damage, she instead takes no damage if she succeeds on the saving throw, and only half damage if she fails.

Stillness of Mind. Kifelthran can use her action to end one effect on herself that is causing her to be charmed or frightened.

Purity of Body. Kifelthran is immune to disease.

Diamond Soul (3/Day). If Kifelthran fails a save, she can roll it and use the second result.

Timeless Body. Kifelthran suffers none of the frailty of old age, can't be aged magically, and cannot die of old age. In addition, she does not need food or water to sustain herself.

Innate Spellcasting. Kifelthran's spellcasting ability is Wisdom (spell save DC 21, +13 to hit with spell attacks). Kifelthran can innately cast the following spells, requiring no material components:

At will: *ray of frost*

3/day each: *absorb elements, detect thoughts,*

dragon's breath, ice knife, Snilloc's snowball swarm

2/day each: *fear, ice storm, sleet storm*

1/day each: *cone of cold, Otiluke's freezing sphere,*

investiture of ice, wall of ice

Actions

Multiaction. Kifelthran can use her Frightful Presence. She then makes six attacks: one with her bite, four with her claws and one with her tail.

Bite. Melee Weapon Attack: +14 to hit, reach 15ft., one target. *Hit* 19 (2d10 + 8) piercing damage plus 9 (2d8) cold damage.

Claw. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 20ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Frightful Presence. Each creature of Kifelthran's choice that is within 120 feet of her and aware of her 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 Kifelthran's Frightful Presence for the next 24 hours.

Cold Breath (Recharge 5-6). Kifelthran exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 21 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Legendary Actions

Kifelthran 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. Kifelthran regains spent legendary actions at the start of her turn.

Deflect Projectile. When Kifelthran is hit by a ranged weapon attack, the damage she takes is reduced by 1d10 + her Strength modifier + her CR. If the damage is reduced to 0 and the projectile is 2 or more size categories smaller than her, she can make a ranged attack (20/60 feet) with the weapon or piece of ammunition, as part of the same legendary action. She makes this attack with proficiency, regardless of her weapon proficiencies.

Detect. Kifelthran makes a Wisdom (Perception) check.

Tail Attack. Kifelthran makes a tail attack.

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

STRATA

ULHARKADEN

Ulharkaden is a young blue dragon who goes by the name of Strata. Having only left her parents' lair a few weeks ago (on rather bad terms with said parents, it should be mentioned), she is in search of a new home and is eager to begin accumulating a hoard.

This gives her a natural reason to have the characters in her employ, both to keep her safe from danger and to give her a cut of treasure they find. Any gold she receives is treated with miserly love, and she will not part with any of it.

In general, Strata acts like a particularly vain and narcissistic young woman, albeit one whose tempers are far deadlier than the average humanoid adolescent's. She will temporarily curb these tendencies if something important to her is on the line, the most obvious example being her treasure, but a character who she considers particularly valuable might also find themselves unexpectedly rescued.

It's a well-known fact that dragons sometimes take consorts from humanoid races, and it is possible that Strata may develop an 'interest' in one of the characters, particularly if they rescue her from danger, provide more treasure than their fellow party members, and speak to her about things besides adventuring and treasure-gathering. Engaging in witty back-and-forth is something Strata takes great pleasure in, and she will take note if one of the characters does it often.

Starting at 10th level, Strata can actually join the party on adventures if they are short a party member. She can innately cast any three Sorcerer spells of 3rd level or lower (spell save DC 15).

STRATA'S LAIR

As of her first meeting with the characters, Strata does not have a fixed lair. Anything she might reside in at that point is a temporary solution, and if the characters convince her to become their patron (or if she convinces them to work with her), she will journey with them until she finds a suitable place to lair more permanently, eating her treasure in order to transport it and regurgitating it once she arrives at her new home. She does not find anything strange about this process, and denounces anyone who thinks otherwise as being strange themselves.

In regards to scoping out a potential lair, Strata prefers dry, arid regions such as deserts and tropical coastlines where storms rage frequently. As she is not yet a legendary dragon, her lair will not create the regional effects that such a dragon's would, but she is able to use lair actions in a place she deems her own. Strata will never lair in cold places, despising low temperatures in general.

Image used: "Young Blue Dragon" by Ben Wootten

PERSONA AND PERSONALITY

As previously mentioned, Strata is a vain, prideful young dragon who is just beginning to find her way in the world, seeking out new experiences and trying to figure out what works best for her. As a result, the notion of working with the characters (who she will privately think of as her minions) at once makes her nervous and excited to see what will come of it. She may come across as surprisingly trusting and naive, and she is, but it would be a mistake to think of her as stupid.

Strata is always calculating which outcome would serve her best in any given situation. Already more intelligent than the average human, she enjoys making people look silly or buffoonish by verbally outmaneuvering them or tricking them into courses of action that make her come out on top. Her lack of insight makes her susceptible to misinformation, and if any of the characters grows close to her, she will admit that her trusting nature is a flaw she is struggling to overcome.

Around those she considers her minions, she can be rude, crass, and inconsiderate while retaining her draconic dignity. In unfamiliar social scenes she puts on a more polite facade.



STRATA'S TALES

Strata has no stories yet to tell, nor has she the manner to tell them; rather, her stories are being born alongside the characters as they journey through the world together and find their place within it. Her tales, then, are closely tied to those of the characters, and only grow closer the more they interact. It is quite possible for Strata and the characters to become more than grudging allies and develop genuine friendships with one another.

Strata lends herself better to featuring in shorter adventures rather than lengthy campaigns, although she can appear in most modules without seeming completely out of place. Anything set in the desert is a natural fit for her, but her temporary lairing situation means that she could be holed up anywhere until the characters stumble across her.

Additionally, as the characters progress from one adventure to another, her continued presence across modules makes more sense since they'll have already met her in a previous adventure and will therefore have a reason for continued interaction with her.

Against the Giants. In the Steading of the Hill Giant Chief, the hill giant tower guard in location 1B has been quietly slaughtered by Strata, who has stealthed her way in through the front doors and is now realizing she didn't fully think her infiltration through. Initially suspicious of the characters, it should be clear that their goals - killing the hill giants - align fairly well, and that working together nets them better odds. She is fully capable of being stealthy, and will refrain from breathing lightning if it means alerting the hill giants to their presence.

When the characters head North to deal with Grugnur, Strata stays in the south to hunt down a pack of ogres who fled the Steading. When they go to the Hall of the Fire Giant King, she reappears to help them out, and thereafter offers to begin a partnership as allies and equals. If the characters were previously patronized by her, this finally puts them on even ground with her.

Lost Mine of Phandelver. This is the most straightforward implementation of Strata in any adventure, though it is best suited for players who are playing through this adventure a second time. A simple but significant change is substituting Strata for Venomfang, thus making the tower at Thundertree a very different encounter. While she is still evil, Strata is more curious than aggressive, and will want to engage in conversation with the characters to find out who they are and what they want.

Noting that they seem fairly capable, Strata will offer them her patronage, and will help them clear out the rest of Thundertree if they haven't already. From then on, they can have her assist them with any encounters they run into in the woods.

When the characters defeat the Black Spider and leave Phandalin, Strata leaves with them.

Waterdeep: Dragon Heist. In the Yawning Portal, one barmaid's shifty golden eyes betray her as a person of intrigue. This is, of course, Strata in disguise. She has a singular goal in Waterdeep: to make off with the embezzled dragons and start her hoard.

The events in the bar following the troll attack cause her to take interest in the characters, and from then on she follows their progress until they reach Trollskull Alley. Outside the Bent Nail, she greets them and suggests that they become business associates, offering to give them information about the factions in the city in exchange for convening with her, telling her about the developments they uncover and granting her a cut of the eventual profits. The characters joining factions is nothing but advantageous to her, allowing her to gain unsuspecting connections in high places through the characters.

If the characters return from the Vault of Dragons alive, Strata appears in her dragon form and joins the fight against the villains outside, likely granting the characters a big advantage over them. Afterwards, she reveals herself, demanding a cut of the gold and stating that she would like to work with the characters again in the future before disappearing from the city.

ULHARKADEN

Large dragon, lawful evil

Armor Class 18 (natural armor)
Hit Points 156 (16d10 + 64)
Speed 40ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	19 (+4)	14 (+2)	13 (+1)	17 (+3)

Saving Throws Dex +4, Con +8, Wis +5, Cha +7
Skills Deception +7, Perception +9, Persuasion +7, Stealth +4

Damage Immunities lightning
Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic
Challenge 9 (5,000 XP)

Change Shape. Ulharkaden magically polymorphs into a female human martial arts adept or back into her true form. She reverts to her true form if she dies. Any equipment she is wearing or carrying is absorbed or borne by the new form (Ulharkaden's choice).

In martial arts adept form, Ulharkaden retains her alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom and Charisma scores, as well as this action. Her statistics are otherwise replaced by those of the new form.

Innate Spellcasting. Ulharkaden's spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). She can innately cast three sorcerer spells of 3rd-level or lower once a day each, requiring no material components.

Actions

Multiattack. Ulharkaden makes three attacks: one with her bite and two with her claws.

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

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Lightning Breath (Recharge 5-6). The dragon exhales lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw, taking 55 (10d10) lightning damage on a failed save, or half as much damage on a successful one.



THE VAGRANT

VUTHASJACH

Vuthasjach, known to the denizens of the Shadowfell as 'the Vagrant', is a wandering ancient black shadow dragon. Ages of active malice have boiled down into a mostly benign selfishness, and while his days of laying waste to settlements are mostly done, he still wings his way overland, temporarily claiming swamps as his territory before moving on. None but him know exactly where his hoard lies, but all agree it is a vast trove of unimaginable value.

A profoundly selfish creature, the Vagrant enjoys making bargains with the lesser races, particularly adventurers who can plunder dungeons that his own great size prevents him from entering. He is also very fond of his own sibilant voice, and when he is not doing business (or hunting), the Vagrant tells stories of centuries past, preferring those with dark or morbid endings. He is a repository of folk history, and may even trade in stories, using *legend lore* to pull tales from out of thin air. Most of the time, though, his bargains consist of getting lesser races to seek out magic items that suit his fancy.

The Vagrant's favourite spell is *secret chest*. He uses this spell to store what treasures he receives in the Shadowfell. His hoard is there, in a sprawling dungeon of illusions and phantasms. For his temporary lair, he transforms areas he settles in using *mirage arcane*, making whatever place he claims appear as a mile-wide swampland.

When he seeks to return to his hoard beyond the material plane, the Vagrant casts *plane shift*.

THE VAGRANT'S INN

The Vagrant jokingly refers to his illusory swamp as his 'inn', where resident creatures find themselves suddenly living and being forced to adapt to this strange, unpleasant ecosystem. The entirety of the territory covered by his *major image* counts as his lair, and he can use lair actions anywhere within it.

Quite suddenly, what seems like solid ground becomes thick muck, slowing your footsteps as you are bogged down in it. All around, the ground begins to turn wet and soft, as the grasses rise higher and twisted, gnarled trees sprout from the earth. The smell of rotting vegetation and foul water pervades the air, as you find yourselves standing in a dark, humid swamp.

THE VAGRANT'S TALES

The Vagrant's tales are straight and to the point, though he enjoys stressing the more morbid and unpleasant aspects of any story he tells. He does not value the information nearly as much as he covets the magic items he might gain from the characters' adventures, but he puts just enough flair into it for the adventurers to be intrigued. He is especially good at making things seem dark, mysterious and foreboding.

Curse of Strahd. As a native to the Shadowfell, the Vagrant is able to access the Demiplane of Dread using *plane shift*. He makes his Vagrant's Inn in the Svalich woods around Lake Zarovich; Strahd cannot see through his ravens into the illusory swamp, so if the characters manage to get on the Vagrant's good side, they will have an actual private place to rest... in the company of a dangerous and temperamental dragon. The first time the characters enter the Vagrant's Inn, they are unable to exit until they find him (which he wants them to).

There are three things the Vagrant desires: the *Holy Symbol of Ravenkind*, the *Icon of Ravenloft*, and the *Sunsword*. He wishes to add all three to his hoard, and to rule over Barovia in Strahd's stead.

If the characters fail, the Vagrant discreetly departs Barovia, leaving no hint that he was ever there.

If the characters succeed and grant the Vagrant the wondrous items he desires, he rises out of his swamp to claim Castle Ravenloft as his new lair, exchanging places with Strahd as the dark overlord of the Demiplane of Dread. He allows the characters to return to the Material Plane and invests in their adventures henceforth, paying for any expenses they require (up to 10,000 gp per adventure) as long as they continue to bring him magic items they find. The total value of the magic items they give him afterwards must exceed his investment.

Storm King's Thunder. The Vagrant sees Iymrith's deception as troublesome meddling, though he himself covets the *Korolnor Scepter* and the *Wyrmskull Throne*.

If the characters deliver both of these wondrous items to him, he becomes friendly towards them and sponsors their adventures henceforth, paying for any expenses they require (up to 10,000 gp per adventure) as long as they continue to bring him magic items they find. The total value of the magic items they give him afterwards must exceed his investment.

If they bring him one of these wondrous items, he is somewhat pleased, and secretly retreats to the Shadowfell to gloat over his prize. The characters will likely never see him again should this occur.

If they bring him none of these wondrous items, he becomes hostile, and antagonizes the characters from then on until they track him down into the Shadowfell and kill him.

Waterdeep: Dungeon of the Mad Mage. There are many magic items hidden in Halastor's dungeon that the Vagrant covets, but cannot reach himself. For that, he requests the characters' assistance, and offers to sponsor each excursion they make into Undermountain. For each new level of the dungeon they reach, he will grant them a corresponding amount of gold in sponsorship (level x 1000), assuming they bring him one or more magic items of cumulative value equal to or greater than what he has paid.

If the characters are unable to grant him the requisite amount, he withdraws his sponsorship and returns to the Shadowfell.

If they defeat Halastor Blackcloak while having retained his favour all the way, a courier will find them with a letter addressed to them. It reads thusly:

LETTER FROM VUTHASJACH

Esteemed Minions,

Over the course of my hundreds of years, I have held many retainers in my service - so many, in fact, that I have forgotten most of their names altogether. Inevitably, each of these retainers proved to be a disappointment in the end; whether they met some grisly fate on their missions, failed to pay me, or lost my interest and were eaten by myself, all eventually proved insufficient for my causes. Thus have I been disappointed, time and time again, and had lost what little belief I held in the value of the lesser races.

That is, until you far exceeded my expectations.

I have looked on in wonder as, constantly, reliably and infallibly, you have returned from certain death with my prizes and your own clutched in those frail little hands of yours. I often wondered, as we did business, how such small hands could possess such strength. The answer is one that has forever eluded my kind, and eludes me still. However, it is one that I am determined to seek out.

With this end in mind, I have decided to take a little tour of the Material Plane in search of answers. I will not rest until either my bones are dust, or I uncover the truth. I do not think we will meet again - at least, not in your mortal lifetimes - so I have left you a parting gift. Together as one, speak the words "*darastrix tichii*" when you are prepared to claim your reward.

You hold in your hands the good faith and gratitude of a dragon - something not easily earned. Remember this, and me, for no others will.

Your Friend,

Vuthasjach the Vagrant.

If the characters speak the words "*darastrix tichii*" as the Vagrant suggests, they will be transported to the Shadowfell, at the forefront of his lair. All the traps and defenses have been disarmed, leaving them free to walk through it. At the end of it, they find Vuthasjach's hoard, which, in addition to all the magic items they have given him over the course of their adventures, contains:

- 36,000 gp.
- 36,000 pp.
- Gold cup set with emeralds worth 9,00 gp.

- Gold jewelry box with platinum filigree worth 7,500 gp.
- Painted Gold Child's Sarcophagus worth 6,000 gp.
- 2 transparent blue-white diamonds worth 6,000 gp each.
- 2 deep crimson rubies worth 3,500 gp each.
- 2 transparent fiery orange jacinths worth 5,000 gp each.
- 2 translucent lustrous black sapphires with glowing highlights worth 8,500 gp each.
- *+3 leather armor (2)*
- *Staff of the magi*
- *+2 breastplate*
- *Cloak of invisibility*
- *Sword of answering*
- *+3 chain mail*
- *Ring of fire elemental command*



Image used: "Ancient Black Dragon" by Craig J. Spearing

VUTHASJACH

Gargantuan dragon, chaotic evil

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 50 ft., climb 40 ft., fly 120 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	25 (+7)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Str +15, Dex +9, Con +14, Wis +9, Cha +11

Skills Acrobatics +9, Intimidation +11, Perception +16, Stealth +16

Damage Resistances necrotic; bludgeoning, piercing and slashing damage from nonmagical weapons

Damage Immunities acid

Senses blindsight 120 ft., darkvision 240 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. Vuthasjach can breathe air and water.

Bloodied Breath. When Vuthasjach drops below half his maximum hit points, his breath attack recharges and he uses it as a reaction.

Legendary Resistance (3/Day). If Vuthasjach fails a saving throw, he can choose to succeed instead.

Living Shadow. When in dim light or darkness, Vuthasjach has resistance to damage that isn't force, psychic, or radiant.

Magic Resistance. Vuthasjach has advantage on saving throws against spells and other magical effects.

Magic Weapons. Vuthasjach's weapon attacks are magical.

Shadow Stealth. While in dim light or darkness, Vuthasjach can take the Hide action as a bonus action.

Strafing. When Vuthasjach is flying, he can add his movement to the length of his breath weapon attack.

Sunlight Sensitivity. While in direct sunlight, Vuthasjach has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. Vuthasjach's spellcasting ability is Charisma (spell save DC 19). He can innately cast the following spells, requiring no material components:

1/day each: *legend lore*, *mirage arcane*, *plane shift*, *secret chest*

Actions

Multiattack. Vuthasjach can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 19 (2d10 + 8) piercing damage plus 9 (2d8) acid damage.

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

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. **Hit:** 17 (2d8 + 8) bludgeoning 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. 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.

Legendary Actions

Vuthasjach can take 3 legendary actions, choosing from the options below. Only one legendary actions option can be used at a time and only at the end of another creature's turn. Vuthasjach regains spent legendary actions at the start of its turn.

Detect. Vuthasjach makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). Vuthasjach beats his wings. Each creature within 15 feet of Vuthasjach must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Vuthasjach can then fly up to half his flying speed.