

NIGHTFURY

For hundreds of years this illusive species of dragon was thought to be a myth. Always hidden against the darkness of the northern skies, their piercing green eyes and explosive breath were feared by man and monster alike, the flicker of the stars often the only warning before their homes were set alight.

All nightfuries have jet black scales and wings, they are one of the few dragons to possess a secondary pair of wings at the base of their primary pair, giving them much greater control over their flight.

A nightfury's wingspan and tail length rival the size of metallic and chromatic dragons. This gives them a flying speed rivalling, if not outright beating, so called 'true' dragons.

Much like true dragons, nightfuries have 4 distinct stages to their life. From a hatchling, barely capable of flying to a titanwing, master of the skies.

NIGHTFURY AGE CATEGORIES

Category	Spells	Age
Hatchling	Small	2 years or less
Short Wing	Medium	3-12 years
Broad Wing	Large	13-70 years
Titan Wing	Large	70-80 years

Nomadic Hunters. Nightfury's travel in groups of up to 40 individuals with as many as 4 different family groups. Up to half of a flight can be young hatchlings or shorts wings and many are often lost to snow storms and the rare predators capable of hunting these creatures in the far north. They rarely stay in one place for long, following the great schools of silverfin in the northern currents.

Black and White. The only creature capable of hunting entire nests of nightfuries is the white dragon. Just as nightfuries can't be seen in the night sky, the white dragon will hide amongst the tundras and blizzards, waiting until the flight lands so it can ambush them. In turn should a flight discover the lair of a white dragon, they will hunt its occupant for miles.

Uncanny Intelligence. Despite lacking the ability to speak for the majority of their lives, only a fool would assume that a nightfury is a simple animal. A sharp mind is necessary when protecting the flight from white dragons, and surviving in a merciless icescape. Most of all though, they are driven by their curiosity, many a nightfury has been separated from the flight after seeking the horizon.

Legend of the Bond. It is a rare thing to bond with a nightfury; it most often occurs when one is separated from its flight. They are slow to trust and are quick to sense an individual's character. It can take many years before it accepts a person as their partner. But once they do they will risk their lives for them, because they know their bond-partner would do the same.



HATCHLING

Nightfury eggs are lain in spring just after the ice begins to melt. The flight will make a nest in warmer lands for the first 2 months of a hatchlings life, until they are large enough to fly. Hatchlings are taken care of by the entire flight not just their own parents. Rather oddly, hatchlings are born white and slowly turn black over the first 6 months of their life. They are incapable of producing the plasma blast nightfuries are so well known for.

SHORT WING

This is the age when a nightfury will first create its plasma blast. It typically flies with a group of 5-6 of its peers, taking care of the younger dragonlings and learning from their elders.

It is at this time that their baby teeth will fall out to be replaced by a sharper, retractable set. Their eyes will start to adjust to their night time flying and their tail and wingspan will begin growing to their full size.

BROAD WING

This is the prime of a nightfury's life. It is the time when their soul hungers to seek the horizon. Their wingspan will grow much more slowly now and years of flying give them an almost unmatched air speed.

Many nightfuries will spend a decade or more in lands far from their home, finding sights and smells unlike anything they have known.

"SPEED: UNKNOWN. SIZE: UNKNOWN. THE UNHOLY OFFSPRING OF LIGHTNING AND DEATH ITSELF. NEVER ENGAGE THIS DRAGON. YOUR ONLY CHANCE, HIDE AND PRAY IT DOES NOT FIND YOU." ~ THE DRAGON MANUAL, BORK THE BOLD



TITAN WING

Most will return to the flight, learned from their travels and ready to raise young of their own. Some will even join other flights as they find mates. Rarer still, some will bond with a rider and not return to the north until the rider has passed.

While nightfuries of all ages prefer a diet of fish (specifically northern silverfin), they will eat other meat if need be.

This is the age at which nightfuries first hunt alone, or lead others in a hunt. They will always strike at night if possible, using their superior agility and plasma blasts to strike and fade into the darkness.

Titan wing is the last stage of a nightfury's life. Very few ever reach this age - the harshness of the north doesn't allow it. The few that do are revered among their kind, always leading the flight, and the first to defend it.

Titan wings are only a few feet larger than a broad wing, but it is impossible to mistake them for one. Their bodies become covered in sharp, bony projections that can make the sky sing as they fly. Their scales become harder but lighter, allowing them to become faster and stronger than before. Perhaps most alarmingly though, stories tell that they became able to speak from the mind, telepathically speaking with the rest of their flight.

While not well documented, it is rumoured that the bonding process can speed up a nightfury's maturation, gaining some of the abilities of the Titan Wing well before its time.



Nightfury Hatchling

Small dragon, neutral

Armor Class 12
Hit Points 38 (11d6)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	10 (+0)	7 (-2)	10 (+0)	11 (+0)

Saving Throws Dex +4, Con +2, Wis +2, Cha +2

Skills Stealth +4

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

As White as Snow. The nightfury can hide even while only lightly obscured by snow. In addition, Dexterity (Stealth) checks made to hide have advantage.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 7 (1d10 + 2) piercing damage.

Nightfury Short Wing

Medium dragon, neutral

Armor Class 14 (natural armour)

Hit Points 75 (10d8 + 30)

Speed 30 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	16 (+3)	10 (+0)	13 (+1)	12 (+1)

Saving Throws Dex +5, Con +5, Wis +3, Cha +3

Skills Acrobatics +5, Perception +5, Stealth +6,

Damage Resistances fire

Senses darkvision 60ft., passive Perception 15

Languages -

Challenge 5 (1,800 XP)

Avoidance. If the nightfury is subject to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half if it fails.

Black as Night. While in dim light or darkness, Dexterity (Stealth) checks the nightfury makes to hide have advantage, and it can take the Hide action as a bonus action.

ACTIONS

Multiattack. The nightfury makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Plasma Blast. The nightfury shoots at a point it can see within 60ft with a luminescent flame. If a creature occupies that point, it must make a DC 13 Dexterity saving throw or take 14 (4d6) fire damage on a failed save or half as much on a successful one.

Hiccup Horrendous Haddock III

Hiccup Horrendous Haddock III wasn't big, he wasn't tough and he certainly wasn't strong. However, he was quite a curious boy. It was that curiosity that led him to being the first viking to shoot a nightfury out of the sky. When he found the wounded creature however he could not kill it.

In the weeks to come he befriended the stranded creature, even fashioning a tailfin to replace the one Hiccup had taken from him. Thus a friendship was born among them, for the dragon could sense a kindred spirit in the boy. A soul that put kindness before strength, what is right before what is tradition and above all, protect all his those he held dear. It was this friendship that ended a millenia-long history of strife between man and dragon.

Nightfury Broad Wing

Large dragon, neutral

Armor Class 17 (natural armour)

Hit Points 172 (15d10 + 75)

Speed 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	21 (+5)	20(+5)	14(+2)	16 (+3)	14(+2)

Saving Throws Dex +9, Con +9, Wis +7, Cha +6

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

Damage Resistances fire

Senses darkvision 120ft., passive Perception 21

Languages -

Challenge 12 (8,400 XP)

Avoidance. If the nightfury is subject to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half if it fails.

Black as Night. While in dim light or darkness, Dexterity (Stealth) checks the nightfury makes to hide have advantage, and it can take the Hide action as a bonus action.

Explosive Blasts. The nightfury's Plasma Blast deals double damage to objects and structures.

ACTIONS

Multiattack. The nightfury makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Nightfury's Scream. Each creature of the nightfury's choice that is within 120 feet of the nightfury and aware of it must succeed on a DC 14 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 Nightfury's Scream for the next 24 hours. Creatures are immune to this effect if they are prone.

Plasma Blast. The nightfury shoots at a point it can see within 60ft with a luminescent flame. If a creature occupies that point, it must make a DC 17 Dexterity saving throw or take 28 (8d6) fire damage on a failed save or half as much on a successful one. Then any creatures within 5 feet of that point must make a DC 16 Strength saving throw or be knocked prone, unless they succeeded on the Dexterity saving throw.

Sonar. The nightfury gains blindsight up to 60 feet until the end of its next turn.

LEGENDARY ACTIONS

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

Flight. The nightfury can fly up to half its flying speed.

Tail Attack. The nightfury makes a tail attack.

Plasma Blast (2 Actions). The nightfury makes a plasma blast attack.

Nightfury Titan Wing

Large dragon, neutral

Armor Class 19 (natural armour)

Hit Points 207 (18d10 + 108)

Speed 50 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	24 (+7)	22 (+6)	17 (+3)	19 (+4)	15 (+2)

Saving Throws Dex +13, Con +12, Wis +10, Cha +8

Skills Acrobatics +12, Perception +14, Stealth +12

Damage Resistances fire

Condition Immunities charmed, frightened

Senses darkvision 120 ft., passive Perception 24

Languages telepathy 120 ft.

Challenge 20 (25,000 XP)

Avoidance. If the nightfury is subject to an effect that allows it to make a saving throw to take only half damage, it instead takes no damage if it succeeds on the saving throw, and only half if it fails.

Black as Night. While in dim light or darkness, Dexterity (Stealth) checks the nightfury makes to hide have advantage, and it can take the Hide action as a bonus action.

Explosive Blasts The nightfury's Plasma Blast deals double damage to objects and structures.

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

ACTIONS

Multiattack. The nightfury uses its Nightfury's Scream. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 12 (1d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage.

Nightfury's Scream. Each creature of the nightfury's choice that is within 120 feet of the nightfury 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 Nightfury's Scream for the next 24 hours. Creatures are immune to this effect if they are prone.

Plasma Blast. The nightfury shoots at a point it can see within 90ft with a luminescent flame. If there is a creature occupying that point, it must make a DC 20 Dexterity saving throw or take 49 (14d6) fire damage on a failed save or half as much on a successful one. Then any creatures within 10 feet of that point must make a DC 17 Strength saving throw or be knocked prone, unless they succeeded on the Dexterity saving throw.

Sonar. The nightfury gains blindsight up to 60 feet until the end of its next turn.

LEGENDARY ACTIONS

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

Flight. The nightfury flies up to half its flying speed.

Tail Attack. The nightfury makes a tail attack.

Alpha's Presence. Nonhostile creatures within 120 feet can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of the nightfury's next turn.

Plasma Blast (2 Actions). The nightfury makes a plasma blast attack.

Sonic Boom (3 Actions). The nightfury flies 50 feet in a straight line. This movement does not provoke opportunity attacks. Creatures that are within 5 feet of the nightfury as it moves past them must make a DC 19 Constitution saving throw or be stunned until the end of their next turn. Deafened creatures are immune to this effect.



Acknowledgements.

Credit:

> Created by /u/Daimon5shade.

Artwork:

> I currently don't know who made the art for page 1.

> "Toothless" at <http://mao718.deviantart.com/art/toothless-160212941>
by user Mao718 on Deviantart: <http://mao718.deviantart.com/>

> "Toothless Expressions" at <http://sharkie19.deviantart.com/art/Toothless-Expressions-198189820>
by user sharkie19 on Deviantart: <http://sharkie19.deviantart.com/>

> The many artists at Dreamworks who made the amazing concept art for How to Train your Dragon 2

> An unnamed piece of Fan art by John J Park :

<https://www.facebook.com/photo.php?fbid=558513912830&set=a.511716939340.2012200.134900571&type=3&theater>

> And last but not least /u/FireLordOzai and the many lovely people at /r/UnearthedArcana and Imgur who have helped me iron out the kinks with this Homebrew.