



LEGENDARY DRAGONS

A COMPENDIUM OF EPIC DRAGONS
FOR USE IN ANY 5TH EDITION SETTING



DILLON · HAECK · HÜBRICH · LEWIS · PINTO

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JETPACK7

Errata change log - Legendary Dragons PDF 2.01

6-17-2020

pg 12

Athletics +17, Perception +11

Damage Immunities none, special (see abilities)

Adamantine Armor. Balaur wears a suit of adamantine armor that provides resistance to damage from any attack and grants advantage on saving throws against spells. The armor has a Damage Threshold of 15, and is immune to fire, poison, and psychic damage.

While wearing this armor, Balaur's flying speed is reduced to 30 feet, and he must end his movement on a solid surface, or he will fall.

Pounce. If Balaur moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or be knocked prone. If the target is prone, Balaur can make a bite attack against it as a bonus action.

pg 15

Skills Arcana +11, Perception +10, Stealth +11

passive Perception 20

Innate Spellcasting DC 16, +8 to hit with spell attacks

Turning Defiance. Balleg and any other undead within 30 feet of Balleg have advantage on saving throws against any effect that turns undead.

Bite Hit: 15 (2d10 + 4)

Claw Hit: 11 (2d6 + 4)

Tail Hit: 13 (2d8 + 4)

(Balleg's Frightful Presence and Enervating Breath are now under Actions, not Legendary Actions.)

Tail Attack (Costs 1 Action)

pg 19

Claw (Draconic Form only). Melee Weapon Attack: +18 to hit, reach 10 ft., one target. Hit: 19 (2d8 + 10) slashing damage plus 22 (4d10) necrotic damage if the target is a fiend or celestial.

pg 23

Hit Points 425 (34d10 + 238)

Aura of Overwhelming Magnificence (Recharge 5-6). A wave of prismatic energy erupts outward from Glitz and envelops every creature within 90 feet. Each creature within the affected area must make a DC 22 Charisma saving throw. On a failure, the creature falls under the influence of one of the following effects:

[table]

Creatures that succeed on the saving throw take half damage and suffer no additional effect.

pg 27

Innate Spellcasting: Golthaarius is +17 to hit with spell attacks.

pg 31

Ilzinnii's perception skill is +17.

Spell save DC is 20, +12 to hit with spell attacks.

Tail attack quick damage is 16.

Wing Attack Legendary Action damage is 14 (2D6 + 7).

pg 34

Hit Points: 567 (42d12 + 294)

Skills: Arcana +14, Perception +16, Stealth +9

passive Perception 26

Immryg-Umryss' spellcasting ability is Charisma (spell save DC 20 + 12 to hit with spell attacks).

Quick damage for the Wail of Sadness ability is 21 (6d6).

Wing Attack (legendary action) quick damage is 14.

pg 37

Saving Throws: Dex +16, Con +19, Int +12, Wis +12, Cha +18

Skills: Insight +12, Intimidation +27, Perception +21

passive Perception 31

Quick damage for Change Form (Ability) is 35 (10d6)

Change Form. Jörmungand can change into the form of an abnormally large black house cat. If he speaks, it is done so telepathically. In cat form, he is immensely heavy and strong with a Strength of 30. Only a single PC with a Strength of 25 or higher can attempt to lift him enough to bring 1 paw from the ground. If a PC is able to achieve this test of Strength, once per day they receive advantage on all rolls for 1d4 rounds and also granted a single wish.

Claw. Melee Weapon Attack: +19 to hit, reach 10 ft., one target. Hit: 17 (2d6 + 7) slashing damage.

Quick damage for Tail Bite (legendary action) is 36 (8d8).

pg 40

Skills Arcana +14, Intimidation +19, Perception +16, Stealth +9 - this needs to be settled with aaron before publishing

Spellcasting Spell save DC 22, +14 to hit.

Bite attack quick damage is 18 (2d10 + 7).

Claw attack quick damage is 14 (2d6 + 7).

Tail attack quick damage is 16 (2d8 + 7).

Wing Attack (Costs 2 Actions). Kiennavalyriss beats her wings. Each creature within 15 feet of her must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. She can then fly up to half her flying speed.

pg 43

Bite damage is 21 (2d10 +10).

Claw damage is 17 (2d6 + 10).

Tail damage is 19 (2d8 + 10).

Sleep Breath saving throw is DC 24 Wisdom.

Slowing Breath. The Rainbow Dragon exhales magical gas in a 60-foot cone. Each creature in the area must succeed on a DC 24 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

[Relocated Limited Magic Immunity to Reactions section]

pg 46

Innate Spellcasting (6/day). Kur may cast fire storm. Spell save DC 24). Spell attack modifier +16. Regeneration. Kur regains 31 (2d10 + 20) hit points at the start of each of his turns.

pg 49

Bite damage is 19 (2d10 + 8) piercing damage, plus 13 (3d8) force damage.

Claw damage is 15 (2d6 + 8).

pg 53

Tail attack damage is 17 (2d8 + 10).

Pack Tactics. The salthezau has advantage on an attack roll against a creature if at least one of the salthezau's allies is within 5 feet of the creature and the ally isn't incapacitated.

pg 56

Saving Throws Dex +8, Con +17, Wis +12, Cha +14

Skills Perception +20, Stealth +8

Innate Spellcasting. Xylaarion's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks).

Bite, Claw and Tail are +18 to hit.

pg 59

Skills Insight +13, Intimidation +21, Perception +20, Stealth +9

Senses passive Perception 30 (34 for sound)

Bite damage is 19 (2d10 + 8) piercing damage plus 14 (4d6) poison damage.

Claw damage is 15 (2d6 + 8)

Tail damage is 17 (2d8 + 8)

Acid Breath damage is 67 (15d8)

Wing Attack (Legendary Action) is 15 (2d6 + 8)

Random Spell (Legendary Action): Tyrnin's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks).

pg 62

Skills Insight +10

Innate Spellcasting. Umunairu's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks).

Bite damage is 20 (2d10 + 9).

Constrict damage is 30 (6d6 + 9).

[Restructured paragraph in Umunairu's Lair] Umunairu causes a line of strong, buffeting wind 60 feet long and 10 feet wide to blow in any direction of her choice, originating from a point anywhere in her lair. Each creature that starts its turn in the line must succeed on a DC 23 Strength saving throw or be pushed 15 feet in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving along the line. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. The wind ends at the start of Umunairu's next turn.

pg 65

Skills Religion +17

Multiattack. Vanadon-Necroth can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws, or he may cast one spell.

Bite. Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 18 (2d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

Tail. Melee Weapon Attack: +14 to hit, reach 15 ft., one target. Hit: 16 (2d8 + 7) bludgeoning damage.

Wing Attack (legendary action) damage is 14 (2d6 + 7)

pg 68

Claw damage is 11 (1d6 + 8).

pg 72

Spellcasting. Xavour is an 18th-level spellcaster. His spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks).

Morningstar of Malady (half-orc form only). Melee Weapon Attack: +14 to hit, reach 5 ft., one target, Hit: 11 (1d8 + 7) bludgeoning damage, plus 10 (3d6) poison damage. The target must make a DC 18 Constitution saving throw. On a failure, the target's flesh begins to wither and rot. The target becomes vulnerable to bludgeoning damage and is afflicted with the effects of the contagion spell.

Spiked Tail (dragon form only). Melee Weapon Attack: +14 to hit, reach 20 ft., one target. Hit: 16 (2d8 + 7) piercing and bludgeoning damage, plus 14 (4d6) poison damage.

[Restructured paragraph] Plague Swarm (Recharge 5-6, dragon form only). A swarm of undead biting insects bursts from within Xavour's ribcage. Each creature within 15 feet of Xavour must succeed on a DC 21 Constitution saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much on successful one.

Melee Attack (legendary action). Xavour makes a tail, or a claw, or a bite attack.

pg 75

Skills Intimidation +18, Perception +18

[reworked paragraph] Reflective Body. If Zuth is targeted by a magic missile spell, a line spell, a spell that requires a ranged attack roll, or any breath weapon, roll a d4. On a 1 to 3, Zuth is unaffected.

On a 4, Zuth is unaffected and the magic effect or breath weapon is reflected and targets the caster as though the spell or effect originated from Zuth.

Claw damage is 17 (2d6 + 10).

Tail damage is 17 (2d8 + 10).

Rock is +19 to hit.

pg 77

Black Dragon, Great Wyrms

Hit Points are 574 (28d20 + 280).

Bite damage is 21 (2d10 + 10).

Claw damage is 17 (2d6 + 10).

Tail damage is 19 (2d8 + 10).

Wing Attack legendary action damage is 17 (2d6 + 10).

Blue Dragon, Great Wyrms

Bite damage is 21 (2d10 + 10).

Claw damage is 17 (2d6 + 10).

Lightning Breath damage is 121 (22d10).

Wing Attack legendary action damage is 17 (2d6 + 10).

pg 78

Green Dragon, Great Wyrms
 Hit Points 565 (29d20 + 261)
 Poison Breath damage is 91 (26d6).
 Wing Attack legendary action damage is 17 (2d6 + 10).

Red Dragon, Great Wyrms
 Saving Throws Dex +8, Con +18, Wis +11, Cha +14
 Fire Breath damage is 112 (32d6).

pg 79

White Dragon, Great Wyrms
 Frightful Presence saving throw DC is 21.
 Wing Attack legendary action damage is 16 (2d6 + 9).

Brass Dragon, Great Wyrms
 Hit Points 468 (24d20 + 216)
 Skills History +10, Perception +16, Persuasion +11, Stealth +7
 Senses Passive Perception 24

pg 80

Brass Dragon, Great Wyrms (continued)
 Wing Attack legendary action damage is 17 (2d6 + 10).

Bronze Dragon, Great Wyrms
 Lightning Breath damage is 121 (22d10).
 Wing Attack legendary action damage is 17 (2d6 + 10).

Copper Dragon, Great Wyrms
 Hit Points 462 (25d20 + 200)

pg 81

Copper Dragon, Great Wyrms (continued)
 Wing Attack legendary action damage is 17 (2d6 + 10).

Gold Dragon, Great Wyrms
 Hit Points 717 (35d20 + 350)
 Skills Insight +12, Perception +20, Persuasion +18, Stealth +10
 Senses passive Perception 30
 Fire Breath damage is 88 (16d10).

pg 82

Silver Dragon, Great Wyrms
 Hit Points 717 (35d20 + 350)
 Skills Arcana +12, History +12, Perception +18, Stealth +8
 Senses passive Perception 28

pg 83

Phase (Costs 2 Actions). Lo moves 10 feet in any direction. If Lo was restrained, grappled, stunned, paralyzed, or incapacitated, she ceases to be afflicted by the condition.

pg 86

Dragonant
 Hit Points 9 (2d6 + 2)
 STR 15
 Bite damage is 4 (1d4 + 4).
 Claw damage is 11 (2d8 + 4).
 Stinger damage is 4 (1d4 + 2), plus 7 (2d6) poison.

pg 87

Dragonant Swarm
 Hit Points 127 (15d10 + 45)
 Skills Perception +5, Stealth +6
 Senses passive Perception 15
 Bite damage is 15 (2d10 + 4).
 Claw damage is 11 (2d6 + 4).
 Smother is +7 to hit; damage is 11 (2d6 + 4).
 Acid Breath legendary action damage is 49 (11d8).

pg 88

Drake of Displacement
 Bite damage is 8 (1d8 + 4).
 Tail damage is 7 (1d6 + 4).

pg 89

War Drake
 Bite damage is 8 (1d8 + 4).
 Tail damage is 7 (1d6 + 4).

pg 92

The Brute
 Armor Class 17
 Skills Athletics +6, Perception +3, Stealth +6, Survival +3
 Senses passive Perception 13
 Hand Crossbow is +4 to hit.

The Schemer

Skills Arcana +6, Investigation +6, Perception +6, Stealth +6
 Senses passive Perception 16
 Spellcasting spell save DC 14, +6 to hit with spell attacks [Multiattack?]
 Dagger is +1 to hit, damage is 1 (1d4 - 2).

pg 93

The Scoundrel
 Senses passive Perception 16

Kobold Abomination
 Saving Throws Str +6, Con +6
 Slam and Head Butt are both +6 to hit.

pg 95

Dräken
 Dräken Mutations: At 1st level, roll a 1d4 to see how many mutations a Dräken has. Re-roll duplicate mutations. To see which mutation chart to use, take the number (1-4) rolled and make as many percentile rolls (1-100). On a roll of 1-50, use the Level 1 chart. 51-85, use the Level 2 chart. 86-94, use the level 3 chart. 95-100, use the level 4 chart. Roll mutations again at 4th, 8th, 12th, 16th, and 20th level.

pg 96

Dräken Level 2, Abilities chart
 45 You have exceptional hearing and have advantage on Wisdom (Perception) checks involving hearing.
 49 You gain advantage on Dexterity (Acrobatics) saving throws.
 54 You gain advantage to attacks against evil aligned creatures.

pg 97

Dräken Level 3, Abilities and Drawbacks chart
 1 2/day, for 1 minute, you have advantage to attacks against good aligned creatures. However, evil aligned creature have advantage against you.
 18 2/day, for 1 minute, you have advantage to attacks against evil aligned creatures. However, good aligned creature have advantage against you.

pg 99

Draconic Veins
 Also at 1st level, you choose one of two Draconic Veins: Dragon Knight or Dragon Outrider.

pg 100

Draconic Veins
 Dragon Riders may choose one of two Veins with their companions at 1st level. You may bolster your defenses and physical prowess as a Dragon Knight, or flit effortlessly through the sky as a Dragon Outrider.

Aura of Dominance

At 19th level, you become a bulwark of Draconic power. You may use an action to gain resistance to all types of damage for one minute. During that time, all of your weapon attacks deal an additional weapon die of the damage type appropriate to your dragon companion. Aura of Dominance recharges after a short rest.

pg 101

Aura of Agility
 At 19th level, you may use an action to massively enhance your quickness and accuracy. For one minute, the movement speed of you and your companion is doubled and you may make an additional attack per attack action. Aura of Agility may be used once per long rest.

Dragon Rider Multiclass info added.

pg 104

Harvesting dragon organs was never allowed again.

pg 110

A forked, metal rod worth at least 250 gp, attuned to a particular plane of existence

pg 115

Sample Airship
 Movement: Elemental Engine [rearranged paragraph for clarification] The airship can Dash in a straight line and up to 5 rounds using before suffering one level of exhaustion. The airship will slow to 0 and hover once exhaustion reaches level 5. The airship may return to normal speed after finishing a short rest.

Rynden Aethedorn

Skills Animal Handling +8
 Senses passive Perception 18
 True Strike. As a bonus action, Rynden may cast true strike once per day.
 Longsword +7 to hit, 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

pg 119

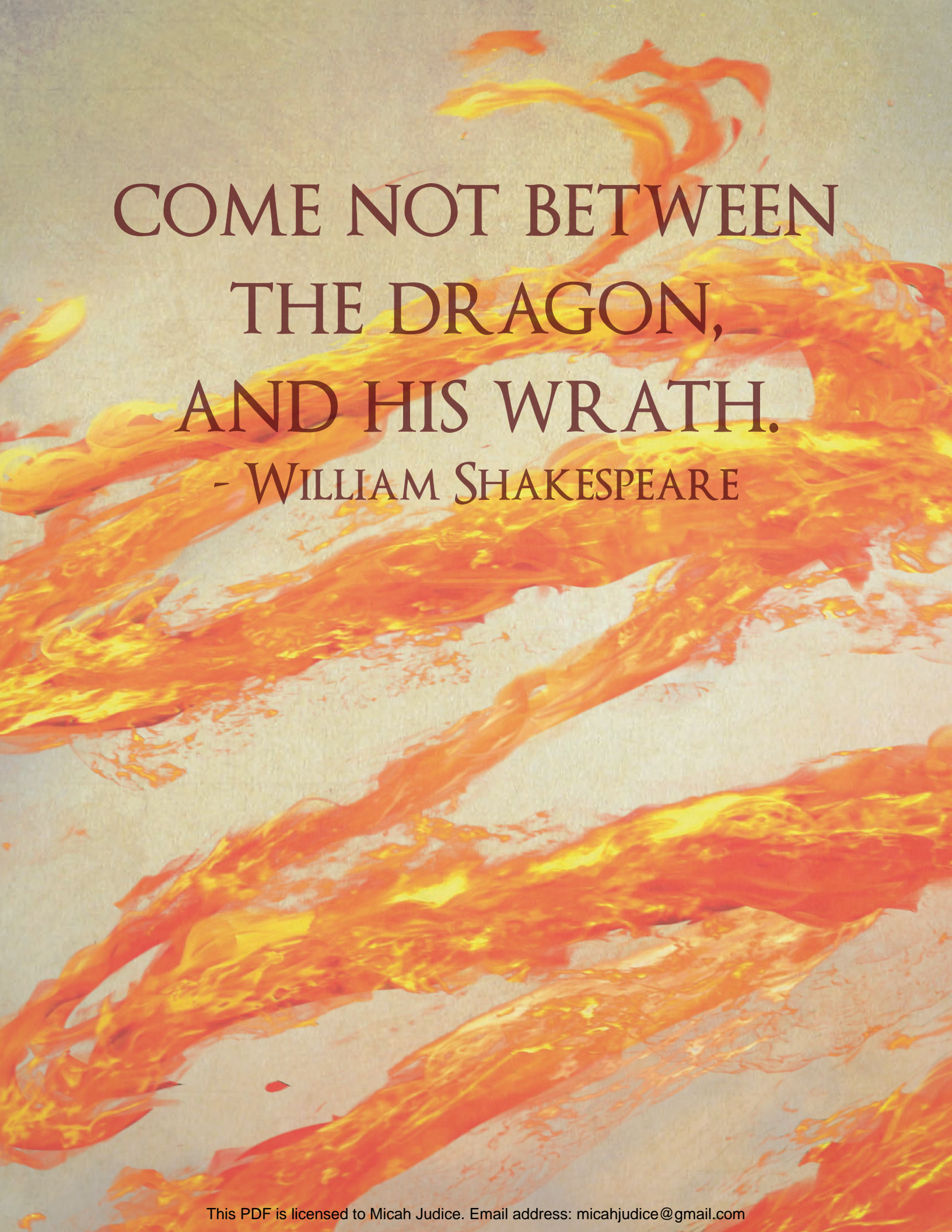
Mallet of Repeated Offense
 Mace, rare (requires attunement)
 This simple wooden mallet has various holes and knots throughout its haft and head, resembling a broken tree branch.
 You gain a +1 bonus to attack and damage rolls made with this mallet. When you roll a 10 on your attack roll with this weapon, you automatically get to make another attack roll at disadvantage.

pg 123

Glitz's steam lair action -
 • Thick steam fills the lair in a 60-foot radius around Glitz. Other than Glitz or his allies, each creature starting their turn in the steam must succeed on a DC 15 Constitution saving throw or be Blinded. Creatures that succeed on their saving throw experience a mild alcoholic buzz. The steam lasts for 2 rounds and then fades away. This action may not be used again until the steam dissipates.

pg 124

Travelers who sleep within 1 mile of his lair have terrible nightmares and are unable to achieve a long rest.



COME NOT BETWEEN
THE DRAGON,
AND HIS WRATH.
- WILLIAM SHAKESPEARE



LEGENDARY DRAGONS

A 5TH EDITION SUPPLEMENT

LEGENDARY DRAGONS

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Caleb Bigham
Caleb Coppola
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Callum Boulton
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Danny Herrero
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THANK YOU!



FOREWORD

Dragons permeate our mythology on a global scale. All inhabited continents include some form of these beasts in their folklore, from Europe to the Far East. The idea of massive reptilian creatures inhabiting the edge of civilization crosses cultures and is one of the threads that bind us together as human beings. Our literary history is replete with dragons serving as the archetypal foe that opposes the hero from the Argonautica in antiquity to the tales of Beowulf and King Arthur. And dragons grew in popularity in the twentieth century in the stories of authors such as C.S. Lewis, Ursula K. LeGuin, Robert Heinlein, and famously the evil red dragon Smaug from my favorite childhood book, *The Hobbit*, by J. R. R. Tolkien.

Given all of these factors, it is no surprise that when my father, Gary Gygax, created the fantasy role-playing genre that he chose to name that revolutionary new game *Dungeons & Dragons!* They are the stuff of legends! So this tome could not be more aptly named than it is, *Legendary Dragons!*

Let's face it, if you love fantasy role-playing gaming like me (and since you are reading this foreword the chances are that you do share my passion for gaming), you are fascinated with dragons. And why shouldn't you be? When I think of my favorite fantasy artwork, they include dragons. Larry Elmore's rendering of the red dragon on the iconic Basic D&D red box, Clyde Caldwell's Tiamat, Erol Otus's Basic D&D cover — or a personal favorite that I commissioned from

Jeff Easley for Gary Con VI, *An Aerial Duel*, depicting a flying wizard battling a dragon. Something about these mystical beings touches our souls, ignites our sense of adventure and sends our imagination soaring on massive bat-like wings.

Some of my earliest memories around the gaming table are of listening to the likes of Rob Kuntz and my Dad talking about their adventures in the World of Greyhawk. Each one of them had gone searching through dangerous territory in the wilderness to find and subdue a dragon. Rob played the evil hero, Lord Robilar, who overcame a green dragon and forced it into his service. Mordenkainen, a powerful archmage played by my father, gained control of a pair of ancient red dragons. It was a mark of prestige to be able to conquer and control a being of such raw power.

Don't you want to have one of these magical beasts at your beck and call?

It's clear that the people that put together this resource book are fascinated with dragons too. This volume is packed with information and ideas that will bring dragons to the forefront of your favorite fantasy role-playing game. The book's titular namesake, *Legendary Dragons*, offer a selection of ancient wyrms with colorful stories that bring their personalities to life and make it easier for the game master to understand and play them. From the fearsome Balaur and Balleg, both left twisted and filled with rage at the wizards that cruelly subjected them to tortures to gain power. To the intriguing and compelling Fury, Dragon Queen of Hell, and the wise Kiennialris who you can use to add layers of story to your campaign. Besides the nearly two dozen of these legendary dragons, the book includes new character classes, spells, the Dräken race, information about hunting dragons, dragon cults, new magic items, and even rules to manage aerial combat.

Dragons have a special place in our folklore, mythology and fantasy gaming. I encourage you to have fun using this book to reinvigorate the role that dragons play in your campaign and watch how much fun your players have interacting with them.

Luke Gygax
Calabasas, CA
May 2019



BALOUR, BEAST OF WAR

LORE

Balaur was once a proud dragon. He soared over a vast woodland territory filled with a multitude of creatures that cowered before him. Then came the adventurers. For their wizard, it was not enough to just defeat a dragon. Balaur was captured alive and became the subject of this wizard's dark fascination.

Like many proud wizards before him, Balaur's captor became increasingly obsessed with expanding his knowledge. Eventually, this growing curiosity drove the wizard to madness, and he began to vivisect Balaur, prying arcane secrets from the dragon at the ends of cruel implements. Until one day the dragon snapped.

Though the wizard was dead and Balaur's belly full, the dragon was still imprisoned within the bowels of a remote tower. As luck would have it, this tower had long been coveted by a band of duergar marauders. Without the wizard's magic to protect it, these duergar finally captured the fortification, only to discover a dragon kept within.

Balaur had been stripped of all his scales by the time the duergar found him. His hide was scarred beyond all comprehension; he hardly looked a dragon. The duergar could have killed him, but didn't do so because they saw an opportunity. Though it may have been Balaur that planted the seeds of this idea. The duergar offered to rehabilitate him, forge a new set of scales for him, and in return, he would march with their army and bring down the walls of their enemies.

HOOK

Balaur is a credible threat to almost any kingdom or nation. In games looking to blend armed conflict with the intrigues of national politics, Balaur unifies those styles. PCs will likely be asked to assist one or more nations as they prepare for the coming conflict with the duergar forces. Skirmishes with this advancing army will be frequent.

Perhaps the duergar are just beginning to assemble their armies. Should Balaur, the weapon that their clans have rallied behind, be slain, the cohesion among their ranks will crumble and soon disband.

Maybe Balaur has already crippled a kingdom. With the first castle fallen nearby rulers are in a panic.

Or, it could be that Balaur has begun to balk at the commands of his latest captors. He has already started to look for opportunities to regain his freedom.

However he is introduced, Balaur works exceptionally well in campaigns that involve drama of war. It might only be a threat, at least at first, but a mighty dragon aiding the duergar presents the potential to reshape nations that are not strong or resourceful enough to stand against such a mighty enemy.

ENCOUNTER CONDITIONS

The Sunless Horde, an army of duergar.

ENCOUNTER

Balaur is not permitted to move without the Sunless Horde following. This force of duergar warriors also contains numerous arcanists and priests of dark gods. They soften up targets before Balaur wades into battle. It is his task to penetrate more fortified defenses like castle walls.

Confronting Balaur directly often requires raising an army to oppose the duergar that protect him. On the battlefield, the lower-ranking duergar take orders from Balaur, and he uses them to keep enemies at bay. He will eagerly send these troops against his foes, sometimes to the detriment of the greater conflict. These lives are little more than currency to spend to ensure his survival.

TACTICS

Balaur does not fight without cause and never without a legion of duergar at his back. Before conflict has a chance to deplete their numbers, they are his most impressive attack. With a terrible roar, he can call down a rain of javelins and quarrels. While his armor weighs him down enough to slow his flight, he remains quite agile upon the ground. Should he need to retreat, he often uses his fiery breath to ignite obstacles and feels no remorse in allowing the duergar to stand in the way of his pursuers as well.

In extreme circumstances, Balaur might permit a duergar mage or warpriest to ride upon his back. Their spells compliment his brutality and sometimes they assist him with healing or protection. Balaur's confidence in the durability of his armor is perhaps his only vulnerability. Taking away that advantage makes him much easier to vanquish.

WEALTH FOR WAR

Balaur's only love is the din of battle. His treasure hoard is full of the implements with which creatures wage war. Such things require tremendous resources to create and maintain, as does the massive suit of adamantine armor he wears. His hoard therefore also contains immense wealth — not just gold and jewels, but caches of iron ore and rare timber.

Balaur, Beast of War

The duergar have captured a living weapon.

Balaur is a fearsome dragon with forged adamantine scales wreathed in smokey flames and flecked with the blood of his fallen armies. Scarred from countless battles, trained in fearsome tactics, Balaur burns through his enemies and smashes through fortifications; his roar spurs on a legion of bloodthirsty duergar that think him their tool.

This dragon is no mere beast.
He is Balaur, beast of war!





Balaur, Beast of War

Gargantuan dragon, lawful evil

Armor Class 24 (adamantine plate armor)

Hit Points 507 (26d20 + 234)

Speed 40 ft., fly 40 ft. (fly 30 ft. with Adamantine Armor)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	15 (+2)	18 (+4)	22 (+6)

Saving Throws Dex +7, Con +16, Wis +11, Cha +13

Skills Athletics +17, Perception +11, Stealth +7

Damage Immunities none, special (see abilities)

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages Abyssal, Common, Draconic, Infernal

Challenge 21 (33,000 XP)

Adamantine Armor. Balaur wears a suit of adamantine armor that provides resistance to damage from any attack and grants advantage on saving throws against spells. The armor has a Damage Threshold of 15, and is immune to fire, poison, and psychic damage.

While wearing this armor, Balaur's flying speed is reduced to 30 feet, and he must end his movement on a solid surface, or he will fall.

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

Pounce. If Balaur moves at least 20 feet straight toward a target and then hits it with a claw attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 15 Dexterity saving throw or be knocked prone. If the target is prone, Balaur can make a bite attack against it as a bonus action.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing + 13 (3d8) fire damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Battle Roar. Any allied creatures that can see and hear Balaur can use their reaction to make a weapon attack. Each creature within 60 feet of Balaur must make a DC 20 Constitution saving throw or become deafened until the end of their next turn.

Frightful Presence (Recharge 5–6). Each creature of Balaur's choice that is within 120 feet of him and aware of him must succeed on a DC 21 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 Balaur's Frightful Presence for the next 24 hours.

Burning Breath (Recharge 5–6). Balaur exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one. Objects in the area take the full damage, and flammable objects that aren't being worn or carried are ignited.

LEGENDARY ACTIONS

Balaur 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. Balaur regains spent legendary actions at the start of his turn.

Detect. Balaur makes a Wisdom (Perception) check.

Tail Attack. Balaur makes a tail attack.

Overrun (2 Actions). Balaur moves up to his speed. During this movement, he can move through the spaces of any Large or smaller creatures. When he moves through a space occupied by a creature, that creature must make a DC 22 Strength saving throw or be knocked prone.

Seige Support (2 Actions). Balaur chooses two siege weapons that he can see and directs them to make attacks against his choice of target. The siege weapons have advantage on this attack.

BALOUR'S LAIR

Balaur's lair is not a permanent structure. Instead, his lair is amid the Sunless Horde, an army of duergar that support him and keep him captive. Dozens of armed duergar, and the cooks, blacksmiths, and servants that assist them follow Balaur like a shadow. Sometimes commanders give him orders and other times he makes requests of them.

The Sunless Horde travels old routes in the world below, avoiding the painful glare of the sun. The few dwarven settlements here fell to the duergar long ago and are used by the Horde to conceal Balaur from their enemies.

Lair Actions

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

- Balaur chooses up to six allies or siege weapons that he can see within 100 feet of him. These targets can move up to their speed as a reaction.
- Balaur chooses one siege weapon he can see within 60 feet. That siege weapon can make an attack against an object as a reaction. If this attack hits, it deals an additional 20 points of damage.

Regional Effects

Balaur's draconic presence amplifies the impact that the duergar army has upon the world, which often creates one or more of the following effects:

- Fires within 6 miles of the lair burn brighter and hotter than usual and give off a thick, black smoke that has a vaguely metallic scent.
- Creatures within 1 mile of the lair feel a lingering unease. Birds remain silent, horses spook, and most of the common folk suffer from nights of poor sleep.

If Balaur dies, conditions of the area surrounding the lair return to normal over 1d10 days.



BALLEG, THE RAVAGED WYRM

LORE

No one utters Balleg's name lightly. Children who use it as a curse word are disciplined, quickly and severely. It is not a name used in jest. Or spoken without some understanding of why you said it.

Even whispering its name can summon Balleg.

There are many dragons in the world. No one knows for sure how many. But those who live here, rule through various laws and expectations. Red dragons are still evil; you know what to expect. Gold dragons are always good, and you know what you're in for.

But Balleg... Balleg is another story entirely. Balleg redefines evil.

Born with tattered wings and plucked from the Void—where all magic is born—Balleg was summoned by a powerful necromancer, Gjorn. Looking to avoid detection from any and all powerful things, the wizard squeezed the newborn dragon through the tiniest pinhole in the Void. Upon this 'birth,' Balleg was thrust into this world and imprisoned by Gjorn.

As painful as it sounds, Balleg's life was about to get worse.

For two decades, Balleg was the subject of every cruel experiment Gjorn could fathom. Using Balleg's body as a magical focus, Gjorn carved away at the dragon's flesh, utilizing every piece he could to study all the extremities of magic. The experiments were excruciating, as Balleg's body was ripped apart.

Gjorn realized Balleg would not live long at this pace. And since the magic expended summoning Balleg was far too great to attempt again, he knew this was the only living subject he'd ever have. Gjorn turned his attention to extending Balleg's 'life.'

His plan was simple: turn the dragon undead.

Using a complicated ritual, Gjorn placed Balleg into a force cage and scorched its body with magic. Hours turned to days, as the necromancer summoned every ounce of magic he knew to transform the dragon into unliving flesh. But Gjorn failed to understand the Void. It does not obey the laws of magic the way other elements do. Instead of weakening, Balleg grew in power. The dragon became something... other-worldly.

The necro-dragon's flesh is half-missing. In its place, a spectral image of what Balleg believes it should look like. In this form, Balleg is half-dragon and half-ethereal beast, but all undead. Its flesh is just a tool for navigating the physical world. Its shape, an apparatus for striking fear into the weak-willed and superstitious masses. Balleg is not subtle. Balleg is waking destruction.

Balleg wants the world to pay for what has happened to him. Its vengeance knows no specific target.

HOOK

Balleg's story belongs in any campaign. GMs are encouraged to write rumors of a twisted, malevolent half-dragon into their campaigns long before the PCs ever encounter Balleg. When they do, it should already have entire regions of the world under its thumb. Balleg easily has the power to

control a town or small city. Or even a shire. The stories leading up to its control are up to the GM to devise. But just looking at Balleg should be enough to convince players the average footmen is no match against a flying dragon that is only visible half the time.

ENCOUNTER

Balleg lacks subtlety. For those it wishes harm, Balleg will seek them out and destroy everything in its path to reach them. There, Balleg will use its power to dismantle the offending hero. For those Balleg does not know, it will simply break them and throw the remnants to the wolves.

TACTICS

Balleg is especially hateful of spellcasters. Its first action is to burn them to the ground, regardless of who else is there. Its tactics are not stupid or wild, but they aren't precisely field marshal smart, either.

If an opportunity presents itself, even if an average person would know it's a trap, it strikes.

Balleg does not give hardy-looking PCs the chance to surprise it or catch it in a cave like a hibernating bear. It can also keep its distance from the PCs, using *Enervating Breath* on clerics and wizard-types. Balleg uses *Legendary Resistance* wisely. It is well aware of what constitutes powerful magic and reserves this ability for only better spells.

Outside, Balleg attacks the PCs from a distance, keeping them guessing with aerial moves and magical spells — *earthquake* (500 ft range) and *chain lightning* (150 ft range) are used early, while its *Incorporeal Movement* and *black tentacles* (90 ft) are used as a surprise attack against an unwitting foe (a spellcaster perhaps) after several rounds of fighting. If a wizard gets within 60 ft of Balleg, it casts *telekinesis* immediately, lifting the wizard in the air and keeping them in its grip.

Underground, Balleg fights tooth and nail. While surrounded it uses his *Ghostly Surge*. It alternates its lair actions to summon more minions to its aid. Balleg uses its *Incorporeal Movement* to get behind the enemies, or maneuver when surrounded. It fights like a caged animal, but it has the mind of a wizard, which means it's not going to let anyone get the best of it.

Just when the PCs think they have the advantage, it uses a *Legendary Action* or its *Incorporeal Movement* to get away. Or it taps into power they didn't know it had.

Regardless of where Balleg encounters the PCs, it knows the advantage of keeping itself at a distance from adventurers. It has plenty of minions to throw at the PCs to keep them busy until it can get in tight and hurt them.

WEALTH

Balleg's previous master owned powerful magic items that survived the dragon's wrath. Spellbooks, necromantic theory, and a map to the largest, hidden graveyard in the world make up the lion's share of the treasure. The *pièce de résistance*, Balleg's tormentor left behind an indestructible iron coffin. Its true purpose is unknown, however.





Balleg, The Ravaged Wyrm

Huge undead dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 272 (32d12 + 64)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	21 (+5)	14 (+2)	20 (+5)	18 (+4)	15 (+2)

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

Skills Arcana +11, Perception +10, Stealth +11

Damage Resistances acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 17 (18,000 XP)

Incorporeal Movement. Balleg can move through other creatures and objects as if they are difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. Balleg's spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). Balleg can innately cast the following spells, requiring no material components:

Inside lair. 1/day each: *blight*, *cloudkill*, *finger of death*, *vampiric touch*

Outside lair. 1/day each: *black tentacles*, *chain lightning*, *earthquake*, *telekinesis*

Legendary Resistance (5/Day). If Balleg fails a saving throw, it can choose to succeed instead.

Turning Defiance. Balleg and any other undead within 30 feet of Balleg have advantage on saving throws against any effect that turns undead.

Undead Nature. Balleg doesn't require air, food, drink, or sleep.

ACTIONS

Multiattack. Balleg uses its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage plus 7 (2d6) necrotic damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target *Hit:* 11 (2d6 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target *Hit:* 13 (2d8 + 4) bludgeoning damage.

Balleg's Frightful Presence. Each creature of Balleg's choice that is within 120 feet of Balleg and aware of it must succeed on a DC 17 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 Balleg's Frightful Presence for the next 24 hours. A creature has disadvantage on saving throws made against this ability.

Enervating Breath (Recharge 5–6). Balleg exhales waves of necrotic energy in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 49 (14d6) necrotic damage and is weakened for 1 minute, suffering

disadvantage on attack rolls, ability checks, and saving throws based on Strength on a failed save, or half as much damage and isn't weakened on a successful one. A weakened creature can repeat the save at the end of its turn, ending the effect on itself on a success. Lesser restoration or similar magic also removes the weakness.

LEGENDARY ACTIONS

Balleg 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. Balleg regains spent legendary actions at the start of its turn.

Death Sight (Costs 3 Actions). Balleg targets a single creature that it can see. The targeted creature must succeed on a DC 16 Dexterity saving throw or take 30 (6d10) necrotic damage. The target dies if the Death Sight reduces it to 0 hit points.

Ghostly Surge (Costs 2 Actions). Balleg releases a surge of necrotic energy. Each creature within 10 feet of Balleg must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) necrotic damage and be knocked prone. Balleg can then fly up to half its flying speed.

Tail Attack. Balleg makes a tail attack.

BALLEG'S LAIR

Balleg's Lair is claustrophobic and cramped. The route to Balleg's final lair is constrained, while the final resting place is just big enough for Balleg to rest in.

Lair Actions

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

- Four wights rise, appearing in unoccupied spaces that Balleg can see within 100 feet. They act immediately and on initiative count 20 in subsequent rounds, and obey Balleg's telepathic commands. They remain until Balleg uses this action again. If Balleg dies, the wights become free-willed creatures.
- A wall of moaning, thrashing corpses springs into existence on a solid surface within 120 feet of Balleg. 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) bludgeoning damage and is pushed 5 feet out of the wall's space, appearing on whichever side of the wall it wants. A creature that ends its turn within 5 feet of the wall must make a DC 15 Dexterity saving throw or take 18 (4d8) bludgeoning 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, resistance to piercing and bludgeoning damage, and immunity to necrotic, poison, and psychic damage. The wall sinks back into the ground when Balleg uses this lair action again, or when Balleg dies.

Regional Effects

The region containing Balleg's lair is warped by its magic, which creates one or more of the following effects:

- Thick clouds shroud the area within 1 mile of the lair. Storms are common, and even during the day the ambient light is dim at best.
- Scavengers and carrion birds are common, and they are aggressive towards PCs within 5 miles of the lair.
- Creatures who sleep during a long rest within one mile of the lair must succeed on a DC 10 Wisdom saving throw or be afflicted with Long-Term Madness (see page 201 of the SRD).

If Balleg dies, conditions of the area surrounding the lair return to normal over the course of 1d10 days.



FURY, DRAGON QUEEN OF HELL

LORE

Somewhere in Hell's great lake of fire is a hidden island made of pure gold. An ever-growing mountain of gold coins, chalices, idols, and other glimmering finery rises from the flames, and at its top is a majestic golden throne. Atop that throne rests a dragon — but although Fury is known as the Dragon Queen of Hell, she rarely assumes draconic shape. Those who dare to gaze upon her majesty see a woman of unbelievable strength and beauty. Seven feet tall, she is draped in an ash-black dress that crackles with tiny flames like smoldering coals. Her skin is tanned, and patches of golden scales burst seemingly at random across her face, arms, and slender, powerful legs. An unruly mane of crimson hair cascades down her back and a pair of onyx horns curl from her brow, just as wings of smoke and flame emerge from her back.

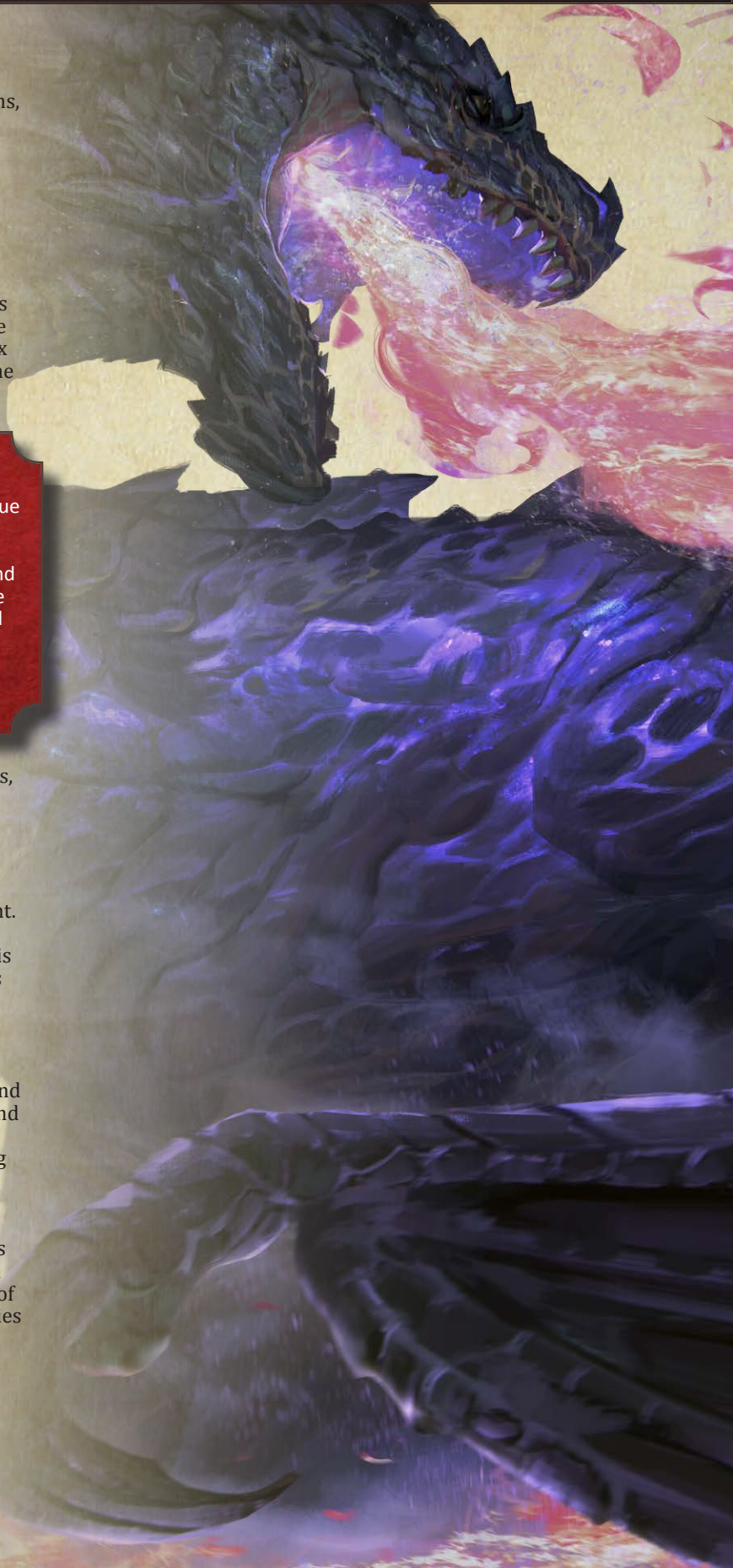
Fury was once a mortal dragon who ruled over a long-forgotten kingdom of the ancient world. In those days, she was known as Feth'razaal Goldenhide, because her ebony-blue scales were studded with the golden tribute she demanded from her subjects. In time, however, her hunger for power and wealth surpassed her subjects' ability to pay homage, and she exacted tribute another way: by claiming the souls of the dead. As her once-great realm fell into decline, Fury hoarded more and more souls until she was the queen of naught but ruins and bones.


It was then that she was visited by Asmodeus, King of Hell.

The King of Hell admired Feth'razaal's vast bounty of souls, and greeted her on one knee and offered her a band of Hell-forged gold. He sought her hand in marriage and she accepted his proposal. Feth'razaal knew that the King of Hell could not be trusted, and she knew that his proposal was a selfish gesture prodigiously stuffed with false humility, but she was flattered despite her better judgment. She took the pleasing shape of one of Hell's greatest warriors, the mighty Erinyes, and wedded Asmodeus in his great citadel. She vowed silently to match her treacherous new husband scheme for scheme, and wrest power from him just as he sought to undo hers.

But the game grew wearisome after centuries of play. The artifice of love and loyalty wore thin for both Asmodeus and his queen. Feth'razaal's disgust for the selfish, arrogant, and oft-distant King of Hell grew boundless, and one day she confronted Asmodeus on his iron throne. She took his ring from her talon, popped it in her mouth like a sweet, and spat the molten gold — melted by her dragonflame — in Asmodeus's face, then departed, vowing one day to claim Hell as her own and rule it as its rightful queen. Asmodeus was stunned for only an instant before he rose in fury and demanded his wife's head on a platter, but in that instant of shock, Feth'razaal had already gathered her numerous allies within the courts of Hell and flown from her old palace.

Feth'razaal discarded her old name — one which had been tainted by centuries of false love — when she broke her vow with the King of Hell and took on a new title that encompassed her boundless ambition and wrath: Fury. In the intervening eons, Fury carved out a mighty domain within the inferno and named herself an archdevil. Many of the souls she claimed





as a mortal dragon millennia ago now loyally serve her as fiendish warriors, preferring the devil they know over the tyrannical rule of Asmodeus. Others take mortal form and venture into the world of the living to steal and pillage gold or souls to deliver tribute to their queen — just as they did in life. Someday, Fury knows she and her armies will grow powerful enough to dethrone Asmodeus once and for all. Until then, she is content to bide her time and live in luxury as Fury, Dragon Queen of Hell.

HOOK

The characters may first learn of Fury's plot to overthrow Asmodeus from a patron, possibly a celestial or even a deity seeking to capitalize on an infernal coup d'état. They are encouraged to investigate. Of course, by the time the characters are strong enough to journey into Hell on a whim, they may have already made allies or enemies within the infernal hierarchy. The characters may be approached by an emissary of an archdevil they have aided or opposed in the past, who then offers them a mighty bounty if they save their king from a potential usurper—or they may secretly wish to see the King of Hell deposed, and provide the characters an excellent reward if they aid Fury's cause.

ENCOUNTER CONDITIONS

Fury may be encountered scheming within her lair in Hell's deepest fiery circle, or elsewhere in the Multiverse as she hunts for allies in her battle against Asmodeus.

Outside of her lair, Fury rarely picks a fight herself. Centuries of navigating the courts of Hell have taught her that lies, subterfuge, and charm are her greatest assets. She maintains her attractive, fiendish form at all times when outside of Hell, except when she is forced to fight for her life, or when she must assume draconic form to fly from plane to plane.

ENCOUNTER

Fury plays the long game. She aims to make allies of all beings that could aid her in her quest to destroy Asmodeus, and even those who refuse to serve her are often simply cast aside unharmed. But Fury remembers every soul that denied her, and when she decides to take vengeance, her retribution is swift. Whenever she needs souls to bolster her army of devils, she appears from thin air — in fiendish form if her targets are within civilization, or in draconic form if they are not — and attacks without pretense.

If approached within her infernal lair, Fury heaps on praise for the characters' resourcefulness and skill for reaching the hottest depths of Hell. She aims to keep their aggression at bay until she can ascertain their opinion toward Asmodeus and their willingness to join her in her quest. If she thinks they could be worthy allies, she politely requests their allegiance. If they refuse, or if she determines they are of no use to her, she attacks without warning, declaring that if they cannot serve her in life, their souls will serve her for eternity. When encountered in her lair, Fury is joined by an honor guard of two pit fiends.

TACTICS

Fury's arrogance may be her undoing. Even as a mortal dragon, she saw humanoid beings as little more than insects. Now as an archdevil, Fury's hubris has only grown. She begins all combat in her fiendish form unless circumstances require her to fight as a dragon.

At the beginning of combat, Fury spreads damage as widely as she can, demonstrating her power to as many creatures as possible. When she is forced to assume draconic form, Fury realizes that her opponents are not as weak as she suspected, and focuses her fire on a single creature to kill it as fast as possible, then raise its soul as a devil using her Lair Action. Even in this state, she fights without care, for she knows she will soon be reborn in Hell if she is killed outside the inferno. If she finds herself in any danger of defeat within Hell's borders, Fury plane shifts away to her old lair on the Material Plane to recuperate. She seethes with anger at not just her wounded pride, but also the loss of her mighty treasure and of such a critical disruption in her war against Asmodeus. Any adventurers who force Fury to retreat in such an undignified manner rise to the top of her list of nemeses.

Fury has sworn to dethrone Asmodeus, and has chosen weapons and developed a breath weapon specifically designed to destroy fiends — and to slaughter celestials — in case the gods of the upper planes decide that her quest to kill the King of Hell is a threat to the cosmic balance. Curiously, the magic Asmodeus used to transform Feth'razaar into a devil still lingers in Fury's draconic form, and any creature that she bites may begin to turn into a devil itself. This suits Fury well enough, as it lets her tear through mortal opponents as if they were Asmodeus's servants.

WEALTH

Fury rests upon a treasure hoard befitting an archdevil. The vast bulk of the hoard is an island made entirely of coins from across the millennia, including 10d10 × 100,000 gp, 20d10 × 200,000 ep, 30d10 × 300,000 sp, and 50d10 × 500,000 cp. Atop this island of coins are chalices, statues, and other objets d'art worth a total of 5d10 × 200 gp.

Also hidden amidst the treasure are six magic items, which a character can find by spending 10 minutes searching and then making a successful DC 18 Intelligence (Investigation) check. These magic items are: a *mithral plate of fire resistance*, a *nine lives stealer*, a *rod of rulership*, a *staff of striking*, and an *ioun stone of mastery*, and a *portable hole*. The portable hole appears to be a piece of heavy black fabric tied into a knot. Untying it and shaking it out causes an additional 5d10 × 1,000 gold pieces to fall out.

Fury's wealth is practically beyond measure, but adventurers who defeat her must then figure out how to return it safely to their home.



Fury, Dragon Queen of Hell

Medium fiend (shapeshifter), lawful evil

Armor Class 18 fiendish form (natural armor), 22 draconic form

Hit Points 405 (30d8 + 270)

Speed 30 ft., fly 60 ft. in fiendish form; fly 80 ft., swim 40 ft. in draconic form

STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	28 (+9)	19 (+4)	16 (+3)	28 (+9)

Saving Throws Dex +13, Con +17, Wis +11, Cha +17

Skills Insight +11, Intimidation +17, Perception +19, Persuasion +17

Damage Immunities acid, cold, lightning

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 29

Languages all, telepathy 120 ft.

Challenge 25 (75,000 XP)

Change Form. Fury can use her action to magically polymorph into her true draconic form. In this form, she is considered a dragon as well as a fiend, and she can use her action to transform back into her fiendish form. Her statistics are the same in each form, except as listed, and except for her size which increases to Gargantuan in draconic form. Any equipment she is wearing or carrying when she transforms is absorbed or borne by her new form.

If Fury transforms while grappled by another creature, she can attempt to escape the grapple as a reaction. She has advantage on Strength (Athletics) and Dexterity (Acrobatics) checks made in this way.

While Fury is in her fiendish form and she is reduced to half her maximum hit points or takes damage while below her maximum hit points, she can choose to instantly polymorph into her draconic form and gain 150 temporary hit points. After doing so, she cannot transform back into a fiend until she completes a long rest.

Cords of Hellish Restraint. Fury possesses a *rope of entanglement* that gains additional power while she is attuned to it. Only Fury can attune to this magic item. The DC of the cords' effects is increased to 22, its AC is increased to 25, and its hit points are increased to 50. If the cords are destroyed by an attack that is not silvered, it instantly reforms in Fury's hand with full hit points at the start of her next turn. Fiends and celestials have disadvantage on ability checks and saving throws against the cords' power.

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

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

Magic Weapons. Fury's weapon attacks in both fiendish and draconic forms are magical.

Plane Shift. If she flies 80 feet in a straight line in a single turn, Fury can cast *plane shift* as an action before the end of that turn.

ACTIONS

Multiattack. In her humanoid form, Fury makes three attacks. In her draconic form, Fury can use her Damning Presence, and then makes one attack with her bite and two with her claws.

Longsword of Planar Disruption (Fiendish Form only). *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 14 (1d8 + 10) slashing damage plus 33 (6d10) force damage if the target is on its home plane.

Cords of Hellish Restraint (Fiendish Form only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 12 (1d4 + 10) slashing damage and the target is restrained. A creature restrained by the cords is considered to be on its home plane, and takes 11 (2d10) force damage at the start of each of its turns. A creature can make a DC 22 Dexterity saving throw at the end of each of its turns, breaking free and ending the effect on a success. Fiends and celestials have disadvantage on this saving throw.

Longbow of Planar Recall (Fiendish Form only). *Ranged Weapon Attack:* +13 to hit, range 150/600 ft., one target. *Hit:* 9 (1d8 + 5) piercing damage plus 33 (6d10) force damage if the target is not on its home plane. If this attack reduces a creature to 0 hit points, it is banished to its home plane.

Bite (Draconic Form only). *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage. If the target is a living creature, it must succeed on a DC 22 Charisma saving throw or take 22 (4d10) radiant damage and gain the fiend type in addition to its original type.

Claw (Draconic Form only). *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage plus 22 (4d10) necrotic damage if the target is a fiend or celestial.

Tail (Draconic Form only). *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Damning Presence (Draconic Form only). Each humanoid creature of Fury's choice that is within 120 feet of her and is aware of her must succeed on a DC 22 Charisma saving throw or be charmed by her for 1 minute. All creatures charmed in this way gain the fiend type in addition to their original type. An affected creature must repeat this save at the end of each of its turns, ending the effect on itself on a success. If the creature is reduced to 0 hit points while charmed in this way, or if it fails this save three times before succeeding once, it is permanently transformed into a lemur under Fury's control. The creature can no longer be resurrected until the devil it was transformed into is killed and its soul is repaired by a wish. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Fury's Damning Presence for the next 24 hours.

Breath of Vengeance (Recharge 5–6; Draconic Form only). Fury exhales prismatic fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 44 (8d10) radiant damage and 44 (8d10) necrotic damage on a failed save, or half as much damage on a successful one. Fiends and celestials have disadvantage on this saving throw.

LEGENDARY ACTIONS

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

Detect. Fury makes a Wisdom (Perception) check.

Attack. Fury makes an attack with her tail or her *longsword of planar disruption*.

Wing Attack (Costs 2 Actions). Fury beats her wings. Each creature within 15 feet of her must succeed on a DC 23 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Fury can then fly up to half her flying speed.

See page 122 for Fury's Lair



GLITZ, THE RAPSCALLION

LORE

The origin of *Glitz, the RapsCALLION — Purveyor of Ale's* existence is shrouded by time; the most recently recorded tale takes place outside a small farming village several miles south of an extensive mountain range. On this hot summer day, a young elven girl witnessed a massive bronze dragon land on a large rock formation overlooking her farm. However menacing that he was, the girl was not frightened. She moved toward this magnificent wonder, and as she did so, the bronze dragon bowed his head approvingly toward her. Then with a mighty beat of his wings, he flew off into the sky, disappearing into the clouds above the mountains. Excited by the encounter, the young farm girl returned home to share her story.

The tale of the bronze dragon became one of prophecy and good omen. The young elven farm girl named him Glitz.

Over the next several decades the village grew more prosperous, as people from all over the region flocked to this small village due to the rumors of its prosperity. The temperate climate and regular flooding of the nearby river created extremely fertile farmland and provided an endless supply of fish. Business owners experienced increased profits. Inventors, scholars, sages, and arcane masters were able to learn and develop new and wondrous creations, adding wealth to the beautiful community.

The village transformed into a bustling metropolis. Regional conditions remained the same while the general wellbeing and prosperity of the people never diminished.

The cause of this phenomenon has perplexed scholars, sages, and arcanists alike. Their attempt at figuring out this strange regional occurrence has become a driving factor for the magic user community's growth. This research has also led them to increases in their magical abilities.

These investigators concluded that this region of the world is at the apex of a randomly occurring conflux of arcane energy.

As time passed, the community enjoyed their seemingly unending prosperity. All the while — beneath the city — a strange, exuberant, and hardworking dragon remained the unknown reason for all this wonder.

Occasionally, Glitz would take on the form of different humanoid creatures to check in on the world above. He enjoyed mingling with the denizens of the community; they held a special place in his heart. These mortals provided centuries of personal fulfillment for Glitz. He had come to view them all as his children.

At some point, Glitz became enamored with the various types of drinks created by these mortals, especially ale. His curiosity turned into an obsession, which finally became his master craft.

One late night during early winter, he was enjoying a frosty mug of cinnamon ale at one of the local taverns, when a beautiful elven woman, named Var'Alyn, strolled into his life. Enthralled by her beauty, Glitz found himself pulled into a conversation with her, lasting for several hours. During their conversation, Var'Alyn told him of a tale from her childhood about a bronze dragon which had perched on a nearby rock formation overlooking her farm. From this moment on, their relationship developed into something more. For a long time, Glitz held onto his true nature, never allowing Var'Alyn to discover who he truly was.

Finally — one day, overcome with a sense of guilt — Glitz showed her his brewery, using the excuse to reveal his true self. Like the little girl from all those years ago, Var'Alyn, unafraid, showed Glitz compassion, love, and friendship. From this moment forward, they began their business and unique relationship.

Glitz now had two loves in his life: Var'Alyn and brewing ale.

In time, Var'Alyn became responsible for most of their business transactions within the city. They began by purchasing land for crops to support ingredients for ales, wines, and liquors. Eventually, they decided to open up an inn and tavern. They named it The Dragon's Inn. Here they could focus their energy and use it as the hub for all their other business ventures.

With multiple businesses scattered through the city, Glitz and Var'Alyn decided to create a business council that would properly watch over each aspect of their operation, which is currently running smoothly to this day.

BUSINESSES

The Brewer's Guild: An organization of shop keepers, merchants, and purveyors of brewing within the community. The Brewer's Guild does not regulate, tax, or enforce anything regarding ales, wines, or liquor within the community. The purpose of the Brewer's Guild is to gather together all those who love the art of crafting alcoholic beverages. Once a month the guild members gather together at the Guild's office to plan the Brewer's Festival, which takes place in the fall.

Brewer's Festival: This is a time of celebration. All those who love crafting alcoholic beverages, meats, pastries, and any other type of food associated with ales, wines, and liquors gather to sell, trade, or give away their products.

The Dragon Inn & Tavern: Var'Alyn (Female Wood Elf, Neutral Good) is Glitz's "Associate" and the individual who runs the Inn & Tavern. This three-story building consists of a large ground floor which is the tavern and rooms patrons can rent on the two upper floors. The kitchen is situated in the basement and within that, a secret door to Glitz's lair. The secret door is protected by mechanical and arcane locks, and shrouded by powerful divination magic to keep it hidden from prying eyes. Var'Alyn carries a key and knows the magical password to access the door.

Var'Alyn is a beautiful wood elf with shoulder-length copper hair, brown skin, and piercing green eyes. Her attire consists of earth tone colors, suggesting she prefers comfort over finery. Upon entering the inn & tavern, everyone is greeted with a nod and smile beckoning them to take place among the bustling establishment.

Various ales of the inn: *Winter Spice, Frosted Froth, Winter's Eve, A Warm Heart.*

Andron's Farm: Bozlon Andron (Male Halfling, average age, Lawful Good) runs a farm on the outskirts of the community which is responsible for the production of many ingredients for producing the ales which are sold at The Dragon Inn and Coralyn's Hops & Barley.

Bozlon Andron is gruff looking Halfling with floppy brown hair and long sideburns, a grand smile, and an ear for a good tale. He is always happy to give a tour of his magnificent farm, as there is a vast array of unique ornamentations scattered throughout his land.



Coralyn's Hops & Barley: Coralyn Bonnamere (Female Dwarf, Neutral Good) has a two-story brewery and bakery in a busy part of the community. Many of the products produced by Glitz and his team are sold here and at *The Dragon Inn*.

Coralyn is the average height of a dwarf, with long braided fiery reddish brown hair pulled behind her head, draping down over her left shoulder. She is very personable, and loves talking about her newest brew and greets everyone with a warm smile, offering them a free pastry upon their entry into her establishment. Coralyn is one of the top brewers in the community, aside from Glitz.

HOOK

The hooks below are meant to introduce Glitz to the PCs. You are free to modify them as you see fit. Each hook is a broad adventure concept leaving you as much space as possible to make it your own adventure.

Competing Interests: Var'Alynn approaches the PCs to investigate a recent robbery at Coralyn's Hops & Barley. Apparently, a secret recipe was stolen, and she requests their aid and will offer a suitable magic item as a reward. She asks they eliminate the threat and return the recipe.

This quest takes the PCs into a local warehouse occupied by two devil sisters and their minions who are looking to disrupt the good nature of the community by altering the recipe and corrupting it before its distribution at the Harvest Festival.

The type of devil you choose should be of equal difficulty level to the PCs to make it a challenging encounter. You could allow for the PCs to roleplay the situation if they desire, striking a deal with the sisters in exchange for the recipe and them leaving town.

Gaining Favor: The love of his life has been abducted, and Glitz needs your help!

Belamont Softshoe approaches the PCs and begs their help to find his boss, Var'Alyn. He explains to the PCs that she has been missing for two days and has not shown up to work, which is extremely rare for her. Belamont tells the PCs that when he arrived at The Dragon's Inn & Tavern early one morning the door was ajar and the main room was "tossed about." He searched everywhere and discovered the back door broken open.

When the PCs investigate the room, they discover a trail leading into the nearby forest. Var'Alyn is being held by a coven of hags in a hidden forest grove corrupted by dark magic. The hags are torturing her attempting to discover the location of Glitz. If the PCs rescue Var'Alyn and defeat the coven, Var'Alyn will introduce them to Glitz who will help them with a favor of their choosing.

ENCOUNTER CONDITIONS

Glitz is a very kind and humble creature, showing respect to everyone. However, sometimes his age, wisdom, and intellect get the better of him manifesting in the form of sarcastic arrogance.

Glitz can sometimes be found in humanoid form roaming the streets in search of anyone willing to share their heroic tales of adventure, many times offering payment in exchange for their story.

ENCOUNTER

Glitz and friends are meant to be sociable individuals within your campaign; however, this does not mean your players cannot infiltrate or conduct nefarious deeds into Glitz's lairs or businesses! Glitz is a good-aligned bronze dragon with some unpredictable tendencies. He has many ties to the world above: his businesses, the woman of his dreams, Var'Alyn, and the general wellbeing of the community.

These attachments open up many opportunities for adventure. Each company is presented with an NPC that can be utilized as quest givers to further a story within your campaign setting.

ROLEPLAYING GLITZ

The Many Faces of Glitz

Glitz has taken on many forms throughout his life. However, he has chosen some favorite humanoid personas throughout that time. The characters below are his favorites.

Belamont Softshoe: A halfling male of average age and height with floppy disheveled brown hair, tan skin, and brown eyes. He generally wears dark brown or black clothing.

Dorn Stronghammer: An elderly dwarven male slightly shorter than average and rounder at the waist. His bald head gleams with sweat, and a long, braided salt and pepper beard hangs over his plump belly. His piercing blue eyes suggest a young, intelligent mind lurks beneath his aging features.

Avalyn Mesiure: A young elven female with an athletic build and long platinum hair with strands of black which hangs loosely over her shoulders. Her pale skin contrasts with her bright blue and yellow colored clothing. Various types of jewelry adorn her neck, wrists, and fingers.

Marland Baertor: A middle-aged half-elf male with a muscular build. Short cropped dirty blonde hair is combed tightly against his head. Dark brown eyes peer through gold-rimmed spectacles that rest comfortably on his nose. A deep blue vest covers his silky long sleeve white shirt which is tucked into dark blue pantaloons pulled tightly around his soft black leather boots.

Glitz is a Legendary Dragon that may take the form of any metallic type dragon. However, he has chosen the Bronze Dragon form for centuries. He is very fond of it and admits to it hiding *some* of his noticeable girth.

TACTICS

If Glitz knows he is going to be attacked or raided, he begins combat polymorphed as a young dwarven child who is cleaning the brewery, or he will act like a scared elderly man and pretend to be hiding — yet visible to those entering his lair.

Once combat begins, Glitz will use his *Aura of Overwhelming Magnificence* followed up by a spell or multiattack on the weakest looking combatant. Glitz is no fool. He understands spellcasters and the differences between armored foes.

WEALTH

Glitz's lair is filled with many tools and objects used to create potions, ales, etc. An adventurer can find multiple tool sets listed in the 5E SRD-OGI Equipment section on page 70. In addition to the tools, his lair has a vast wealth of platinum, gold, silver, and copper. There are also gems varying in worth scattered throughout his chamber.

Glitz has a *ring of spell storing*, *rod of absorption*, and a *wand of fireballs* on him. His lair also has the following magical items: a suit of *mithril armor*, a *pearl of power*, an *immovable rod*, and a *robe of useful items*.





Glitz, The Rapsallion — Purveyor of Ale

Large dragon, chaotic good

Armor Class 22 (natural armor)

Hit Points 425 (34d10 + 238)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	25 (+7)	30 (+10)	27 (+8)	30 (+10)

Saving Throws Dex +10, Con +15, Cha +18, Wis +16

Skills Arcana +18, Deception +18, History +18, Insight +16, Perception +16, Persuasion +18

Damage Immunities fire

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Dwarvish, Elvish, Gnomish, Halfling

Challenge 25 (75,000 XP)

Amphibious. Glitz can breathe air and water.

Legendary Resistances (3/Day): If Glitz fails a saving throw; he can choose to succeed instead.

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

Magic Weapons: Glitz's weapon attacks in all forms are magical.

Innate Spellcasting: Glitz is an 18th-level spellcaster. His spellcasting ability is Charisma (spell save DC 25, +18 to hit with spell attacks). Glitz has the following spells prepared:

Cantrips (at will): *mage hand, mending, prestidigitation, shocking grasp*

1st Level (4 slots): *charm person, magic missile, detect magic, hideous laughter*

2nd Level (3 slots): *detect thoughts, suggestion, arcane lock, arcanist's magic aura*

3rd Level (3 slots): *dispel magic, counterspell, slow, hypnotic pattern, sending*

4th Level (3 slots): *fire shield, greater invisibility, arcane eye*

5th Level (3 slots): *dominate person, arcane hand, modify memory*

6th Level (1 slot): *mass suggestion, irresistible dance*

7th Level (1 slot): *prismatic spray, sequester*

8th Level (1 slot): *maze, mind blank*

9th level (1 slot): *weird*

ACTIONS

Multiattack. Glitz can use his Intoxicating 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:* +18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* +14 (2d6 + 7) piercing damage.

Tail. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Intoxicating Presence. Glitz unleashes a wave of alcoholic mist filling the area around him within 60 feet. Each creature within the affected area must succeed on a DC 21 Constitution saving throw. On a failure, the creature becomes poisoned and their vision is obscured out to a range of 15 feet. A creature can repeat the saving throw at the end of each of their turns. If a creature's saving throw is successful or the effect ends for it, the creature is immune to Glitz's Intoxicating Presence for the next 24 hours.

Aura of Overwhelming Magnificence (Recharge 5-6). A wave of prismatic energy erupts outward from Glitz and envelops every creature within 90 feet. Each creature within the affected area must make a DC 22 Charisma saving throw. On a failure, the creature falls under the influence of one of the following effects:

1: The creature falls Unconscious.

2-5: The creature takes 42 (12d6) psychic damage and becomes Paralyzed until the end of Glitz's next turn.

6-10: The creature takes 35 (10d6) psychic damage and becomes Stunned until the end of Glitz's next turn.

11-15: The creature takes 28 (8d6) psychic damage and becomes Incapacitated until the end of Glitz's next turn.

16-21: The creature takes 21 (6d6) psychic damage and becomes Deafened and Blinded until the end of Glitz's next turn.

Creatures that succeed on the saving throw take half damage and suffer no additional effect.

Change Shape. Glitz magically polymorphs into a humanoid or metallic dragon that has a challenge rating no higher than his own. He reverts to his true form if he dies (a small, colorful, bird-like dragon). Any equipment he is wearing or carrying is absorbed or borne by the new form (Glitz's choice).

In a new form, Glitz retains his alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as his action. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

Glitz 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. Glitz regains spent legendary actions at the start of his turn.

Detect. Glitz makes a Wisdom (Perception) check.

Wand. Glitz can use his *wand of fireballs* or the *rod of absorption*.

Attack. Glitz can make a melee attack against one target within reach.

Drunken Belch (2 Actions). Glitz belches an alcoholic substance. Each creature within a 30-foot cone must succeed on a DC 22 Dexterity saving throw or take 14 (4d6) poison damage and become poisoned. On a successful saving throw, the creature takes half damage and is not poisoned.

See page 123 for Glitz's Lair

GOLTHAARIUS, THE TRAVELER IN SILVER MIST

LORE

Golthaarius soars through the realm of thought and dream, borne upon wings of silver and swirling light. A great, sleek form glimpsed in the last hint of twilight above a celestial forest, and a deep echoing call above a fiendish battlefield in the lower planes. Few have seen the great dragon that slips between the folds of the multiverse, and fewer still know his name, but for those who learn of his existence, the secrets of all creation await. A few monikers for the planar dragon circulate in occult halls of learning: The Traveler in Silver Mist, The Silver Pilgrim, The Rainbow Sage. In the most secluded of wizard's towers and temple scriptoriums, a few tomes whisper the dragon's name in fading ink—Golthaarius.

To the diligent or obsessed researchers who learn about Golthaarius the planar dragon, he is a symbol of both freedom and knowledge. The boundaries between worlds are no barrier to his wandering, and he appears without seeming pattern or warning, in any corner of creation. When observed he rarely stays long. Always on the move, the great silver and multi-hued wyrm is continually searching. Ancient beyond record, Golthaarius's origins are lost to all but his own memory. He was once a silver dragon much like any other found in the myriad worlds of the Material Plane.

Like his kin, Golthaarius adored all things historical. And in his wandering youth, he amassed a vast hoard of treasure and knowledge. He collected the histories and trappings of empires and hid them away in his lair deep in the heart of a mountain. Unlike most silver dragons, however, he began to grow selfish. Never cruel, he merely lost his care for the mortals and gods whose stories he collected; instead he dedicated his great lifespan to the collection itself. As the years rolled on, he gathered greater numbers of relics, and the more esoteric and strange his tastes became. He then turned his sights outward and began searching for truths beyond the Material Plane and the mortals who dwell there. It was during this obsessive quest that Golthaarius himself was noticed by that which he sought.

He has a name—or had one—at the very least. Golthaarius is sure of that much. Whatever his name might have been eludes him now. Whispering to him from trinkets and scraps of lore at first, the presence grew louder and more insistent the more he collected. The whisper became a voice both asking and offering. The statues were the final turn of the key that opened the lock. A consciousness vast beyond imagining from beyond the most distant stars slipped into the world, and offered the then-ancient miserly dragon the means to go anywhere, and collect anything if only Golthaarius would agree to bring it along. How could the obsessive old dragon refuse?

From that moment of acceptance, the silver dragon changed. His body stretched. His mind expanded. His reach clawed between the planes themselves. He slipped into the murky expanse of the Astral Plane, and there Golthaarius and the presence he carried within his soul became one. They became something entirely unique.

Centuries passed as the planar dragon soared through the Astral Plane, gathering the silver winds into his soul, moving through color pools to the outer planes and back again. Golthaarius stretched forth his will into the Astral Plane and re-wove a portion of it deep within the silver clouds for his own use. A single point of space folded on itself again, and again, and formed a realm the dragon now calls Refuge. Within Refuge, Golthaarius can shape substance out of the sky to his whim and needs. All the collected wealth and hoarded knowledge of his previous life now reside in the central spire, carefully cataloged in a manner incomprehensible to any outside observer.

HOOK

Adventurers uncover the truth of a tremendous threat beyond anything they've ever known. The remnant of an ancient civilization long destroyed, or even forces from a world far removed from their own compel the characters to desperately seek stranger and more forgotten lore in search of a solution. Eventually, a mad scholar has a few scraps of truth that point to the existence of the planar dragon, and his legendary access to that which is hidden.

ENCOUNTER CONDITIONS

Chance encounters with the planar dragon can happen absolutely anywhere. He might suddenly appear in a swirling rift of bright color in the sky and lazily soar toward the horizon.

Golthaarius is content to leave lesser creatures be, perhaps giving them the slightest bit of attention in passing without changing course or slowing his travel. Creatures who attack the planar dragon can expect a sudden, powerful lashing out of claws, teeth, and tail — or if they're fortunate — a swift magical prison as the dragon merely continues on his way.

Sometimes, the dragon finds himself drawn to other creatures, particularly a mortal. This could be a chance meeting with a traveler who happens to be in the same region, and Golthaarius might pause to converse, trying to learn all he can of the individual's history. Or, more rarely, the dragon feels drawn to a particular place. He doesn't know where exactly, but he knows the way, and travels through the planes until he finds the creature somehow calling to him across the multiverse.

In either case, Golthaarius might impart a tiny measure of his power onto the mortal. Such pacts of power are exceedingly rare, but by virtue of his strange otherworldly essence, the planar dragon can create warlocks through such an investiture.

ENCOUNTER

Golthaarius is inquisitive and surprisingly soft-spoken. He prefers to engage in normal speech if possible, and only uses telepathy if the creatures that have caught his interest don't share any common languages with him. His singular drive is to gather knowledge and artifacts. He might even be willing to trade rather than expecting to take anything a creature he happens across has.



If somehow approached while in his lair, Golthaarius is much more wary. The portals to and from Refuge are hardly common knowledge, so the planar dragon takes all such visitors to his home seriously, and evaluates them for any sort of threat they might pose in the course of a cordial greeting and conversation. If the visitors seem frivolous, he politely, but firmly, asks they leave his home. Creatures that intrigue him or prove to have interesting or new knowledge can expect his hospitality and shrewd negotiations for an exchange of knowledge. The dragon can become quite obsessive, however, and sometimes loses sight of the fact that mortals interact with time different than he does. Mortals with fascinating perspectives on a topic might find themselves effectively kept prisoner within Refuge.

If Golthaarius suspects that visitors are there to steal or damage any part of his hoard, may the gods be with them.

TACTICS

It might be possible to get the drop on Golthaarius by offering some bit of lore or an artifact that he desires, but that's a risky proposition at best.

When accosted outside his lair, Golthaarius usually only feels the need to subdue attackers within a *forcecage* or behind a *wall of force* or to bind them in his dimensional breath. If a single exhalation, spell, or even snatching a foe in his claws and teleporting with them hundreds of feet into the air to impress upon them the gravity of their situation can defuse a battle, Golthaarius is content to injure or kill as few foolish creatures as possible before going on his way.

If the creatures persist — or worse, threaten his hoard — Golthaarius attacks without mercy. He makes full use of his superior mobility to remain out of reach of any potential threats while separating them using his force magic. Before moving into melee, he prefers to blanket a group of foes with Dimensional Binding Breath to tip the scales even further in his favor.

If his foes show no ability to fly, he uses his Force Breath to disintegrate the terrain beneath his enemies, especially if he can cause them to fall. Any creature that steals from or threatens Golthaarius's hoard earns his full attention, and he is relentless until he recovers the stolen loot or slays a hapless vandal. Golthaarius is usually willing to accept a surrender, or to allow broken enemies to flee, so long as they leave his precious collections behind.

WEALTH

The hoard contained in the Refuge spire puts entire empires to shame. While the majority of the cache takes the form of collected knowledge, there is substantial physical wealth gathered from across the breadth of the multiverse. The total value of coins, gems, jewelry, and assorted objects of art and cultural artifacts exceeds 20 million gp. In addition to monetary and artistic treasures, the trove of lost knowledge is the object of even some lesser deities' envy. Searching and cataloging the knowledge takes months if the scholar is lucky and skilled, or years if a novice. The sprawling complex within the spire defies mortal understanding of space, and there is no central index to help plunderers or visitors navigate without Golthaarius's help.

The collected tablets, tomes, scrolls, and other more exotic means of recording information cover every conceivable topic obtained from multiple Material Plane worlds, and all of the planes of the multiverse. If a character can find the correct section, spending 1d4 days in research affords advantage and a +10 bonus on Intelligence checks to learn facts about the covered topic. A single creature can gain these benefits about one topic per week due to the amount of work required to access the correct subjects. In addition to roll benefits, the collection contains many specific secrets relevant to events, locations, and creatures in the multiverse. Use this as a means to provide plot-critical discoveries or hooks for large scale story arcs.

Tucked away amongst this knowledge are written versions of every wizard spell, dozens of scrolls with a variety of spells, two each of every type of scroll of protection, and a collection of magical tomes. The magical tomes are comprised of one each of the *manual of bodily health*, *manual of gainful exercise*, *manual of quickness in action*, *tome of clear thought*, *tome of leadership and influence*, and *tome of understanding*.



Golthaarius, The Traveler in Silver Mist

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)

Hit Points 585 (30d20 + 270)

Speed 40 ft., fly 80 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	18 (+4)	28 (+9)

Saving Throws Dex +10, Con +17, Wis +12, Cha +17

Skills Arcana +12, History +12, Insight +12, Perception +12, Persuasion +17, Stealth +10

Damage Immunities cold, fire

Condition Immunities exhaustion

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

Languages Celestial, Common, Deep Speech, Draconic, telepathy 120 ft.

Challenge 25 (75,000 XP)

Innate Spellcasting. Golthaarius's innate spellcasting ability is Charisma (spell save DC 25 + 17 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

At will: *plane shift* (willing creatures only), *sending*, *wall of force* 1/day each: *forcecage*, *legend lore*

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

Magic Weapons. Golthaarius's weapon attacks are magical.

Sever Silver Cord. If Golthaarius scores a critical hit against a creature traveling through the Astral Plane by means of the *astral projection* spell, he can cut the target's silver cord instead of dealing damage.

Timeless Nature. Golthaarius doesn't require food, drink, or sleep.

ACTIONS

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

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 11 (2d10) force damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Golthaarius's choice that is within 120 feet of him and aware of him must succeed on a DC 25 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 Golthaarius's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Golthaarius uses one of the following breath weapons.

Force Breath. Golthaarius exhales a 90-foot line of crackling, multicolored light. Each creature in that line must make a DC 25 Dexterity saving throw, taking 66 (12d10) force damage on a failed save, or half as much damage on a successful one. Large or smaller nonmagical objects that aren't being worn or carried are automatically destroyed and reduced to dust. Huge or larger objects have a 10-foot by 10-foot space destroyed around the line where the line passes through them. Creations of magical force, such as the wall created by *wall of force* or a *forcecage*, are destroyed.

Dimensional Binding Breath. Golthaarius exhales silvery fog in a 90-foot cone. Each creature in the area must make a DC 25 Dexterity saving throw. On a failure, wisps of mist that thicken the fabric of the planes bind the creature. A bound creature is reduced to half speed, has disadvantage on attack rolls. If a bound creature tries to teleports or travel to another plane, it must succeed on a DC 25 Charisma saving throw or the attempt fails. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Teleport. Golthaarius magically teleports, along with any equipment he is wearing or carrying and any creatures he is grappling, up to 120 feet to an unoccupied space he can see.

LEGENDARY ACTIONS

Golthaarius 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. Golthaarius regains spent legendary actions at the start of his turn.

Detect. Golthaarius makes a Wisdom (Perception) check.

Tail Attack. Golthaarius makes a tail attack.

Planar Slip (Costs 2 Actions). Each creature within 15 feet of him must succeed on a DC 26 Dexterity saving throw or take 10 (3d6) force damage and be knocked prone. Golthaarius then uses his Teleport action.

See page 122 for Golthaarius's Lair



ILIZINNII, THE HEART EATER

LORE

If you ever find yourself traveling in the Jurgalanaan Desert, whether in Gruhili or Ortaalr or anywhere in between, you might hear the colloquial greeting of "Ba heash bru stasa!" from the native peoples. If you were to translate this to the common tongue, you would get a rough translation of "Your stars are bright." This, of course, would seem perfectly innocent to an outsider—but in truth, this saying could more accurately be translated to "Your stars stay bright," which has a much grimmer context and meaning to the locals.

People in Jurgalanaan are taught to keep one eye on the sky at night for any stars that seem to ripple with darkness, blinking out and back in suddenly. This is the first warning sign of their immediate danger, and in most cases a death omen if they cannot hide quickly enough. Next comes the "Veratinda ga dylosii" or "thunder of death," as a wave of sound like a strange thunderous rain washes over the ground—and those that find themselves still caught out in the open know it's already too late.

The Heart Eater has found her next meal.

Like all dragons, Ilizinnii is driven by pure and simple, overwhelming greed. It was this greed that initially called her to the enormous underground limestone cave she now lairs in—after her discovery of the tower of Nephahal, an elven necromancer, erected out in the vast of the Jurgalanaan desert to practice his dark magic far from prying eyes.

While not quite the grand and imposing wyrm she is today, Ilizinnii was still a powerful and dangerous adversary for the wizard, with spells and magics of her own. Their battle was a fierce one, with each foe's greed and hubris driving them on, not allowing one to concede the tower and its assortment of collected baubles to the other.

Ultimately, Ilizinnii triumphed—but not without a terrible cost—her sight. Nephahal blighted the wyrm's eyes during their battle, and since that day, Ilizinnii has lived in pure darkness, an unforgivable sin committed against her by the necromancer. In a fit of literal blind rage, Ilizinnii demolished the tower, wiping out any remnants of Nephahal's legacy before retreating underground.

Rage-induced wails reverberated across the dunes of the arid desert for weeks on end; echoing from deep within the subterranean lair, as the dragon mourned her loss. As time passed, her disdain for the treacherous magic that stole her sight consumed every passing moment. With only her twisted desire to inflict pain left to comfort her, the dragon drowned in both real and metaphysical darkness.

Ever strong of will and forced to accept her lack of vision—she soon discovered that by bristling her enormous scales and slamming them back down in a constant wave of clacks, she could detect objects and movement near to her, by listening to the reverberations. And eventually,

Ilizinnii's hearing became so acute, that the sound of a beating heart would be enough to wake her from a deep slumber—something more than a few foolish wanderers and adventurers have discovered as they suffered their unfortunate fates.

ROLEPLAYING AND TACTICS

Ilizinnii is a raging tyrant—quick to temper and completely unchallenged by anything within her territory. She lives primarily in solitude. However, she allows certain tribes to approach very near to her home with the intent of lowering human sacrifices down into the enormous main entrance shaft of the cave. She will usually wait for night to cover the entirety of the cave in darkness before her hunt—though, in truth, it hardly gives Ilizinnii the pleasure of a real hunt—unless the victims decide to wander into one of the many lightless tunnels away from the scorching heat beating down on the pit's entrance. Ilizinnii does this not for any additional psychological torture to her victim—though that's certainly a bonus—but to absolutely protect herself from any prying eyes from above that might pose a threat in the sunlight.

Ilizinnii, unlike most dragons, has faced a foe that almost killed her; something most dragons, in their arrogance, wouldn't even believe is a possibility, tucked away in their caves and lairs. But for Ilizinnii it was a harsh truth, that she was not as invincible as she thought. And now with the loss of her sight, she has spent much of her life since that moment preparing and paranoid. While she is indeed not afraid to leave her cave at night to prowl the desert dunes with malicious intent, she is still a cautious combatant.

No stranger to the use of magic herself, and the devastating effects it can wreak, she will almost assuredly attempt to utterly destroy anyone she perceives using magic or casting spells while engaged with her. If her opponent seems even remotely capable as a mage, her sense of urgency to gravely wound or outright annihilate them is only slightly outweighed by her sense of self-preservation. She will likely retreat to her lair well before pressing her luck, where she has several safeguards in place.

ILIZINNII'S LAIR

Ilizinnii's lair is one any dragon would be envious of, and it serves as a significant advantage to the great wyrm against any potential threat to her and her hoard.

When first discovering the cave, it appears more like a sinkhole than a true limestone cave, with a vast opening in the desert floor serving as its entrance. But beyond the previously worked, column-like entrance to the 120-foot drop to the bottom, the cave expands into several large tunnels in different directions—all of which are able to accommodate Ilizinnii's girth thanks to whomever originally expanded them in the centuries before Ilizinnii made it her home.



For the dragon, it's perfect. Both defensible and comfortable, complete with its own source of water and a few additional surprises for anyone foolhardy enough to think they might claim her mountain of treasures for themselves, the dragon is far more dangerous within its walls. Primarily due to its inconceivable darkness, which helps Ilizinni turn her greatest weakness into a prodigious strength.

Perhaps the most magnificent bauble Ilizinnii has ever claimed for her own is a small obsidian *antimagic stone*. Realizing what it was upon returning to her lair with it, she has since put it to use above the entrance to her hoard room, embedded in one of the many stalactites. With the stone's reach extending through much of the room, but not the entire room — it is the perfect weapon to lure any unsuspecting wizards into her chamber only to have their magical lights snuffed out... and have protective enchantments dispelled at the worst possible time. Coupled with the pool of water that must be crossed before reaching her hoard room, most threats will find themselves without a torch or magical means of sight when facing off with the completely blind, yet-still-capable dragon. And for many, the only light they will see is the fleeting soft red glow from Ilizinnii's maw before she unleashes a molten hot spew of fire all over them.

Antimagic Stone

Wondrous item, legendary

This small obsidian stone creates a 30 foot* antimagic sphere, as per the *antimagic field* spell. The magic automatically works in darkness. If natural sunlight shines upon the stone, it cracks, turns to dust and is destroyed.

*Base radius size. Expand as needed.

MAKING IT YOUR OWN:

A note from Cody...

I've had a blast conceptualizing this dragon, and I think a book like this serves as a wonderful tool for both game masters that are looking for some plug-and-play inspiration — who is ready to go for a high level one-shot — but also for game masters that want to adapt and customize the experience for their ongoing campaigns and worlds.

If you are looking for places to have a bit more creative freedom, consider these questions:

- Who were the original inhabitants that expanded the cavern and what else might they have left behind?
- Did they perhaps leave any smaller areas for the players to seek refuge if they become overwhelmed by Ilizinnii in their initial encounter? Are any of these areas further trapped?
- Did Ilizinnii find a way to further torment Nephthal, by perhaps recalling his spirit and trapping it some way with dark magic, possibly with a dark artifact of his own original making? If so, what would their relationship be; master and servant, a captive she enjoys tormenting further, or even one of respect developed in the centuries since their initial battle?

Also, I want to issue a small word of caution: If your players find themselves heading to Ilizinnii's lair to confront her on her home turf, this might turn an epic campaign into a complete party wipe where the players feel cheated by their inability to cast spells and even see.

While some groups enjoy the pure challenge and are more willing to accept the complete loss of their characters, be mindful of your PLAYER's personalities and preferred style of gameplay. If your group's composition is made up primarily of spellcasters, you may want to consider foreshadowing Ilizinnii's use of an anti-magic stone through previous NPC dialogue or possibly having their lights flicker or dim as they approach her chamber.

Or maybe not! Part of the challenge here is overcoming Ilizinnii's sightless advantage. I purposely did not include the exact range of anti-magic stone's effect. If you're feeling cruel, feel free to make it a little wider than 30 feet. After all, we all know that sometimes players deserve what's coming to them, right?



Ilizinnii, The Heart Eater

Gargantuan dragon, neutral evil

Armor Class 19 (natural armor)

Hit Points 444 (24d20 + 192)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	27 (+8)	22 (+6)	17 (+3)	21 (+5)

Saving Throws Dex +8, Con +15, Int +13, Wis +10, Cha +12

Skills Insight +10, Intimidation +19, Perception +17, Stealth +3

Damage Immunities cold, fire

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, stunned

Senses blindsight 200 ft., tremorsense 120 ft., passive

Perception 34 (sound)

Languages Common, Draconic, Dwarvish, Elvish

Challenge 24 (62,000 XP)

Echolocation. Ilizinnii can't use her blindsight while deafened.

Keen Hearing. Ilizinnii has advantage on Wisdom (Perception) checks that rely on hearing.

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

Innate Spellcasting. Ilizinnii's spellcasting ability is Charisma (spell save DC 20, +12 to hit with spell attacks). She can innately cast the following spells, requiring no material components:
At will: *control flames* (extinguish only, no sight required)
4/day each: *alarm*
3/day each: *darkness* (45-foot radius), *create or destroy water*
2/day each: *wind wall*, *counterspell*

ACTIONS

Multiattack. Ilizinnii can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of Ilizinnii's choice that is within 120 feet of her and aware of her must succeed on a DC 21 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 Ilizinnii's Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). Ilizinnii exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Detect. Ilizinnii makes a Wisdom (Perception) check.

Tail Attack. Ilizinnii makes a tail attack.

Wing Attack (Costs 2 Actions). Ilizinnii beats her wings. Each creature within 15 feet of Ilizinnii must succeed on a DC 25 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Ilizinnii can then fly up to half her flying speed.

Cacophonous Boom (Costs 2 Actions). Ilizinnii slams down her scales in a deafening wave of sound. Each creature within 120 feet must succeed on a DC 18 Constitution saving throw or become deafened for one minute. If this attack is made within an enclosed structure, they have disadvantage. Additionally, if this attack is within an enclosed structure, Ilizinnii must make this saving throw as well, though she does so normally.

ILIZINNII'S LAIR

Ilizinnii's Lair is within a vast cave system. Some areas appear to be bottomless, but the area she resides is large enough for her to fly, taking advantage of different views from various cliff edges.

Lair Actions

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

- 1d4 + 2 motionless Ropers (disguised as stalactites and stalagmites) spring into action and attack. They act immediately and on initiative count 20 in subsequent rounds, and obey Ilizinnii's commands. They remain until Ilizinnii uses this action again. If Ilizinnii dies, the Ropers become free-willed creatures.
- 1d4 + 2 Water Elementals attack from a large pool of water located near Ilizinnii's hoard. They act immediately and on initiative count 20 in subsequent rounds, and obey Ilizinnii's commands. They remain until Ilizinnii uses this action again. If Ilizinnii dies, the Water Elementals become free-willed creatures.
- A nonmagical wall of stone springs into existence within 120 feet of Ilizinnii. The effects are the same as the *wall of stone* spell, however, the wall becomes permanent and requires no concentration.

Regional Effects

The region containing Ilizinnii's lair is warped by her magic, which creates one or more of the following effects:

- Desert storms shroud the area within one mile of her subterranean lair. The storms are common, and even during the day the ambient light is dim at best.
- Bats are common, and aggressive towards PCs within 5 miles of the lair.
- Creatures who sleep during a long rest within one mile of the lair must succeed on a DC 10 Wisdom saving throw or be unable to see when they awaken. They suffer Blindness for 1d4 hours (Page 358 SRD).

If Ilizinnii dies, conditions of the area surrounding the lair return to normal over the course of 1d10 days.



IMMRYG-UMRYSS, THE SNATCHER

LORE

Born from the sinister crossbreeding of an ogre mage and a wyvern, Immryg-Umryss is not the proto-typical dragon. While it looks everything like a dragon should, the veneer is where its similarity with other dragons ends. Immryg is a twisted and malevolent force at times, and a complex and kind being at others. This confluence leads to problems, again and again.

Immryg-Umryss (a name composed of the two words for ogre and wyvern in a mad wizard's language) is a magical creature, with none of the preternatural aspects of normal dragons. It lacks all of a dragon's normal instincts and has had to learn on its own how to deal with outsiders. It does not hoard gold. It does not burn villages to the ground with fire. It does not gather minions around it to conflate its ego. In fact, Immryg-Umryss has lived outside the ordinary world of dragons for over 300 years. Alone, aloof, and awkward, the great dragon is an outsider in a world of tyrannical beasts. As such, it is very lonely.

Immryg-Umryss has taken many hostages over the years. It took many tries to do this before learning humans are soft and cannot be handled in a rough manner. It took a while to learn that young humans live longer and make lasting companions. Each hostage became another learning step in its development. Primarily, everything it understands about the world comes through learning from others or learning through repetitive failure.

There is no happy middle for Immryg-Umryss.

While it is terrifying for anyone to be taken prisoner by a dragon, Immryg-Umryss is a great host to those who do not attempt to escape. It provides everything a person could need, without fear. Immryg-Umryss is inquisitive and philosophical, the perfect companion to those with open minds. Some hostages have even learned a great deal living with Immryg, though only a few have ever lived to use this knowledge in the outside world. Those held captive remain there until death.

HOOK

A friend of the PCs (or someone who doesn't show up that week to play) is kidnapped, and the characters have only a few days to save them. The character is, in fact, unharmed. But being taken by a dragon should give them pause. Feel free to drop hints and rumors that this dragon does horrible things to its victims.

ENCOUNTER

Immryg-Umryss has made a home for itself in an old, abandoned dwarven mine. This is not its first nest, but since taking over the empty mine, other creatures have left Immryg-Umryss alone. There's no gold here.

Immryg-Umryss is never encountered outside its lair unless it is presently taking someone hostage (which is rare).

TACTICS

Immryg-Umryss is alone and paranoid. It has spent most of its life without contact with others, except those it has kidnapped. It has built a lair for itself that is hard for other creatures to get in and out of. Its lair rests on a ledge that can only be reached with chains and pulleys, or by magic. Once standing upon this shelf, the PCs stare directly into a massive chamber where Immryg-Umryss waits for them.

Once a fight starts, it becomes a different creature entirely. The kind and gentle dragon turns into a horrid beast of power and magic, capable of sundering small armies. It mixes fire breathing, magic, and pure strength to overcome any adversary.

Any.

Immryg-Umryss' lair is perfectly formed to match its fighting style. The ledge and lair are too small for anyone to hide or make a getaway (without plummeting hundreds of feet). Its fire-breathing weapon balloons out to fill most of the lair, ensuring everyone fighting is burned to a crisp. If no one is where they need to be for its breath weapon to be effective, Immryg-Umryss casts **controlled teleport* to put them all in one place.

Preferably just outside — at the edge of the lair.

Immryg-Umryss is not above using its captive as a human shield. In fact, once a fight starts, it is unlikely any hostage will survive.

During round three or four Immryg-Umryss summons bats and insects to itself with its Lair Action.

When the great beast is below half its starting hit points, it uses its Wail of Sadness to plunge its enemy into maddening sorrow with it.

WEALTH

If there is anything of value in Immryg-Umryss' home, it is not aware of it. Some scraps of raw gold and gold powder may exist somewhere, but Immryg-Umryss does not rest on a pile of gold coins. Any treasure comes in the form of leftover clothing, trinkets and perhaps a spell book from people who died in Immryg's care.

***Controlled Teleport** *6th-level conjuration*

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (pieces of eggshell from 2 different creature types)

Select up to five creatures of your choice you can see within range. Unwilling creatures must succeed on a Wisdom saving throw. On a failed save, you teleport each affected creature to an unoccupied space that you can see within 90 feet of you. The space must be a floor or ground.





Immryg-Umryss, The Snatcher

Huge dragon, neutral evil

Armor Class 24 (natural armor)

Hit Points 567 (42d12 + 294)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	25 (+7)	25 (+7)	15 (+2)	21 (+5)

Saving Throws Dex +9, Con +14, Int +14, Wis +9, Cha +12

Skills Arcana +14, Intimidation +19, Perception +16, Stealth +9

Damage Immunities cold, fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Elvish, Dwarvish

Challenge 24 (62,000 XP)

Innate Spellcasting. Immryg-Umryss' spellcasting ability is Charisma (spell save DC 20 + 12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *acid splash* (4d6), *fire bolt* (4d10), *mage hand*
4/day each: *darkness*, *gust of wind*, *magic missile*,
scorching ray

3/day each: *counterspell*, *lightning bolt*, *major image*

2/day each: *banishment*, **controlled teleport* (pg 34)

1/day each: *fire storm*, *globe of invulnerability*

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

Regeneration. Immryg-Umryss regains 20 hit points at the start of its turn if it has at least 1 hit point.

Wail of Sadness (1/day). Immryg-Umryss releases a mournful wail. This wail has no effect on constructs and undead. All other creatures within 30 feet of it that can hear it must make a DC 13 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 21 (6d6) psychic damage.

ACTIONS

Multiattack. Immryg-Umryss can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws — or one with its bite, one with a claw and one with a stinger.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail Stinger. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage. The target must make a DC 19 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much on a successful one.

Frightful Presence. Each creature of Immryg-Umryss' choice that is within 120 feet of it and aware of it must succeed on a DC 21 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 Immryg-Umryss' Frightful Presence for the next 24 hours.

Fire Breath (Recharge 5–6). Immryg-Umryss exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Immryg-Umryss 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. Immryg-Umryss regains spent legendary actions at the start of its turn.

Detect. Immryg-Umryss makes a Wisdom (Perception) check.

Tail Stinger. Immryg-Umryss makes a tail stinger attack.

Wing Attack (Costs 2 Actions). Immryg-Umryss beats its wings. Each creature within 15 feet of Immryg-Umryss must succeed on a DC 25 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. Immryg-Umryss can then fly up to half its flying speed.

Memory Sting (Costs 2 Actions). Immryg-Umryss emits psychic energy in a 90-foot cone. Each creature in that area must succeed on a DC 17 Intelligence saving throw or take 28 (5d8 + 6) psychic damage and be stunned for 1 minute. Creatures that save take no damage. A creature can repeat the saving throw at the end of each of its turns, ending the stunned condition on itself on a success. If a creature fails the Memory Sting save two times, it suffers level 3 exhaustion until they take a long rest.

IMMRYG-UMRYSS' LAIR

Immryg-Umryss' lair is located at the top of a cliff edge and within an abandoned dwarf mine that was once connected to a vast cave system.

Lair Actions

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

- A Swarm of Bats or a Swarm of Insects is summoned. They act immediately and on initiative count 20 in subsequent rounds, and obey Immryg-Umryss' commands. They remain until Immryg-Umryss uses this action again. If Immryg-Umryss dies, the Swarm become free-willed creatures.
- 2d6 +2 Giant Spiders emerge from gaps in the cave walls. They act immediately and on initiative count 20 in subsequent rounds, and obey Immryg-Umryss' commands. They remain until Immryg-Umryss uses this action again. If Immryg-Umryss dies, the Giant Spiders become free-willed creatures.
- The walls of the lair begin to reverberate, creating a harmonic tone. All creatures within 30 feet of the lair that can hear it must make a DC 13 Constitution saving throw. On a failure, a creature becomes Charmed by Immryg-Umryss. On a success, a creature takes 10 (3d6) psychic damage. A creature can repeat the saving throw at the end of each of its turns, ending the Charmed condition on itself on a success.

Regional Effects

The region containing Immryg-Umryss' lair is warped by its magic, which creates one or more of the following effects:

- High winds batter the cliff side making any climb to the lair treacherous. Large, or smaller creatures must make a DC 15 Dexterity save. If a creature fails a check, they fall.
- Stinging insects are common, and aggressive towards PCs within 5 miles of the lair.
- Creatures within one mile of the lair suffer Level 2 Exhaustion.

If Immryg-Umryss dies, conditions of the area surrounding the lair return to normal over the course of 1d10 days.



JÖRMUNGAND, THE WORLD SERPENT

LORE

Residing in the deepest areas of the vast oceans is Jörmungand, The World Serpent. A dragon so large that he can encircle the entire world if he chooses. Legend has it that the serpent was cast out by the gods and into the bottomless abyss of the ocean. There, he grew to an unimaginable size and strength, only to emerge when he wants to show his power and strength.

Jörmungand's head is easily 50 feet wide and his body equally as gargantuan. This dragon has no wings but instead has a body so vast that it can encircle the entire world. Jörmungand's body typically remains coiled and within a 10-mile radius of his head, depending on the depth of the water. He may also choose to Earth Glide, which affords him more room if need be. While stretched around the globe, Jörmungand can even grasp his own tail if he wishes to do so. He is an inconceivably enormous creature, deserving of his legendary status.

Hoping for safe passage, sailors make a sacrifice to the Serpent by tossing precious metals and items of magic into the darkest depths of the ocean. One can only speculate the amount of treasure that may be at the bottom of these areas, leagues deep and far away from any would-be adventurers. There has never been a time where the tale of Jörmungand was not told, as offerings have been given to him for longer than recorded history.

Some have returned from their sea travels with stories telling of Jörmungand. They describe a massive head breaching the water's surface to reveal vibrant colored scales, ranging from deep blues to piercing emerald green. As the ocean waters poured off of him, more of his face could be seen. His eyes are vibrant orange — as bright and fierce as the heart of the sun — and as large as a ship. Only those who have made an offering lived to tell these tales — many come back with fear in their eyes, forever changed, having barely survived the encounter. They are the ones the serpent allowed to live, and they help spread the word that Jörmungand is very real indeed.

It is foretold that if Jörmungand grasps his tail and releases, it will bring the beginning of the end of the world, wiping it clean to begin anew. For now, this appears to only be a children's tale, but adventurers may not want to tempt fate and help bring about world-changing events by antagonizing Jörmungand. Better to give an offering to him instead.

HOOK

The most common encounter of Jörmungand is when he is taking the form of a large black house cat. He sometimes finds adventurers interesting as they enter a village or city. PCs may notice the cat following them using a DC 15 Wisdom (Insight) check.

The PCs may be in town to investigate another matter and it might draw the attention of the cat form of Jörmungand. He will find it particularly interesting if the PCs purchase an ox to serve as bait when fishing the deep oceans, as the head of an ox generally is used to lure the massive world serpent to the surface. Another tall tale used by merchants? Perhaps. None-the-less, it shows Jörmungand they are seeking an audience with him.

ENCOUNTER

Jörmungand loves games and has made it known to the town leaders that he can be used as a test of strength and virtue. The elders do not know of the cat's exact origin, but once every few years he will test an adventuring group that he deems worthy. The townsfolk adore the cat, as it is a boon for the businesses that serve the townsfolk attending the testing of strength event.

The black form of Jörmungand will observe. If the PCs show that they are of sound mind and spirit, a spectacle is made in the center of town. It takes days to set the scene and spread the news that the game will be played once more. There, the cat willingly makes its way to the stage, the crowd parting to give it access. This is clearly a revered and old tradition within the town.

The test is simple: One being attempts to lift the cat off the ground. However, it should be noted that no one has ever succeeded before. Every mighty hero who has tried has failed to lift the curious beast, which is disguised by powerful magic. Its immense weight is only overcome with a Strength of 25 or higher.

If any of the PCs manage to lift only one paw, the crowd gasps and erupts into applause. The cat immediately runs away and hides. If followed, it communicates telepathically to the winner, congratulating them and informing them that they will be granted a *wish*. Once the wish is granted, the cat disappears, its eyes flashing bright orange.

TACTICS

It is unlikely the PCs will ever face the dragon unless he is in cat form. During the test of strength — leading up to and after — the PCs true nature will become more apparent, and this determines how Jörmungand chooses to interact with them.

If the PCs were genuine and kind to the cat over the days spent there, including the spectators and townsfolk — they are rewarded. However, if they are vicious, selfish, or unkind, leveraging their power for gain — the dragon (as a cat) lures them closer to the seaside, away from the town and reveals his true, frightful form.

There, he immediately transforms, unfurling his massive body; his tail crashing straight into the water that stretches far off in the horizon, leaving only the head and upper body for PCs to attack from land.

The only real hope of defeating Jörmungand is to attack his head and inflict over 300 hit points of damage in a single round. Jörmungand knows he will manifest again if he is ever defeated, so he fights enemies with an unrivaled intensity. He will devour any creature in his path without mercy.

WEALTH

Jörmungand's wealth is at the bottom of the deepest oceans. Sailors may know of the specific locations, but the real challenge is traveling to the depths where it lies. If a PC manages to make it there by magical or other creative means, they will find an almost infinite number of coins, baubles, and family heirlooms. Disturbing the treasures at the bottom may attract the angry attention of Jörmungand miles below the surface.

The real wealth is gained by how they treat the cat form of Jörmungand. He may choose to grant a *wish*, a useful magic item, or a boon, depending on how the PCs interacted during the celebration — even if they failed to lift him.



Jörmungand, The World Serpent

Titanic dragon (shapeshifter), neutral

Armor Class 26 (natural armor)

Hit Points head 369 (18d20 + 180), body 615 (30d20 + 300)

Speed 40 ft., burrow 30 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	25 (+7)	30 (+10)	17 (+3)	16 (+3)	28 (+9)

Saving Throws Dex +16, Con +19, Int +12, Wis +12, Cha +18

Skills Insight +12, Intimidation +27, Perception +21

Damage Resistances cold, fire

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, stunned

Senses truesight 120 ft., passive Perception 31

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Amphibious. Jörmungand can breathe air or water.

Change Form. Jörmungand can change into the form of an abnormally large black house cat. If he speaks, it is done so telepathically. In cat form, he is immensely heavy and strong with a Strength of 30. Only a single PC with a Strength of 25 or higher can attempt to lift him enough to bring 1 paw from the ground. If a PC is able to achieve this test of Strength, once per day they receive advantage on all rolls for 1d4 rounds and also granted a single *wish*.

Jörmungand does not change into dragon form unless he is within 100 feet of a large body of water. When this occurs, all creatures within 20 feet of the cat must make a DC 18 Dexterity saving throw, taking 35 (10d6) bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures who failed are also knocked prone. As Jörmungand's body forms, it targets the water and is seen unfurling into it as far as the horizon.

Legendary Resistance (5/Day). If Jörmungand fails a saving throw, he can choose to succeed instead.

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

Magic Weapons. Jörmungand's weapon attacks are magical.

Earth Glide. Jörmungand can burrow through nonmagical, unworked earth and stone. While doing so, Jörmungand does not disturb the material it moves through.

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

Reflective Body. If Jörmungand is targeted by a *magic missile* spell, a line spell, or a spell that requires a ranged attack roll, roll a d4. On a 1 to 3, Jörmungand is unaffected. On a 4, Jörmungand is unaffected, and the effect is reflected back at the caster as though it originated from Jörmungand, turning the caster into the target.

Regeneration. Jörmungand's head regains all hit points at the start of his next turn. If Jörmungand takes more than 60 hit points of radiant damage, this trait doesn't function at the start of his next turn. Additionally, Jörmungand's body regains 30 hit points at the start of his next turn. If Jörmungand takes radiant damage on his body, this trait doesn't function at the start of his next turn. Jörmungand dies only if he starts his turn with 0 hit points and doesn't regenerate.

Poison Body. Any melee attack on Jörmungand's body opens a gaping wound which spits out poisonous gas in a 30-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Discorporation. When Jörmungand drops to 0 hit points, his body is destroyed, and he is unable to take physical form for a time.

ACTIONS

Multiattack. Jörmungand can use his Frightful Presence. He then makes three attacks. In his draconic form, Jörmungand can use his claw, and then makes 2 attacks with his bite. He does not attack in his cat form.

Bite. *Melee Weapon Attack:* +19 to hit, reach 50 ft., one target. *Hit:* 29 (3d12 + 10) piercing damage. If the target is a living creature, it must succeed on a DC 22 Constitution saving throw or take 22 (4d10) poison damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 7) slashing damage.

Tail/Body. *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Jörmungand's choice that is within 120 feet of her and aware of him must succeed on a DC 21 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 Jörmungand's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 3–6). Jörmungand exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Jörmungand 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. Jörmungand regains spent legendary actions at the start of his turn.

Detect. Jörmungand makes a Wisdom (Perception) check.

Bite. Jörmungand makes a Bite attack.

Tail/Body Attack (Costs 2 Actions). Jörmungand makes a Tail/Body attack.

Tail Bite (Costs 3 Actions). Jörmungand bites and releases the tip of his tail. His body is not wrapped around the world (causing it to end), but the effect is spectacular none-the-less. An *antimagic field* (as per the spell) bursts out in a 100-foot radius sphere, lasting 1d4 rounds and requiring no concentration. Additionally, each creature within 100 ft. of the burst takes 8d8 thunder damage.



KIENNAVALYRISS, THE KEEPER OF SECRETS

LORE

Those that have survived an audience with Kiennavalyriss report that she is an elegant and imposing dragon. The scintillating pattern of her opalescent scales is magnified by the intense illumination within the Alabaster Halls, and she bears a celestial heritage that shines brightly within her eyes. Her mother, The Shimmering Queen, is enshrined in many myths as the servant and romantic partner of a now-forgotten exarch of the God of Knowledge. When her mother was cruelly slain by a band of malfeasant rat-catchers, the duty of safeguarding the lore of the library fell to Kiennavalyriss.

The divine blood that burns within Kiennavalyriss is slowly consuming her mortal form. Her hearing is now almost entirely gone, and the shine is starting to leave the scales along her sides. On the rare occasions that she allows anyone to speak with her, she holds her massive wings over the faded patches on her sides and pushes uncomfortably close to the faces of her audience as they talk.

As these signs of her mortality have crept upon her, she has grown more zealous in her mission. She views the library now as her legacy and a potential tool that she is sorely tempted to use to prolong her dwindling lifespan. In the last several years she has worked to create a network of scholars and archaeologists that collect new pieces for her library. Few of these agents know the true nature of their patron, and she goes to great lengths to maintain her ruse.

HOOK

Kiennavalyriss is both a potential ally and a possible antagonist. All manner of secret knowledge has been collected within her expansive library, but she jealously guards it. Much of it she believes too dangerous to be anywhere other than locked away in her archives. When convinced of a true need, the lore within her halls could be used to solve nearly any quandary facing the PCs. She has a dim view of adventurers, having crossed paths with many that unearthed forgotten tomes that were better off in her library. It is likely that the PCs first encounter her in such a situation, perhaps as they quest to recover a lost book containing the true name of a demon that has been relentless in harassing them.

Or maybe she contacts the PCs to send them to recover a codex that recorded the dreams of a mad mage that had survived contact with elder god.

Perhaps one of her agents discovers the significance of a book they are sent to recover. Suspecting the duplicity of the one that hired them, they ask the PCs for aid in unraveling the mystery of Kiennavalyriss's identity and intent.

It might even be possible that the PCs find a tome of dread spellcraft that was stolen from her collection. When Kiennavalyriss discovers it in their possession, she assumes this implicates them in the theft of her property.

Regardless of how the PCs first meet Kiennavalyriss, their interaction with her is most interesting when there is a tension between their search for information and her desire to keep the secrets of her library from being used by those with ill intent. In the best of circumstances, she will coldly refuse the inquiries of the PCs until they have proven their worth to her. At her worst, she will turn against them to recover secrets that she believes they should not have.

ENCOUNTER

Kiennavalyriss makes her home in an expansive library known only to a few. Referred to by those who know

of its existence as the Alabaster Halls, this library is a labyrinthine complex. Every wall of its vast interior is filled with shelving that holds untold volumes of books, scrolls, and various other mediums upon which someone has written some precious knowledge.

Designed to suit her unique needs, the rooms and corridors of this place are surprisingly narrow given that a dragon dwells within. These close quarters are intended to prevent outsiders from slipping past unnoticed and puts them face-to-face with Kiennavalyriss so that she might study their face, scrutinizing their hidden intent and reading the words that fall from their lips.

The cramped quarters and full shelves also help dampen ambient sound within the library, giving it an unsettling silence most of the time. Kiennavalyriss prefers the lack of distracting noises and insists that groups of visitors speak clearly and without interrupting one another. During meetings like this, a small rodent-like creature that Kiennavalyriss refers to only as "*The Scribe*" is present — perched upon her shoulder with an inky quill gripped in its prehensile tail, furiously transcribing the conversation.

Kiennavalyriss seldom ventures outside of her library, though she maintains a relationship with a few orders of priests and wizards from whom she sometimes acquires new books. Within her library, Kiennavalyriss is attuned to many warding spells that alert her to intruders and allow her to lock any door she wishes. She also can create areas of supernatural silence any time she desires.

TACTICS

Kiennavalyriss knows that her partial deafness is her greatest liability. Within her lair, she has taken many precautions to reduce the impact of this impairment. The rooms and hallways in her library are small, cramped, and narrow to make it more difficult for adventurers and other would-be plunderers from sneaking past her. The entrance to the library, as well as her personal chambers, are warded with a silent alarm that alerts her to visitors and intruders alike. Finally, the library is brightly lit by shimmering motes of arcane energy.

Though loathe to engage in a fight, she none-the-less is prepared to defend the potentially dangerous lore that exists within her library. With the knowledge at her disposal, she is a formidable spellcaster. She uses her lair actions to seal exits, separating her opponents from each other or forcing them into smaller spaces where she can catch more of them in the area of a single spell. She uses her remaining spells to thwart any attempts to plunge her surroundings into darkness and to dispel the magic of her enemies.

If the potential threat posed by losing a small number of titles from her collection is not significant, or if she feels that she might easily recover them, Kiennavalyriss will flee if her foe begin to get the better of her. Her command of the doors within the library provides an easy and expedient escape. Only when the lore at stake is of grave import will she battle to her last breath.

A TROVE OF SECRETS

Unlike many other dragons, Kiennavalyriss does not hoard wealth. Her treasured possessions are the countless books, scrolls, clay tablets, and other assorted writings that she has recovered and collected over her many decades. The secret histories of countless mortal races are written upon them. There are ancient spells, dead languages, and the true names of gods hidden upon the shelves of her vast library. This collection also includes written copies of every conversation that Kiennavalyriss has had with visitors to her library.





Kiennavalyriss, The Keeper of Secrets

Huge dragon (celestial), lawful neutral

Armor Class 19 (natural armor)

Hit Points 243 (18d12 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	15 (+2)	25 (+7)	25 (+7)	15 (+2)	21 (+5)

Saving Throws Dex +9, Con +14, Int +14, Wis +9, Cha +12

Skills Arcana +14, Intimidation +19, Perception +16, Stealth +9

Damage Immunities cold, fire, poison

Condition Immunities charmed, exhaustion, frightened, poisoned, stunned

Senses darkvision 120 ft., passive Perception 26

Languages Common, Draconic, Elvish, Dwarvish

Challenge 24 (62,000 XP)

Spellcasting. Kiennavalyriss is a 17th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). She has the following wizard spells prepared: Cantrips (at will): *fire bolt*, *light*, *minor illusion*, *ray of frost*
1st level (4 slots): *chromatic orb*, *color spray*, *magic missile*, *sleep*

2nd level (3 slots): *phantasmal force*, *ray of enfeeblement*, *scorching ray*, *shatter*

3rd level (3 slots): *counterspell*, *fireball*, *haste*, *vampiric touch*

4th level (3 slots): *banishment*, *black tentacles*, *hallucinatory terrain*

5th level (2 slots): *cloudkill*, *geas*, *wall of force*

6th level (1 slot): *chain lightning*, *sunbeam*

7th level (1 slot): *reverse gravity*

8th level (1 slot): *sunburst*

9th level (1 slot): *time stop*

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

Silent Spells. Kiennavalyriss can ignore the verbal requirements of any spell she casts when she is within an area of magical silence that she had created.

ACTIONS

Multiattack. Kiennavalyriss can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 8) piercing damage

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

Tail. *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 8) bludgeoning damage.

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

Breath Weapons (Recharge 5–6). Kiennavalyriss uses one of the following breath weapons.

Blinding Light. Kiennavalyriss exhales a flash of light in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 58 (13d8)

radiant damage and is blinded until the end of their next turn on a failed save, or half as much damage without being blinded on a successful one.

Fire Breath. Kiennavalyriss exhales a fiery blast in a 60-foot cone. Each creature in that area must succeed on a DC 18 Dexterity saving throw, taking 63 (14d8) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Kiennavalyriss 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. She regains spent legendary actions at the start of her turn.

Detect Thoughts. Kiennavalyriss casts *detect thoughts* without expending a spell slot.

Tail Attack. Kiennavalyriss makes a tail attack.

Cast a Spell (Costs 1-3 Actions). Kiennavalyriss uses a spell slot to cast a 1st, 2nd, or 3rd-level spell that she has prepared. Doing so costs 1 legendary action per level of the spell.

Wing Attack (Costs 2 Actions). Kiennavalyriss beats her wings. Each creature within 15 feet of her must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. She can then fly up to half her flying speed.

KIENNAVALYRISS' LAIR

The exact whereabouts of the Alabaster Halls is not widely known. It is rumored that the library is actually a demiplane of sorts — one whose entrance meanders through the cosmos. Perhaps only the library itself contains an honest accounting of its origins, but Kiennavalyriss has not allowed anyone to peruse her shelves in search of such answers.

Lair Actions

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

- Kiennavalyriss stifles the sound in an area as if she had cast silence. The area is quiet until initiative count 20 on the next round. Kiennavalyriss chooses one door she can see within 100 feet of her in the lair. If the door is shut, it immediately opens even if it had been locked or magically sealed. If the door is open, it slams shut and is sealed as if she had cast arcane lock. A door closed this way remains locked for 1 hour.
- Kiennavalyriss dispels any one area of magical darkness within 100 feet of her. This only dispels darkness that was created by a spell of 5th level or lower.

Regional Effects

The region surrounding Kiennavalyriss's lair is subtly altered by her magic, creating one or more of the following effects:

- Books within 6 miles of the lair are difficult to open. Their pages stick together, their covers sometimes feel impossibly heavy, and occasional gusts of wind slam them shut. Keeping a book open requires a successful Strength or Dexterity ability check against a DC of 10.
- The area within 6 miles of the lair is unnaturally quiet. The DC of any ability check made to listen to or hear anything is increased by 5.
- Divination spells cast within 1 mile of the lair either fail outright, or redirect to the nearest book, pamphlet, or parchment containing some form of written communication.

If Kiennavalyriss dies, conditions of the area surrounding the lair return to normal after 1d10 days.



KUNDAL, THE RAINBOW DRAGON

LORE

Some dragons bring good fortune and blessings. Some dragons only drink from the sea, linking the world to heaven. Hundreds of stories of Eastern dragons fill history books and mythological tales where golden and fortunate dragons bless humanity with their presence, providing a gateway to heaven.

But Mazu's Rainbow Dragon is much more. Choosing never to ascend, Kundal has remained among mortals for millennia, serving the great goddess Mazu, and guiding those who seek her wisdom. Kundal is the ultimate symbol of wisdom and balance within one's self. Those who serve or worship the great dragon show their dedication through a spindle-shaped dragon tattooed upon their spine. The process is painful but reveals one's commitment to the great serpent.

Kundal lives in an unfathomable cycle that defies our understanding of time. He does not move through the ages the way humans would. This process, unfortunately, cannot be explained to mortals. These cycles must be experienced. The rainbow dragon's task, therefore, is to find one human, every cycle, to grant enlightenment to. This mortal learns everything Kundal can teach through symbols and visions beyond the linear limitations of living kind. He or she is then returned to the land of mortals to spread the dragon's message across the earth. When this happens, the cycle ends for a short period, while Kundal sleeps.

These cycles do not follow any predictable pattern, however.

The rainbow dragon is sometimes found with Mazu. She rides Kundal as a mount, and some stories indicate it was Kundal who brought her the wisdom she rules with. Kundal is the master of all primordial forces: movement, stasis, and the beat of time. He is the source of nearly all alchemical and thaumaturgical theory, bridging the gap between this world and all of the places magic comes from.

HOOK

An elder has been selected by Kundal to be the next enlightened one, but the PCs must escort her to the top of a tall mountain. She cannot make the journey alone. Technically, only Kundal can carry the elder into the next realm, anyway. So both the journey to Kundal and the journey to the enlightened realms are fraught with peril.

ENCOUNTER CONDITIONS

Kundal lives at the gateway between the mortal world and heaven. He is sometimes encountered in ethereal spirit space, or in the real world, or in the places between. Depending on WHERE Kundal is located, dictates the conditions of the encounter. The further removed from the mortal realm, the more powerful Kundal becomes.

ENCOUNTER

Kundal lives atop a mountain spire above the clouds. Those who seek his wisdom must travel hundreds — if not thousands — of miles to find the great dragon.

The journey to reach him should not be easy. But it is not a traditional series of violent encounters. Instead of spirit guardians and mystical warriors guarding gates, the barriers along the way are metaphysical. Those unworthy to pass simply do not. Each "test" reflects another part of a person's soul and whether they merit a visitation with Kundal.

Those found worthy — not an easy task — become immortal, passing from this realm into the next and leaving everything behind.

TACTICS

Kundal is not a dragon the PCs would ever fight. His power is to calm and subdue those who would threaten him, with his mind-awakening gifts. Those who would attack the great rainbow dragon do so at the peril of their own souls.

Should Kundal judge the heroes as unworthy, however, they are likely to be banished, teleported away, or reduced to ash. In addition to Kundal's numerous powers, the very heavens would join forces to aid him in turning the PCs to ash.

WEALTH

Kundal's treasures are usually spiritual in nature. The blessings of Kundal may vary, but they are usually wisdom bonuses for the PCs. Boons that will make a character more enlightened, or give a new perspective on the world. Or he may gift magical powers no one has never seen before.

If Kundal's treasure is ever physical in nature, it is hidden inside a box, within another box, with numerous locks, keys, puzzle combinations, and dead ends to find the true treasure at the heart of it all. Each box is unique, as is each treasure.





Kundal, The Rainbow Dragon

Gargantuan Ancient Polychromatic dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft. (human form), fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	28 (+9)	20 (+5)	16 (+3)	28 (+9)

Saving Throws Dex +9, Con +16, Wis +10, Cha +16

Skills Insight +10, Perception +10, Persuasion +16

Damage Resistances cold, fire, lightning

Damage Immunities acid, bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Celestial

Challenge 24 (62,000 XP)

Discorporation. When the Rainbow Dragon drops to 0 hit points or dies, his body is destroyed, and he is unable to take physical form for a time.

Amphibious. The Rainbow Dragon can breathe both air and water.

Legendary resistance (3/day). If Kundal fails a saving throw, he can choose to succeed instead.

Magic Weapons. All attacks by the Rainbow Dragon are considered magical.

ACTIONS

Multiattack. The Rainbow Dragon can use his Frightful Presence. He then makes three attacks: one with his bite and two with his claws. If his breath weapon is available, he may attack with it as well.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 8) piercing damage

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of the Rainbow Dragon's choice that is within 120 ft. and aware of him, must succeed on a DC 24 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful, or the effect ends, the creature is immune Kundal's frightful presence for the next 24 hours.

Breath Weapons (recharge 5-6). The Rainbow Dragon uses one of the following breath weapons:

Acid Breath. The Rainbow Dragon exhales acid in a 60-foot line that is 5 feet wide. Each creature in the line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage, or half as much damage on a successful one.

Fire Breath. Kundal exhales fire in a 90-foot cone. Each creature in the area must make a DC 24 Dexterity saving throw, taking 71 (13d10) fire damage on a failed save, or half as much damage on a successful one.

Lightning Breath. Kundal exhales lightning in a 120-foot line that is 10 ft wide. Each creature in the line must make a DC 24 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The Rainbow Dragon exhales repulsion energy in a 30-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw. On a failed save, the creature is pushed 30 feet away from the dragon.

Sleep Breath. Kundal exhales sleep gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Wisdom saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Slowing Breath. The Rainbow Dragon exhales magical gas in a 60-foot cone. Each creature in the area must succeed on a DC 24 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, taking 63 (14d8) cold damage on a failed save, or half as much damage on a successful one.

REACTIONS

Limited Magic Immunity. As a reaction, Kundal may choose to be immune to any spell of level 3 or below. The Rainbow Dragon has advantage on saving throws against all other spells and magical effects.

LEGENDARY ACTIONS

The Rainbow Dragon 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 Rainbow Dragon regains spent legendary actions at the start of its turn.

Detect. The Rainbow Dragon makes a Wisdom (Perception) check.

Tail Attack. Kundal makes a tail attack.

Move. The Rainbow Dragon can make a move action without provoking an attack of opportunity.

Charm Attack (Costs 2 Actions). The Rainbow Dragon uses magical eye rays on a single target it can see within 120 feet. The targeted creature must succeed on a DC 18 Wisdom saving throw or be charmed by the Rainbow Dragon for 1 hour, or until the Rainbow Dragon harms the creature.



KUR, THE DRAGON OF THE VOID

LORE

Humans always find a way to upend the truth. Before humanity, powerful, ancient, immortal beasts roamed the world. But with humans came gods. And with gods came the desire to push these ancient beasts underground. The roles of history are filled with tales of these creatures, forced underground by "better thinking" gods.

No story of this behavior is better known than Kur's.

Centuries ago, Kur lived inside a dark and terrible void, but once humanity and the gods emerged, Kur was cast out. At this same time, out of spite or desperation, the great dragon kidnapped the goddess Ishtar. There are many variations on Kur's story from here, but the truth is Kur would not free the goddess until she returned his immortality to him — a trait lost when humankind gave immortality to the gods.

Ishtar agreed to Kur's price, but once she made him immortal, she cast him back into the void. Kur expected duplicity, knowing full-well what the goddess would do. In preparation, Kur left a tiny piece of his flesh behind. This flesh would never decay, and it ensured Kur could once again return to the land of mortals, using his own body as an anchor to the mortal realm.

This flesh, though powerful in its own right, has remained hidden. Numerous cults serving the dragon, wizards seeking to possess the great beast (or worse), and heroes clad in the conquest against all evil have sought Kur's flesh. But none have succeeded. A small fragment of the dragon's immortal body remains hidden somewhere in the world, maybe buried deep beneath its mantle. Should the flesh ever be found, it alone is powerful enough to undo creation, let alone summoning Kur back from the void.

While the true story of Kur has been lost to time, numerous churches and cults have emerged to venerate the great dragon, who is "like unto them a god."

HOOK

Kur waits for someone to find a piece of his undying flesh. Kur is a world-ending level adversary. If the gamemaster truly intends to sunder the world with his presence, it is best to sprinkle details about Kur throughout the campaign. Ancient lore appears from time to time, hinting at a great power from beyond time and reason.

Perhaps the PCs find stumble upon an ancient language no one understands. Or they fight a cult, only to learn after they were devoted to the worship of some great beast no one else has heard of. Then, heroes might even learn of a cabal of wizards trying to find a piece of a great dragon's flesh that never withers. Such a rumor would certainly worry brave adventurers hell-bent on saving the world.

Since Kur lies inside the great void for someone to find a piece of his undying flesh, he remains trapped until something changes. If the PCs inadvertently awaken him, the battle is surely theirs to lose.

Once summoned, Kur wants to exact vengeance on the goddess who trapped him. If the PCs get in his way, he'll slaughter them along his path of destruction. If not, he can exact his vengeance in hundreds of ways before climbing down into the underworld, or wherever Ishtar resides.

ENCOUNTER

Encountering Kur is based on how and where the PCs find him. If they are foolish enough to travel into the void to search for him, the encounter is swift and brutal. Kur is an immortal with unlimited power. Even the god of death cannot destroy him, hence why he is trapped inside a void.

Death is 1d4 rounds away.

If Kur is summoned into the world, he is surely difficult to overcome, though not impossible. Especially if it takes Kur some time to wake or transform into his full self. Kur's power only manifests stronger under the earth, however, as he was once synonymous with it. The longer he remains on this plane, the stronger he becomes.

Note: The information presented here is the Kur found on earth. Kur inside the void is beyond measure. Even if this Kur is defeated it is not permanent, as nothing could ever completely destroy him.

The most practical encounter is for the PCs to fight Kur's Avatar, instead of the true dragon. Perhaps this plane is where Kur must travel through in order to reach Hell. This plane, essentially, acts as a buffer between realms. It is Kur's way of reaching Hell and therefore a necessary step of destruction he must take.

TACTICS

Kur is a beast of rage and magic. He cannot be reasoned with. There is no logical path to destruction here. Whatever does the most damage, that's what he does. Kur is a dragon's dragon. Whatever fight the PCs think they are in for, switch it up and deliver something they'd never expect. Make sure to include lots of pain.

WEALTH

Kur possesses powers beyond imagination. The treasure he is found with is based on so many factors, it is impossible to calculate what the PCs find. Perhaps he has nothing at all, as he would in the void. On the other hand, his avatar would possess a horde, like any dragon. Most assuredly, he possesses the power of the void in some form or another. A magical void egg would certainly cancel wizard spells (and the like), or amplify their power to impossible degrees.



Kur, The Dragon of the Void

Gargantuan Ancient Black Dragon (wyrm), chaotic evil

Armor Class 27 (natural armor)

Hit Points 735 (42d20 + 294)

Speed 60 ft., fly 120 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	24 (+7)	25 (+7)	24 (+7)	23 (+6)	27 (+8)

Saving Throws Con +16, Dex +16, Wis +15

Skills Perception +15, Stealth +16

Damage Resistances necrotic

Damage Immunities acid, bludgeoning, piercing, and slashing damage from nonmagical weapons

Condition Immunities charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 25

Languages common, draconic, celestial

Challenge 30 (155,000 XP)

Amphibious. Kur can breathe both air and water.

Discorporation. When Kur drops to 0 hit points or dies, his body is destroyed, and he is unable to take physical form for a time.

Innate Spellcasting (6/day). Kur may cast *fire storm*. Spell save DC 24). Spell attack modifier +16.

Legendary Resistance (6/day). If Kur fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. As a reaction, Kur may choose to be immune to any spell of level 4 or below. Kur has advantage on saving throws against all other spells and magical effects.

Magic Weapons. All attacks by Kur are considered magical.

Regeneration. Kur regains 31 (2d10 + 20) hit points at the start of each of his turns.

ACTIONS

Multiattack. Kur can use his frightful presence. He then makes three attacks: one with his bite and two with his claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft, one target. *Hit:* 21 (2d10 + 10) piercing damage + 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft, one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 20 ft, one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Kur's choice that is within 120 ft, and aware of him, must succeed on a DC 24 Wisdom saving throw or become frightened for one minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. If a creature's saving throw is successful or the effect ends, the creature is immune to Kur's frightful presence for the next 24 hours.

Acid Breath (recharge on 3-6). Kur exhales acid in a 120-foot line that is 20 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 88 (16d10) acid damage on a failed save or half as much damage on a successful one.

LEGENDARY ACTIONS

Kur can take 4 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. Kur regains spent legendary actions at the start of his turn.

Detect. Kur makes a Wisdom (Perception) check.

Bite. Kur makes a bite attack.

Tail Attack. Kur makes a tail attack.

Wing Attack (Costs 2 actions). Kur beats his wings. Each creature within 20 ft of Kur must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Kur can then fly up to half his flying speed.

Channel the Void (Costs 2 actions). Kur magically unleashes void energy. A pulsating wave of cold energy washes over everything within range. Creatures within 60 ft of Kur, including those behind any type of barrier and around corners, cannot regain any hit points until the end of Kur's next turn.

Teleportation. Kur can magically teleport himself, or anyone that he can see, along with any equipment being worn or carried, to an unoccupied space within sight.

Ishtar, the goddess of life and death, is locked in perpetual battle with the dragon Kur — also known as the First Dragon. Kur lives in the empty, astral space between the land of the living and the land of the dead. In fact, all of Ishtar's contemporaries fight Kur, but none of them can defeat him. Their war represents the eternal struggle between life and the unknowable void.



NAGHI, THE STONE DRAGON

LORE

Centuries ago, Naghi was wounded in a fight with a temperamental basilisk. Though he was able to kill the beast, his injury festered and what little magic he knew was not enough to staunch the petrification that began to slowly radiate outward from his wound. Eventually, his back left leg went numb and then still.

As his mobility began to suffer, Naghi took to more contemplative studies. In his meditations and explorations, he began to work past his limitations as he mastered the power of his mind. Though he could not stop the progression of the infection that was slowly turning him to stone, he was able to learn to project his spirit into the Astral Plane. He discovered that as he wandered this plane, time stood still for his body — and his ailment.

In this way he has preserved his life for several centuries, spending increasingly greater lengths of time wandering the Astral Plane to delay his encroaching petrification. To protect his corporeal form, Naghi relies upon a network of informants he has recruited. Most are unaware of his affliction. He meets with them through illusions and remains in contact through their dreams. Should the need arise, he can erase their memories to continue to keep his secrets safe.

HOOK

Naghi is driven to act mostly out of paranoia. As his affliction has spread, he has lost the use of his back legs, and the rigid muscles in his back prevent him from using his now-withered wings. He will go to any length to make sure that none learn of his lair, using magic to remove the memories of those that have stumbled upon it. When this tactic is not enough, he will bend them to his will or break their minds. It is likely through one of these informants, or through mere happenstance, that the PCs will first encounter this reclusive dragon.

Or perhaps the PCs encounters many individuals in a single borough with no recollection of the time they spent exploring the local caverns.

Or maybe Naghi reaches out to recruit the PCs into his network of spies and informants, ultimately giving them a choice to permit him to erase their memories of his sanctum or face his wrath.

Or it might happen that Naghi is witnessed in the distance during a brief trip to the Astral Plane.

Regardless of how they first encounter Naghi, he does everything within his power to avoid confronting them. He might offer information or attempt to coerce them into serving him. It is also possible that he is the object of a quest to help a PC or their ally to rid themselves of a painful memory.

ENCOUNTER CONDITIONS

The Caves of Contemplation.

ENCOUNTER

With part of his body petrified, Naghi does not travel often. Encounters with him will occur by happenstance in the Astral Plane or in a remote monastery in Limbo, or they will happen at his discretion within his lair. Traveling in the Astral Plane via the *astral projection* spell, Naghi is not limited by his affliction and makes for a fearsome foe. Confronted elsewhere, he is usually aware of the impending conflict and can make preparations.

Naghi's private sanctum is within the hollow of a massive volcanic geode at the bottom of a deep cavern. Through the use of the *project image* spell, he can keep tabs on his lair and portions of the surrounding environs. It is through this spell that he most often meets with those that desire an audience with him.

TACTICS

Naghi's primary defense is to never let his enemies know where to find him. His spells allow him to wander the tunnels of his cavern as an illusion and to contact his agents while they sleep. Almost no one has ever seen him.

Most of those that have had the misfortune of stumbling into his inmost sanctum have perished under the full ferocity of his intellect. His psionic might is impressive, and he uses it to disorient his enemies and turn them against each other. This psychic power is so strong that he can manifest it corporally, creating a mental projection of his psyche.

This psychic entity is a valuable tactical ally for Naghi during combat. He controls this duplicate utterly, and the pair are viciously coordinated during a fight. The projection is as agile as any dragon and Naghi uses it to attack enemies that are resistant to his ability to occlude their minds.

VALUABLE SPIES

Naghi collects informants the way other dragons gather gold and jewels. None of these individuals are present within his lair — they are connected to him through one another and through Naghi's ability to visit them in their dreams. They have the practical effect of connecting him to a world that he cannot wander on his own and serve as a means of warning him of intruders. It is unknown what other purposes he has bent them to in the past and what actions he would consider having them undertake in the future.





Naghi, The Stone Dragon

Huge dragon, neutral

Armor Class 24 (natural armor)

Hit Points 589 (38d12 + 342)

Speed 20 ft (special, see *immobile*).

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	28 (+9)	30 (+10)	18 (+4)	18 (+4)

Saving Throws Dex +7, Con +16, Int +17, Cha +11

Skills Arcana +17, Perception +11

Damage Resistances psychic, bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, petrified

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 21

Languages common, draconic, telepathy 120 ft.

Challenge 24 (62,000 XP)

Immobile. Naghi's lower limbs are petrified, leaving him unable to move. As an action, he can drag himself up to his speed. He has disadvantage on Dexterity saving throws, but cannot be moved or knocked prone.

Innate Spellcasting (Psionics). Naghi's innate spellcasting ability is Intelligence (spell save DC 20). He can innately cast the following spells, requiring no material components:

At will: *astral projection* (only while within his lair), *detect thoughts*, *project image*, *telekinesis*

3/day each: *dominate person*, *phantasmal killer*, *wall of force*

1/day each: *dream*, *hypnotic pattern*, *reverse gravity*, *telepathic bond*

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

ACTIONS

Multiattack. Naghi 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 13 (3d8) force damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 8) slashing damage.

Frightful Presence (Recharge 5–6). Each creature of Naghi's choice that is within 120 feet of him and aware of him must succeed on a DC 21 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 Naghi's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 5–6). Naghi exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Rend Thoughts (Recharge 5-6). Naghi magically tears into the mind of a creature using psychic energy. One creature of his choice within 120 feet that he can see must make a DC 20 Intelligence saving throw or take 54 (8d10 + 10) psychic damage and become dazed. A creature that is dazed by this ability can either move or use an action, but not both. While dazed, a creature cannot use bonus actions or reactions and has disadvantage on Dexterity saving throws. At the end of each of its turns, a dazed creature can repeat its Intelligence save, ending the effect of this ability on a successful save.

Psychic Projection. Naghi manifests a duplicate from psionic energy. This psychic projection has the stats of an adult silver dragon but does not have a breath weapon or the legendary resistance trait. It shares Naghi's resistances and immunities. When created, the psychic projection rolls initiative and takes actions on its own turn. The projection is dismissed when it reaches 0 hit points, or if Naghi is unconscious or reduced to 0 hit points.

LEGENDARY ACTIONS

Naghi 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. Naghi regains spent legendary actions at the start of his turn.

Detect. Naghi makes a Wisdom (Perception) check.

Focus. Naghi dismisses his psychic projection and recharges his rend thoughts ability.

Coordinated Assault (Costs 2 Actions). Naghi makes a bite or claw attack. His psychic projection can then move up to its speed and make a bite, claw, or tail attack.

Psychic Backlash. Naghi lashes out with the power of his mind. One creature within 15 feet of him must succeed on a DC 20 Intelligence saving throw or take 17 (2d6 + 10) psychic damage. This damage increases to 24 (4d6 + 10) if the target has attacked Naghi during this round.

NAGHI'S LAIR

Naghi's cavern is deep below ground, part of a network of old magma tunnels from a long-dormant volcano. Strange crystalline deposits litter the caverns. Naghi wanders the lair only as an illusion — his true form sequestered within his lair.

Lair Actions

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

- Each creature in the lair must make a DC 15 Charisma saving throw or become unable to knowingly tell a lie, as if under the effects of the zone of truth spell.
- One creature Naghi can see must make a DC 15 Intelligence saving throw or become stunned. While stunned the creature stands mouth agape, drooling. A creature has disadvantage on this saving throw if it has taken psychic damage during this round.
- One creature Naghi can see must make a DC 15 Wisdom saving throw or succumb to a cacophony of psychic figments that cloud its mind, causing it to behave erratically as if under the effects of the confusion spell.

Regional Effects

The region containing Naghi's lair is warped by his powerful psychic presence, which creates one or more of the following effects:

- In the hour just before dawn and right after sunset, creatures within 6 miles of the lair can hear constant, soft whispers when standing within 10 feet of another creature. These sounds are caused by the thoughts of living creatures being amplified by Naghi's psychic presence. The contents of thoughts heard in this way are unintelligible.
- Rocks within 6 miles of the lair, from pebbles to boulders, become geodes. Areas of exposed rock begin to grow clusters of turquoise-colored crystal. Geode and crystal alike carry a slight static charge that causes hair to stand on end when touched.
- Within 1 mile of the lair, mundane beasts sometimes spontaneously develop sentience as though affected by the spell *awaken*.

If Naghi dies, conditions of the area surrounding the lair return to normal after 1d10 days.



SALATHIIR, SUFFERING MADE FLESH

LORE

Blood thick with pain trickles through the cracks of the Multiverse, draining into its darkest and most wretched fissures. The hatred and suffering of the Multiverse pools in the depths of the Abyss, and there it boils and churns like the primordial draught that first created mortal life.

For eons, a particular type of demon has been spawned from that malefic brew. Salthezau — also known as Torment Demons — sprung fully grown from this pool of twisted emotions and flew across the planes in hopes of filling the cosmos with suffering, thus continuing their wretched species. These tiny demons are the size of large bats and have three pairs of flapping wings surrounding a spherical body dominated by a large, toothy mouth. They are sightless but can sense the emotions of living creatures.

Salthezau are easily overcome alone, but become nightmarish, inescapable terrors when encountered in swarms. When a swarm of salthezau hunts, they can doom even the mightiest of creatures. Such was the case for the dragon Aurathiir, a guardian of order and justice at the border between the cosmic realms of Chaos and the rest of the planar cosmos. Aurathiir was a benevolent being, often blessing heroes with weapons and armor forged from shards of his fangs or his massive scales. But even heroic dragons are not immune to suffering.

While flying along the edge of the Plane of Chaos, Aurathiir saw a black cloud looming on the cosmic horizon. Curious, he investigated, only to learn too late that the cloud was a mass of living beings: a swarm of salthezau greater than anything he had ever seen before. Aurathiir fought bravely against the swarm, but even though thousands of demons smashed futilely against his scales, hundreds more found purchase on his flesh beneath. They latched onto him and weighed him down until he could no longer summon the strength to flap his wings.

And so he fell.

Aurathiir and the swarm of salthezau tumbled for what felt like years into the heart of the Abyss and beyond, until the dragon crashed into the pools of primordial torment which spawned the demons that slew him. There, Aurathiir died.

And centuries later, there Salathiir was reborn. Salathiir, the Demon Dragon, is suffering made flesh. It is said that every mortal generation, it rises from its lightless home in the Abyss to urge mortal beings to give in to their darkest instincts and fill the world with pain, hatred, and loss. It is the bane of civilization, the scourge of peace, and the devourer of hope. And when it has gorged itself on torment, it returns to the pools from whence it came and rests until its wounds are healed and it can once more wreak devastation upon the world.

So long as evil lurks in the hearts of mortal creatures, the Demon Dragon shall never die.

HOOK

The Demon Dragon is spoken of in legends. Many power-hungry monarchs and overzealous occultists have attempted to harness its destructive chaos for their own ends. Such was their hubris.

The Demon Dragon is chaos given form, and the suffering it wreaks upon its masters' enemies is only a prelude to its inevitable betrayal. Conquerors who bind Salathiir to their will look in horror upon the barren landscapes left in the dragon's wake, wastes destroyed so thoroughly that no plants will grow for generations to come. Doomsayers who summon the dragon to cast judgment upon the unworthy are fated to die with horror upon their faces as Salathiir casts death indiscriminately upon all — especially the beings that dared to call themselves the Demon Dragon's master.

Only one being has ever been able to harness the Demon Dragon's power without losing control of the legendary monster. What myths remain suggest that the Demon Dragon's master was a plane-walking sorcerer who managed to weave a spell that bound Salathiir's will so tightly that even the living essence of chaos and cruelty itself could not escape it.

The chaos sorcerer's reign of terror lasted for decades, threatening life across the Multiverse until the sorcerer and Salathiir were slain by a group of heroes. The power of the sorcerer's spell faded with their death, and they supposedly took the spell's secret incantation to the grave. Many would-be tyrants seek the secret of the spell known as *Salathiir's perfect binding*, and many more have died seeking it.

The spell *Salathiir's perfect binding* has been forgotten by all, and can only be discovered by completing a long and arduous quest, at the GM's discretion. The spell is identical to the spell *planar binding*, with the following modifications:

- The spell is 9th level.
- Its duration is "until dispelled."
- This spell only affects Salathiir.
- Salathiir has disadvantage on the saving throw to resist this spell, and cannot use its Legendary Resistance to resist the effects of this spell.
- Its material component is a perfect 1-foot diameter sphere of meteoric iron enlaced with arcane runes, worth 100,000 gp, which the spell consumes.



ENCOUNTER CONDITIONS

Salathiiir's lair is the festering pit of despair at the heart of the Abyss that birthed it. In some legends, it is said that destroying the Demon Dragon here will eliminate him forever, but others attest that the root of the Demon Dragon's evil burns within the hearts of mortals, and Salathiiir will always be reborn as long as such evil exists.

If Salathiiir is encountered outside of the Abyss, it is often because his destructive power has been harnessed by a prideful warlord through a spell such as *planar binding*. In these circumstances, Salathiiir destroys all in its path until it manages to break free of its arcane shackles.

If the Demon Dragon is encountered within the Abyss, he lurks within the pool of primordial suffering that spawned him. This lightless void is a 1,000-foot-wide cavern of roughly spherical shape, save for a gaping opening at its top. Its bottom half is filled with viscous liquid that shimmers with oily, spectral colors. This defiling lake has no shores, and a living creature that is not a fiend that touches the liquid or starts its turn touching it must make a DC 21 Charisma saving throw. On a failure, the creature is affected by the *confuse* spell. If a creature fails this saving throw again while confused, it gains a form of short-term madness. If it fails this save again while affected by short-term madness, it gains a form of long-term madness. On a failure while affected by long-term madness, it gains a form of indefinite madness.

Each time a creature fails this saving throw, its form warps to become similar to Salathiiir.

First, its eyes turn crimson, then its flesh becomes covered in jet-black scales, then its head becomes perfectly spherical and dominated by a gaping mouth of sharp teeth, then dozens of flapping bat wings burst from its flesh. These transformations can be cured individually by a *greater restoration* spell. If the creature fails this save while affected by indefinite madness, it is transformed into a salthezau demon. Its soul cannot be recovered until the demon is killed and the creature is returned to life by a *wish*.

On initiative count 20, two salthezau demons spawn from the surface of this pool and attack the closest creature. These winged monsters try to drag Salathiiir's enemies into the pool of suffering, just as they once corrupted Aurathiiir.

ENCOUNTER

Salathiiir seeks only to destroy and defile. His greatest wish is to see all worlds reduced to the primordial chaos which once encompassed the entire Multiverse. While corruptible creatures populate the Multiverse, however, Salathiiir longs to sow the seeds of suffering, turning brother against brother and razing orderly civilizations into barbarous wastelands. In combat, he uses his Frightful Presence and his Gaze of Suffering to turn his enemies against one another.

Salathiiir roars and gnashes his hundreds of teeth in combat, but rarely speaks intelligibly. Only when he is killed does some semblance of his sanity break through the millennia of corruption. The mind of Aurathiiir rasps out the following words in its dying breath, "*You have won a brief reprieve, but so long as evil lurks in mortals' hearts, the Demon Dragon will be reborn anew.*"

Salathiiir can only be killed permanently if he is killed in the heart of the Abyss where he was born, and then a *wish* spell is used to destroy Aurathiiir's body and soul, freeing him from his eternal suffering. If Salathiiir is killed but not permanently destroyed, even in the Abyss, he reforms in his birthplace after twenty-five years of agonizing rebirth.

TACTICS

Salathiiir's tactics are simple: he follows whatever course of action would cause the most suffering in the world. When the Demon Dragon is bound to the will of an evil mortal, it is often forced to create pain by destroying blindly, rending armies and cities asunder, indiscriminate of warrior or civilian, friend or foe. Despite this, only fools believe the Demon Dragon to be a mindless beast. In truth, Salathiiir is a cold and calculating demon lord when left to its own devices, and often passes up causing temporary pain in the name of causing greater suffering in the future.

Even when bound to a mortal, Salathiiir is accompanied by a cloud of 2d20 salthezau demons that buzz about him like flies about a corpse.

WEALTH

Salathiiir does not hoard wealth, but his scales are made of a supernaturally powerful material that can only be worked by the most skilled armorers. When destroyed, 3d100 of these scales clatter to the ground, and each is worth 1,000 gp to a master blacksmith. A weapon or piece of armor made from these scales is a +3 adamantite weapon, armor, or shield.





Salathiiir, Suffering Made Flesh

Colossal dragon fiend, chaotic evil

Armor Class 19 (natural armor)

Hit Points 407 (22d20 + 176)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	13 (+1)	27 (+8)	21 (+5)	22 (+6)	15 (+2)

Saving Throws Dex +8, Con +15, Wis +13

Skills Athletics +15, Intimidation +16, Perception +20

Damage Resistances cold, fire, lightning

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses truesight 120 ft., passive Perception 30

Languages all, telepathy 120 ft.

Challenge 23 (50,000 XP)

Agonizing Spellcasting. Salathiiir's spellcasting ability is Wisdom (spell save DC 21). Whenever a creature makes a saving throw against one of Salathiiir's agonizing spells, it takes 11 (2d10) necrotic damage, even if it succeeds on the saving throw. He can innately cast the following spells, requiring no material components:

At will: *bestow curse*, *fear*

3/day each: *confusion*, *contagion*, *counterspell*, *harm*, *hold monster*

1/day each: *teleport*, *plane shift*, *power word stun*

Aura of Suffering. Whenever a creature starts its turn within 60 feet of Salathiiir, it takes 16 (3d10) necrotic damage and must succeed on a DC 21 Wisdom saving throw or have its movement reduced to 0 until the end of its turn.

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

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

Magic Weapons. Salathiiir's weapon attacks are magical.

ACTIONS

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

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 14 (4d6) necrotic damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 20 ft., one target. *Hit:* 17 (2d8 + 10) bludgeoning damage.

Frightful Presence. Each creature of Salathiiir's choice that is within 120 feet of the dragon and aware of him must succeed on a DC 17 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 Salathiiir's Frightful Presence for the next 24 hours.

Gaze of Suffering (Recharge 5–6). Salathiiir's eyes flash, and all creatures he can see in a 120-foot cone must make a DC

21 Constitution saving throw, taking 77 (14d10) necrotic damage on a failed save or half as much damage on a successful one. After this, if the creature has fewer than 100 hit points, the creature's mind is overwhelmed by pain. A creature can repeat this saving throw at the end of each of its turns, ending the effect on itself on a success.

While in pain, the creature's speed is reduced to 0 and it has disadvantage on attack rolls, ability checks, and all saving throws except saves to resist this ability. Additionally, the creature must succeed on a DC 21 Constitution saving throw whenever it tries to cast a spell. On a failure, the spell slot is consumed, but the spell fails.

LEGENDARY ACTIONS

Salathiiir 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. Salathiiir regains spent legendary actions at the start of his turn.

Tail Attack. Salathiiir makes a tail attack.

Wing Attack (Costs 2 Actions). Salathiiir beats his wings. Each creature within 15 feet of Salathiiir must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Salathiiir can then fly up to half his flying speed.

Tenebrous Blink (Costs 3 Actions). Salathiiir blinks his eyes. A 60-foot radius sphere of magical darkness surrounds him until the start of his next turn. Additionally, Salathiiir's *Gaze of Suffering* recharges.

Demon, Salthezau

Tiny fiend (demon), chaotic evil

Armor Class 12

Hit Points 5 (2d4)

Speed 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	15 (+2)	10 (+0)	5 (-3)	10 (+0)	6 (-2)

Skills Acrobatics +4

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 8

Languages Salthezau understands Abyssal but can't speak it

Challenge 1 (200 XP)

Pack Tactics. The salthezau has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage, and the salthezau attaches to the target.

While a salthezau is attached to a creature, it takes 2 (1d4) necrotic damage per attached salthezau at the start of each of its turns. While attached, the salthezau doesn't attack, but the target's speed is reduced by 10 feet. A creature is paralyzed if its speed is 0 while at least one salthezau is attached to it.



THE SHACKLED QUEEN

LORE

Take a moment and imagine the world's most terrifying dragons. Red dragons. Black Dragons. Demonic beings from ancient myths that have come and gone... and yet the dragons remain. Take them all together and fold them into a single beast. Imagine that dragon, filled with anger and spite and rage and a mother's unquenchable guilt. Imagine a dragon so terrifying she birthed all the other dragons, was punished for it, shackled into a realm of titans, and erased from all histories.

All of them.

Xybaarion is the Shackled Queen and the godmother of all evil that has ever been willed into the world. Other goddesses may claim they invented evil or control evil or lord over the realms of evil. But those deities are lying. Or confused.

Or just plain wrong.

Xybaarion is the first and only evil the world ever knew. When someone prays to an evil god, they are really worshipping Xybaarion.

Before there was light, there was Xybaarion. Before there was void, there was Xybaarion. She is alpha and omega. The great divide between hope and eternity. She can shatter mountains and undo all living things with a thought. She is so powerful, in fact, she was once worshiped by the titans themselves. The stories of her power are immense and span all cultures.

Or they used to.

For millennia, Xybaarion ruled the known planes. All of them. Even while she rested, she remained the Queen of Eternity and the Empress of Fate. Her reign of terror was so great, even when she slept, the stars trembled from the sound of her breath.

So it came, the "Day of the Collar" when Xybaarion slept and the titans gathered en masse over her body. Unable to kill the Queen, the titans did the only thing they could. Having fashioned a great and unbreakable collar, and a series of magical shackles, the titans held her down and quickly imprisoned the great dragon.

Xybaarion struggled to no avail. The collar was on her, rendering her voice incapable of speech so no one would hear her bellows, and the shackles cut off her rage so no one would feel her might. She was now a prisoner of Tartarus.

And she would never leave.

After, the titans began the arduous work of removing her name from history, breaking the languages apart, so the name Xybaarion could not be pronounced, or memorized... or even remembered. The world went from a single-faithed monoculture to the hundred-fold nations we now know. All to remove Xybaarion's name from their tongues.

Should the shackles come off, Xybaarion cannot be destroyed.

HOOK

Building encounters around Xybaarion is not easy. She is not meant to be known or found. She is meant to build legends and campaigns around. But this

won't stop gamemasters from building cults who still whisper her name or writing books that mention an unpronounceable goddess of fire and destruction no one should ever unchain. You have been warned.

ENCOUNTER CONDITIONS

Hellish Prison of Fire and Opposition.

ENCOUNTER

The Shackled Queen cannot be found through ordinary means. She exists inside the void, at the end of an eternal plane of torment and imprisonment, buried under a mountain, and surrounded by titans. Here she has languished, forever.

But there are those cults and esoteric and hermetic wizards who have learned the name Xybaarion, through some ill-fortunate means. Some wish to summon her to this world. Some wish to join her in oblivion.

Xybaarion's prison cannot be understood or fathomed by mortal minds. To enter her domain is folly. To witness her is to look into the eyes of eternal evil. If any should survive this moment of trespass, then madness surely follows.

But for intrepid adventurers, this is just the beginning...

TACTICS

Note: If she is unshackled, she can kill one character per round. The following tactics are for the shackled version of Xybaarion.

Each round, Xybaarion uses her lair action to summon spikes or fill the air with the sound of wailing voices.

Xybaarion almost always uses her breath weapons first, before anything else. Breath of Despair ensures the PCs will fail most of their die rolls for the foreseeable future while Disrupting Force pushes everyone away from her. Disrupting Force is best in the first round, as she follows up with No Friend Of Mine.

On the second round of combat, Xybaarion uses No Friend Of Mine to direct the most towering warrior to attack the smallest spell-caster (whenever possible), often with malicious results.

She uses *forcecage*, *resilient sphere*, and *wall of force* to impose her will on others (and torment them as she has been tormented), especially magic-users. She uses confusion and maze on the stupidest foes she encounters. Those who get too close suffer from *disintegrate*, *feblemind*, *reverse gravity*, and *telekinesis*. And if that does not send the message to leave her alone, Xybaarion uses her breath weapons again.

If for some reason, the PCs are able to withstand the fight against Xybaarion, she resorts to fighting hand to hand, which is a deadly multiattack onslaught.

WEALTH

Xybaarion possesses no wealth. Nothing of value to anyone. She is a prisoner to fate and as such the only thing she possesses are her shackles, made from an indestructible material no human has ever seen.





Xylaarion, The Shackled Queen

Gargantuan dragon (titan), neutral evil

Armor Class 24 (natural armor)

Hit Points 546 (28d20 + 252)

Speed 40 ft., fly 80 ft. (chains limit movement to 100 feet)

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	15 (+2)	18 (+4)	22 (+6)

Saving Throws Dex +8, Con +17, Wis +12, Cha +14

Skills Perception +12, Stealth +8

Damage Immunities force

Condition Immunities charmed

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Abyssal, Common, Draconic, Infernal

Challenge 24 (62,000 XP)

Discorporation. When Xylaarion drops to 0 hit points or dies, her body is destroyed, and she is unable to take physical form for a time. When she reappears, she remains shackled.

Innate Spellcasting. Xylaarion's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

3/day each: *arcane hand* (appears as spectral chains), *confusion*, *disintegrate*, *earthquake*, *eyebite*, *feeblemind*, *forcecage*, *globe of invulnerability*, *hold monster*, *maze*, *resilient sphere*, *reverse gravity*, *telekinesis*, *wall of fire*, *wall of force*, *wall of stone*.

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

No Friend of Mine. Xylaarion chooses a single target she can see. A character must succeed on a DC 21 Wisdom saving throw or be compelled to attack the closest ally. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ACTIONS

Multiattack. Xylaarion can use her Frightful Presence. She then makes three attacks: one with her bite and two with her claws.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage, plus 13 (3d8) force damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 19 (2d8 + 10) bludgeoning damage.

Frightful Presence (Recharge 5–6). Each creature of Xylaarion's choice that is within 120 feet of her and aware of her must succeed on a DC 21 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 Xylaarion's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 4–6). Xylaarion uses one of the following breath weapons:

Disrupting Force. Xylaarion exhales disruptive force in a 90-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 63 (14d8) force damage and is pushed 15 feet away from Xylaarion and knocked prone on a failed save, or half as much damage and isn't pushed or prone on a successful one.

Breath of Despair. Xylaarion exhales gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Wisdom saving throw or have disadvantage on attack rolls, ability checks, and saving throws 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. A creature that can't be charmed is immune to this effect.

LEGENDARY ACTIONS

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

Detect. Xylaarion makes a Wisdom (Perception) check.

Tail Attack. Xylaarion makes a tail attack.

Snatch (Costs 2 Actions). Xylaarion makes a claw attack. If the attack hits a creature that is Large or smaller, the creature is grappled (escape DC 25). Until this grapple ends the target is restrained. Xylaarion has two claws, each of which can grapple only one target.

Wing Attack (Costs 2 Actions). Xylaarion beats her wings. Each creature within 15 feet of her must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. She can then fly up to half her flying speed.

XYLAARION'S LAIR

Lair Actions

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

- Xylaarion summons spikes from out of the darkness. Each creature must succeed on a DC 21 Dexterity saving throw or be spiked to the floor, suffering 35 (10d6) HP of piercing damage. A spiked creature has a movement of 0. As an action, a creature can make a DC 20 Strength (Athletics) check to free itself, causing 2d6 additional piercing damage. The metal spikes are forged in Tartarus and are considered magical weapons. They have an AC 18, with 60 hit points and are immune to psychic and poison damage. The spikes last until Xylaarion uses this lair action again, or until she dies, after which they turn to dust.
- Xylaarion chooses a point she can see within 100 feet of her in the lair. The area within 30 feet of that point fills with the sound of a thousand voices wailing in despair. Each creature other than Xylaarion in the area must succeed on a DC 21 Wisdom saving throw or lose 1 level of XP and suffer a level of Exhaustion. Xylaarion can repeat this action when it is available, causing PCs to lose additional XP and suffer another level of Exhaustion.

Regional Effects

The region containing Xylaarion's lair is warped by her magic, which creates one or more of the following effects:

- All creatures within 1 miles of Xylaarion's lair suffer Level 1 Exhaustion.
- The area within 6 miles of the lair is full of damp, dreary mist. The area within the mist is lightly obscured.
- Creatures within 1 mile of the lair that are bound, restrained, or caged, suffer without end. Such creatures age slowly, physically aging 1 year for every 10 years that pass. Additionally, creatures in the area with 4 or more levels of exhaustion no longer require food or drink.

If Xylaarion dies, conditions of the area surrounding the lair return to normal — as "normal" as Tartarus can be — over the course of 1d10 days.



TYRNIN, THE TWO HEADED DRAGON

LORE

There are legends of all kinds about dragons. Eggs that never open, but the hatchling still communicates through magical spells. Dragons that never grow wings, but who still fly. Gold dragons born evil, which must be put down by a wailing mother. Serpentine dragons born from black eggs, sharing nothing in common with mother or father. The list of abnormalities is endless.

But there is one legend that defies them all. Mostly, because it is true.

Among dragons, there is a well-known curse known as a dysik egg. When two eggs merge and never separate, dragons see the brood inside will be evil. In Tyrnin's case, a two-headed dragon was growing inside the dysik egg. Its parents, knowing full well what kind of evil was growing inside the egg, abandoned the nest to the element, in the hopes the hatchling would freeze to death.

But this would never happen.

Although it was never expected to live, Tyrnin was born strong and hungry, ready to devour everything it could find. To further exacerbate the problem of a young dragon born without parents, Tyrnin was born evil. And with two heads. One, black as night. The other, silver and sleek. Both of them diabolical and capable of destruction undreamt. Tyrnin aged quickly, as well, growing into a powerful beast in half the time of a typical dragon.

But growing twice as strong, twice as fast, meant eating twice as much. Tyrnin knew nothing of territories or control. It ate everything it could find, terrorizing human communities, wiping out livestock, and driving some cultures and species into extinction.

Quickly.

To make matters worse, Tyrnin fought like a savage beast half the time and a cold, calculating general the other. No other dragons his size could stand up to it. The beast quickly found itself alone, keeping company with its own conjoined head.

It has been hundreds of years now, and the dragon keeps its own council, living on the edge of the mapped territories and feed on any brave enough to venture beyond the frontier.

HOOK

Tyrnin is a bully and a fiendish beast. He is beyond reasoning. He is always looking for a fight (that he can win) and loves nothing more than throwing his weight around with average humans, orcs, and the like. Eventually, his actions will go too far and the people he terrorizes will hire adventurers to save them.

Sometimes Tyrnin's ability to plan and strategize takes over and the thoughtless beast begins to act rationally. A cleverly planned ambush (if such a thing is possible for a dragon), would seem out of character for a dragon know for being a bully. Drawing the PCs into a fight — either through false drama or a carefully planned series of events — would place him in the driver's seat of any fight.

ENCOUNTER CONDITIONS

Outdoors and Overcast

ENCOUNTER

Tyrnin does not have a lair, unlike most dragons. He sleeps where he wants and never hibernates. One head is always awake, anyway. In a fight, he always finds the PCs under the perfect conditions — when it is dark, and he is harder to see.

Hunt him all they want, he remains out of range until he wants to be found.

Or he taunts them by flying in the clouds and out of reach.

TACTICS

Note to GMs: If you wish to make the encounter with Tyrnin more difficult, consider giving him an additional action each round.

Tyrnin sometimes acts madly and sometimes thoughtfully. His instincts vacillate from one to the other; it turns on and off almost instantly, it is never clear which brain drives the engine. In a fight, he sometimes acts like a hungry, savage animal and other times like an apex predator.

In either mindset, Tyrnin is aware of his natural weapons and breath weapon. And his magic acts randomly, so when he casts a spell, it is never with an intended purpose. He just wants to hurt as many creatures as possible.

Because Tyrnin has six breath weapons that recharge at various rates, he is almost always breathing fire (or gas, or whatever) at the nearest foe, unless flying and taking them down one by one.

When he is acting strategically, Tyrnin keeps his distance, attacks spellcasters relentlessly until they are dead, and then picks off the rest with ease. Fighter types without ranged attacks are easy prey to a mentally-stable Tyrnin.

Tyrnin should not be an easy fight. PCs used to combat being over in 5 to 10 rounds, should expect this fight to take twice as long. Tyrnin will not be easy or even predictable. His insane array of offenses are sure to keep them guessing.

WEALTH

Tyrnin has hidden caches of gold and trinkets all over the hills and mountains he considers part of his 'realm.' None of it matters to him. He lacks the wherewithal to hoard like a typical dragon. There always seems to be two of a thing though — never matching in style or color, as though Tyrnin was competing with himself.





Tyrnin, The Two-Headed Dragon

Gargantuan dragon, chaotic evil

Armor Class 19 (Natural Armor)

Hit Points 518 (28d20 + 224)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	14 (+2)	27 (+8)	20 (+5)	22 (+6)	24 (+7)

Saving Throws Dex +9, Con +15, Int +12, Wis +13, Cha +14

Skills Insight +13, Intimidation +21, Perception +20, Stealth +9

Damage Immunities bludgeoning

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, stunned

Senses passive Perception 30 (34 for sound)

Languages Common, Draconic, Dwarvish, Elvish

Challenge 24 (62,000 XP)

Two Heads Are Better Than One. Tyrnin has advantage on Wisdom (Perception) checks and on saving throws against any condition he is not already immune to. This includes deafened, fatigued, grappled, incapacitated, invisible, petrified, poisoned, prone, restrained and unconscious.

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

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

Magic Weapons. Tyrnin's weapon attacks are magical.

ACTIONS

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 14 (4d6) poison 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 Tyrnin's choice that is within 120 feet and aware of him must succeed on a DC 21 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 Tyrnin's Frightful Presence for the next 24 hours.

Breath Weapon (Recharge 4-6, see Polymorph Breath). Tyrnin may choose one of the following breath weapons as an Action:

Acid Breath. Tyrnin exhales acid in a 90-foot line that is 10 feet wide. Each creature in that line must succeed on a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much on a successful one.

Cold Breath. Tyrnin exhales an icy blast in a 90-foot

cone. Each creature in that area must succeed on a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much on a successful one.

Fire Breath. Tyrnin exhales fire in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. Tyrnin exhales paralyzing gas in a 90-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed 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.

Poison Breath. Tyrnin exhales poisonous gas in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much on a successful one.

Polymorph Breath (Recharge 6). Tyrnin exhales magical energy in a 30-foot cone. Each creature in that area must succeed on a DC 22 Wisdom saving throw or be changed into a nonmagical object of Tyrnin's choice. If the creature succeeds on their save, it is not affected. The affected creature transforms, along with whatever it is wearing and carrying, into that form. The creature's statistics become those of the object, and the creature has no memory of time spent in this form. After the effect ends, it returns to its normal form. A creature can repeat their saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

Tyrnin 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. Tyrnin regains spent legendary actions at the start of his turn.

Detect. Tyrnin makes a Wisdom (Perception) check.

Tail Attack. Tyrnin makes a tail attack.

Wing Attack (Costs 2 Actions). Tyrnin beats his wings. Each creature within 15 feet of Tyrnin must succeed on a DC 25 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. Tyrnin can then fly up to half his flying speed.

Breath Weapon (Costs 2 Actions). Tyrnin may use one of his breath weapons as long as it is charged.

Random Spell (Costs 3 Actions). Tyrnin can cast one spell from each head. Tyrnin's innate spellcasting ability is Charisma (spell save DC 22, +14 to hit with spell attacks). He can innately cast the following spells, requiring no material components. Each random spell is determined by rolling 1d10 on the following chart:

1) <i>black tentacles</i>	6) <i>insect plague</i>
2) <i>confusion</i>	7) <i>greater invisibility</i>
3) <i>conjure elemental</i>	8) <i>reverse gravity</i>
4) <i>disintegrate</i>	9) <i>sequester</i>
5) <i>eyebite</i>	10) <i>teleport</i>



UMUNAIRU, SHEPHERD OF STORMS

LORE

Umunairu is a dragon of storm and sky. Her slender serpentine form swims through the heavens, borne aloft on delicate wings. Lustrous feathers cover her body, reflecting and refracting the light around her. Those that have seen her describe her as a force of nature - like a flash of lightning in the night sky, the setting sun before a storm, a dancing aurora, or a fading rainbow.

When the World Serpent needed an army of celestial champions, Umunairu willingly sacrificed her spirit to birth the couatl. The couatl were imbued with a fragment of Umunairu's draconic might, and appearance and Umunairu received a gift in return. As long as even one couatl lives, she will never know a natural death.

This boon is not without drawbacks. Over the intervening centuries, the population of couatl has begun to dwindle. A portion of Umunairu's memory is lost with each of her children that passes from the mortal world. The confusion this causes coupled with the sorrow and rage she experiences with the realization of each new loss has left her temperamental. The storms around her reflect this inner turmoil, making much of the landscape surrounding her lair an inhospitable place.

HOOK

Umunairu is not a common adversary. Perched high above civilization, she is content to remain apart. Her interests rarely intersect with the world in such a way that she harms it. The PCs are most likely to meet her after an encounter with the couatl. She watches as many of her children as she can. When they are threatened, she views this as a personal affront, visiting unrelenting retaliation against those that draw her ire.

Or maybe she needs the help of brave adventurers to save her children. She offers riches from her gemstone hoard to entice reluctant heroes into acting in her interests.

Or maybe she has discovered some great secret of the World Serpent and wishes now to undo his work, knowing that her own life will be forfeit should the couatl be destroyed.

Or maybe the Umunairu's mood has soured, and the storms around her home have grown considerably. They unleash torrential rainfall, and damaging winds in the area and locals demand a solution for these supernatural disasters.

However she is introduced, Umunairu's presence in a campaign is marked by complex or unclear motives. Working with or against her almost always involves untangling a dense web of conflicting emotions and delicate perspectives. To this end, the study of the storms that surround her lair can help provide context or clues to the contents of her heart and mind.

ENCOUNTER CONDITIONS

Summit of the Stormcrag

ENCOUNTER

Umunairu is protected by the incredible height of the peak where she makes her home. Ascending the steep crags to reach the mountaintop is an incredible challenge. Deadly falls, harsh weather, and hungry predators make travel to the summit almost impossible even without the intervention of the dragon's magic.

It can take several days to reach the summit of the Stormcrag. Only the foolhardy and desperate dare to brave the climb. The fierce winds there send oblivious climbers tumbling down to their deaths. A tribe of strange ape-like creatures lives along the snow-line of the crags, and starving ghosts haunt the site where a previous expedition made its final encampment. These are but a few of the myriad dangers that await those that seek to confront the dragon.

TACTICS

Umunairu fights like a force of nature. She bears down upon her enemies relentlessly, holding nothing back when the time for conflict arises. The raging storms surrounding her abode provide a significant advantage in battle. She can call down thunderous bolts of lightning to devastate her foes or command the wind to scatter them. Once isolated, Umunairu crushes the life out of weaker opponents and attempts to pull stronger enemies into the sky so that she might shatter them upon the jagged peaks beneath her home.

When faced with an overwhelming invasion, Umunairu will choose to flee. Her lair atop the Stormcrag is not the first she has claimed and is unlikely to be her last. She can take to the skies easily, hiding in the dark storm clouds gathered about her home. The height of the mountain makes it unlikely that any pursuers will be able to keep up with her retreat.

VIBRANT BAUBLES.

Umunairu collects colorful things including flowers, dyed garments, and even a few coins. Her favorite though is gemstones. Rubies, emeralds, sapphires, diamonds, and cut stones of every other hue glitter within the dimly lit recesses of her lair.





Umunairu, Shepherd of Storms

Colossal dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 418 (27d20 + 135)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	21 (+5)	18 (+4)	17 (+3)	27 (+8)

Saving Throws Dex +7, Con +12, Wis +10, Cha +15

Skills Insight +10, Perception +10, Stealth +7

Damage Immunities lightning, thunder

Condition Immunities charmed, deafened, stunned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic

Challenge 24 (62,000 XP)

Innate Spellcasting. Umunairu's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). On her turn she can innately cast the following spells, requiring no material components:

At will: *color spray*, *dancing lights*, *thunderwave*

1/day each: *control weather*, *lightning bolt*, *sleet storm*

3/day: *call lightning*, *control water*, *wind wall*

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

ACTIONS

Multiattack. Umunairu can use her Frightful Presence. She then makes three attacks: one with her tail and two with her bite, or three bite attacks.

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target.
Hit: 30 (2d10 + 9) piercing damage.

Constrict. Umunairu crushes a creature that it has grabbed. The creature must succeed on a DC 20 Strength saving throw or take 30 (6d6 + 9) bludgeoning damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 20 ft., one target.
Hit: 18 (2d8 + 9) bludgeoning damage, and the target is grappled (escape DC 19). Until this grapple ends, the target is restrained.

Frightful Presence (Recharge 5–6). Each creature of Umunairu's choice that is within 120 feet of her and aware of her must succeed on a DC 21 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 Umunairu's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Umunairu uses one of the following breath weapons:

Lightning Breath. Umunairu exhales lightning in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Tempest Breath. Umunairu exhales blustery winds in a 60-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is knocked prone and pushed up to 60 feet away.

LEGENDARY ACTIONS

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

Detect. Naghi makes a Wisdom (Perception) check.

Tail Attack. Umunairu makes a tail attack.

Constrict (2 Actions). Umunairu uses her constrict ability against a creature that it has grappled.

Wing Attack (2 Actions). Umunairu beats her wings. Each creature within 15 feet of her must succeed on a DC 24 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. She can then fly up to half her flying speed.

UMUNAIRU'S LAIR

Beneath magnificent storm clouds is a barren mountain peak, pock-marked with lightning scorched stone. Umunairu spends much of her time lounging on a flat expanse just outside the entrance to the lair. She communes with the storm here, shaping the weather to her whims, without fear of discovery.

Lair Actions

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

- Umunairu causes a line of strong, buffeting wind 60 feet long and 10 feet wide to blow in any direction of her choice, originating from a point anywhere in her lair. Each creature that starts its turn in the line must succeed on a DC 23 Strength saving throw or be pushed 15 feet in a direction following the line. Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving along the line. The gust disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them. The wind ends at the start of Umunairu's next turn.
- Umunairu chooses a point she can see within 100 feet of her in the lair. A booming thunderclap rocks the area, and any creature within 20 feet of that point must succeed on a DC 18 Constitution saving throw or take 12 (2d8 + 3) be deafened until the end of its next turn.
- Umunairu calls down a bolt of lightning, choosing a point on the ground anywhere in her lair. Each creature within 5 feet of that point must make a DC 20 Dexterity saving throw, taking 16 (3d10) lightning damage on a failed save, or half as much damage on a successful one.

Regional Effects

The region containing Umunairu's lair is warped by her tempestuous magic, which creates one or more of the following effects:

- Auroras, rainbows, sunsets, and other colorful natural occurrences are twice as bright and remarkably vibrant within 5 miles of the lair. These lights also tend to twist and distort, bearing a striking resemblance to the visage of Umunairu.
- Storms within 6 miles of the lair are uncommonly strong. Winds scream and roar, lighting blows apart trees and illuminates the sky like daytime, and thunder is loud enough to knock over unsecured objects and deafen creatures standing out in the open.
- Within 1 mile of the lair storm clouds darken the skies night and day. Brilliant flashes of lightning and peals of thunder are constant. On sunny days, rainbows ring the outer edges of these storms.

If Umunairu dies, conditions of the area surrounding the lair return to normal over the course of 1d10 days.



VANADON-NECROTH

LORE

In ancient times, the dragon scribe Vanadon served the goddess of the dead and protected her endless Book of the Dead, a massive tome which, thanks to his diligence, bore the names and final words of all creatures who ever have died, and who ever will die. Vanadon served his goddess dutifully for centuries, but even the servants of the dark lady of death are mortal, and their lives end in time. Unwilling to face the end, Vanadon simply refused to perish. He consumed the endless Book of the Dead, and took its power into his own body, transforming himself into the Living Book of the Dead.

The queen of death, furious at her rebellious servant, banished Vanadon from her domain, and he hid in shameful isolation for several centuries in a forgotten corner of Elysium, the hallowed fields of the honored dead. All this time, the names and last words of the dead instantly inscribed themselves upon his milky-white scales. When he emerged, with paper-white scales covered in endlessly shifting patterns of black scrawling, he became known as Vanadon-Necroth, the Scaled Book of the Dead. Despite the fury of the queen of the dead, Vanadon-Necroth built his lair atop a hill in the gardens of Elysium and became beloved by the undying gardens' heroic inhabitants as a keeper of the memories of the dead.

Though the loremaster Vanadon once kept his library open to all creatures, he has grown paranoid in recent centuries. His archive-lair was once a majestic castle that towered over the eternal gardens of Elysium, but no more than five decades past, Vanadon-Necroth transported his entire archive-lair elsewhere in the planes, leaving only the crumbling, gutted structure of his once-magnificent castle in its wake. The charms that keep Vanadon-Necroth eternally alive also grant him the power of perfect recollection and all information he adds to his infallible intellect is instantly inscribed upon his ivory scales.

Now, the Archives of the Dead drift on the waves of the endless Astral Plane, tethered to the bones of a dead god of memory, whose name is forgotten to all but Vanadon-Necroth himself. Within this arcane fortress, Vanadon-Necroth stores and maintains all of the physical tomes and scrolls he collected in his many centuries of life—which has also inscribed the details of countless spells from all disciplines of magic upon his scales. Though he no longer needs physical records of his accrued knowledge, he takes pleasure in reading and re-reading his favorite scrolls.

HOOK

Vanadon-Necroth prefers to be left alone to guard the records of the dead in peace, but every few generations he welcomes powerful mortal travelers to his home. Some come for simple reasons, to learn the final words of an ancient ancestor — possibly revealing the location of a hidden treasure or an arcane secret. Others come seeking the names of ancient heroes who have been lost to time so that they might be resurrected to aid them in their quests.

Vanadon-Necroth's archives are a dungeon of twisting passages, filled with traps, undead and construct servitors, and arcane wards made to deter all but the most determined knowledge-seekers from reaching his sanctum.

ENCOUNTER

Vanadon-Necroth is a reclusive and scholarly dragon that rarely seeks out conflict. More often, conflict comes to him as powerful planar travelers seek him out to abuse his eons of collected knowledge, or to pluck the spell-inscribed scales from his very hide. When beings with noble intentions visit him and seek a particularly powerful piece of knowledge, such as an earth-shaking spell or the secrets of a legendary warrior, he challenges them to a duel to test their ability to wield such power. In these cases, he does not kill his opponents; he merely knocks them unconscious when they are reduced to 0 hit points.

TACTICS

Vanadon-Necroth values his own survival over all other things. While his hoard of priceless and irreplaceable treasures means the world to him, all the knowledge that he has gleaned from them live on within his mind and written across his scales. These things cannot be replaced.

He uses *time stop* or *wish* as soon as possible to prevent harm from befalling him. While using *time stop*, Vanadon-Necroth has up to 5 turns to act with impunity. He tends to first create a forcecage around one dangerous target. Then he casts *greater invisibility* upon himself. Then, after making any final preparations, he casts *prismatic spray* upon as many of the intruders as possible.

From here, he uses his invisibility and powers of flight to stay as far from his enemies as possible while still raining death down upon them.

WEALTH

The undead dragon scribe's wealth is made up entirely of art objects, historically significant jewelry, ancient books and scrolls, and a few rare coins collected from across the eons.

Taken together, Vanadon-Necroth's entire wealth is equivalent to double the value of a challenge 17+ treasure hoard. However, his true wealth is the knowledge contained on his scales. A creature that studies Vanadon-Necroth's scales finds that they are milky white, but covered with black text, like the pages of a book. A creature can find any spell on Vanadon-Necroth's scales by spending one hour in study and making a successful Intelligence (Investigation) check with a DC equal to 10 + the level of the spell the creature is searching for.



Vanadon-Necroth, The Scaled Book of the Dead

Gargantuan undead dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 315 (18d20 + 126)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	9 (-1)	24 (+7)	30 (+10)	17 (+3)	21 (+5)

Saving Throws Dex +6, Con +14, Wis +10, Cha +12

Skills Arcana +17, History +17, Nature +17, Perception +10, Religion +17, Stealth +6

Damage Immunities cold, necrotic, poison; bludgeoning, piercing, and slashing that is nonmagical

Condition Immunities charmed, exhaustion, frightened, paralyzed, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 20

Languages all

Challenge 22 (41,000 XP)

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

Magic Resistance. Vanadon-Necroth has advantage on saving throws against spells or other magical effects.

Magic Weapons. Vanadon-Necroth's weapon attacks are magical.

Signature Spellcasting. Vanadon-Necroth is a 20th-level spellcaster. His spellcasting ability is Intelligence (spell save 25, +17 to hit with spell attacks).

He always has the following 1st, 2nd, and 3rd-level spells prepared and can cast them at will:

1st level (at will): *identify, illusory script, magic missile, shield*

2nd level (at will): *blur, ray of enfeeblement, see invisibility*

3rd level (at will): *clairvoyance, counterspell, dispel magic*

Spellcasting. In addition to the above, Vanadon-Necroth has the following wizard spells prepared:

4th level (3 slots): *arcane eye, banishment, black tentacles, blight, greater invisibility, polymorph*

5th level (3 slots): *animate objects, arcane hand, dominate person, legend lore, mislead, modify memory*

6th level (2 slots): *chain lightning, flesh to stone, globe of invulnerability*

7th level (2 slots): *forcecage, prismatic spray*

8th level (1 slot): *feeblemind*

9th level (1 slot): *time stop, wish*

ACTIONS

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

Bite. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of Vanadon-Necroth's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 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.

Breath Weapons (Recharge 5–6). Vanadon-Necroth uses one of the following breath weapons:

Desiccating Breath. Vanadon-Necroth exhales a blast of super-dry air in a 60-foot cone. Each creature in that area must make a DC 20 Constitution saving throw, taking 58 (13d8) necrotic damage on a failed save, or half as much damage on a successful one. If this damage reduces a creature to 0 hit points, it must succeed on a DC 20 saving throw or be disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Paralyzing Breath. Vanadon-Necroth exhales paralyzing gas in a 60-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw or be paralyzed 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.

Change Shape. Vanadon-Necroth magically polymorphs into a humanoid or beast that has a challenge rating no higher than his own, or back into his true form. It reverts to its true form if he dies. Any equipment he is wearing or carrying is absorbed or borne by the new form (his choice).

LEGENDARY ACTIONS

Vanadon-Necroth 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. He regains spent legendary actions at the start of his turn.

Tail Attack. Vanadon-Necroth makes a tail attack.

Wing Attack (Costs 2 Actions). Vanadon-Necroth beats his wings. Each creature within 15 feet of him must succeed on a DC 20 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. He can then fly up to half its flying speed.

Unwind Death (Costs 3 Actions). Vanadon-Necroth chooses a creature that died within the last minute that he can see. That creature returns to life, regains 100 hit points, and is charmed by Vanadon-Necroth. While charmed in this way, it must obey Vanadon-Necroth's commands to the best of its ability. It can make a DC 20 saving throw at the end of each of its turns, ending the charm on itself on a success.

See page 123 for Vanadon-Necroth's Lair



VYRAETRA, THE WRETCHED WYRM

LORE

A farmer pauses in revolting fascination to stare at a blackened stalk of corn — putrid ooze seeping out from beneath a writhing mass of maggots. A young child watches in horror as his sister slowly turns to stone inside the hen house as some sort of lizard-like bird skitters between her feet. A trader on the way to town notices a growing buzzing sound only moments before a swarm of biting flies descends upon him.

Vyraetra has come to this land.

It might have started with a slain godling. It could have been unspeakable treachery or lies that spread discord among beloved brothers. It may have even been the theft of mortal souls. Vyraetra does not speak of the act that began the curse, nor of how long they have been cursed to wander the mortal world. Instead, Vyraetra rails against the egotistical gods and their vainglorious supplicants.

Where Vyraetra goes, a great curse follows — rotting the land even as it rots Vyraetra's heart.

Any details of the vile act that earned Vyraetra divine punishment have long since been lost to history. Accounts that appear to describe Vyraetra and their actions seem to stretch back centuries — though some scholars have argued that stories of the dragon took on elements of older allegories. The similarities shared with the oldest legends are poor evidence for the supposedly unnatural lifespan of this vile beast.

If any of these accounts are to be believed, Vyraetra is unable to sire draconic offspring. On one occasion, an adventuring group that encountered this wretched dragon discovered a brood of cockatrice eggs within its lair. Others describe Vyraetra as being something other than simply male or female. The few reputable sightings of the dragon lack any of the attributes that dragon hunters use to differentiate the gender of dragons.

Instead, they tell of a dragon with dozens of pairs of shortened legs, like some kind of behemoth behir. Vyraetra has wings, but they are said to be noticeably smaller than those of other dragons. Almost too atrophied to support the dragon's weight. Rather than prowl the skies, Vyraetra burrows beneath the earth spreading its poison across the landscape. It is also said that Vyraetra's maw is deformed, hinged in too many places and filled with entirely too many teeth. This detail might be an embellishment that arises from the dragon's ability to burrow faster than even the oldest purple worms — but it might also be real.

Vyraetra tends not to remain in any one place for very long. Stories claim that the nature of its curse is such that it rots the lands around any area where Vyraetra seeks refuge. As crops spoil and water turns foul, most mortals flee. Drawn by the curse, monsters flock to the ruins left in the wake of such an exodus. Eventually Vyraetra tires of the nuisance caused by these creatures and sets out to claim yet another lair.

HOOK

The spreading taint that infects the lands around Vyraetra's lair makes this dragon an excellent focal point for a campaign. Dealing with the monsters lingering near an area that Vyraetra has abandoned can provide hints at the nature of this cursed dragon. When similar phenomena begin to spread in another

location, the players might make the connection and be able to confront the dragon armed with some idea of what may happen.

Or, Vyraetra's presence might come as a surprise when the players are sent to cleanse the land of the terrible curse that has befallen the kingdom.

It is also likely that the ruins Vyraetra currently inhabits hold a relic that the players need to address some other impending calamity.

Maybe one or more of the PCs serve one of the gods that cursed Vyraetra and becomes a target of the dragon's malicious vengeance.

Regardless of how they happen upon Vyraetra, approaching this dragon is anything but predictable. Numerous and unrelated groups of creatures are present as obstacles the players must overcome should they want to confront the dragon. Even the land itself works against the players, becoming progressively more tainted and challenging to navigate the closer they come to whatever ruins Vyraetra has made a lair within.

ENCOUNTER CONDITIONS

The Lost City was once the capital of a grand empire. Like countless other cities that have fallen from the taint that Vyraetra's curse brings, it is empty of any civilized creatures. Instead, gnolls, lizardfolk, and various other monstrous humanoids have built encampments in the lands around the lair. Some even inhabit the stone husks of ancient buildings that lay closer to the dragon's lair.

ENCOUNTER

Approaching Vyraetra's lair is no easy feat. Gnolls, lizardfolk, and many other monstrous humanoids build encampments in the lands around the lair. These creatures rarely owe any sort of loyalty or allegiance to Vyraetra, but the influence of the curse changes them and makes their behavior more dangerous and unpredictable.

TACTICS

Vyraetra is fierce, but cowardly. It will not engage in a fair fight. Instead, Vyraetra uses its incredible burrowing speed to strike without warning and retreat to safety without reprisal. It is also keenly aware of the location of nearby monstrous inhabitants and will lead pursuers towards these places as a distraction.

When a fight to the death appears inevitable, Vyraetra aggressively employs underhanded tactics. It burrows beneath its enemies as often as possible, emerging only to strike out against them and retreat to safety once more.

WEALTH OF FALLEN EMPIRES

Vyraetra wants only an end to the suffering inflicted upon it by the gods and has almost no use for any treasure. It does keep a collection of religious artifacts — most desecrated and worthless. Many bear iconography that does not appear to belong to any of the known gods. They are trophies Vyraetra keeps as a reminder of its slowly unfolding vengeance. In addition to these minor trinkets, its hoard also often contains whatever valuables were abandoned when the original denizens of the Lost City fled. Some of these are works of magical artifice that haven't been witnessed in lifetimes.





Vyraetra, The Wretched Wyrm

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 367 (21d20 + 147)

Speed 50 ft., fly 40 ft, burrow 80 ft.

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

Saving Throws Dex +9, Con +14, Wis +9, Cha +10

Skills Perception +16, Stealth +9

Damage Immunities force

Condition Immunities charmed

Senses Tremorsense 160 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 21 (33,000 XP)

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

Magic Resistance. Vyraetra has advantage on saving throws against spells or other magical effects.

Magic Weapons. Vyraetra's weapon attacks are magical.

Stench. Any creature that starts its turn within 10 feet of Vyraetra must succeed on a DC 18 Constitution saving throw or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to Vyraetra's stench for 24 hours.

Tunneler. Vyraetra can burrow through solid rock at half its burrow speed and leaves a 10-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. Vyraetra can use its Frightful Presence. It then makes five attacks: one with its bite and four with its claws.

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

Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 8) slashing damage.

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

Frightful Presence (Recharge 5–6). Each creature of Vyraetra'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.

Putrid Breath (Recharge 5–6). Vyraetra exhales a cloud of vile ichor in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 45 (10d8) poison damage and 18 (4d8) necrotic damage, or half as much damage on a successful one.

If a creature fails its save against this ability a second time, it contracts a disease as if it were affected by the *contagion* spell.

LEGENDARY ACTIONS

Vyraetra 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. Vyraetra regains spent legendary actions at the start of its turn.

Detect. Vyraetra makes a Wisdom (Perception) check.

Tail Attack. Vyraetra makes a tail attack.

Burrow. Vyraetra tunnels into the ground and moves up to half its speed.

Burst (Costs 2 Actions). Vyraetra moves up to half its speed and then bursts from beneath the ground and makes up to four claw attacks against adjacent creatures. If the space Vyraetra emerges into is occupied by a creature of large or smaller size, the creature must succeed on a DC 19 Dexterity save or fall prone in an empty adjacent space. Vyraetra cannot enter the space a creature of huge size or larger.

VYRAETRA'S LAIR

Vyraetra claims the ruins of a fallen kingdom as its home. Once beautiful lands have withered under the weight of the curse that Vyraetra carries. Blighted crops feed no one and the capital of this forgotten kingdom quickly collapsed. The empty, crumbling city is now home to Vyraetra and its brood.

Unlike many other ruined cities, the forest has not reclaimed this one. Vyraetra's curse holds back the encroaching flora. The stone facades of buildings still crumble however and wood rots quickly. Most structures left standing in the open are veritable death-traps within. Floors collapse underfoot and stone ceilings fall when the supports are examined. Vyraetra tunnels between such structures, using them as naturally occurring defenses for the den in which they dwell.

Lair Actions

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

- A tremor shakes the lair in a 60-foot radius around Vyraetra. Each creature other than Vyraetra on the ground must succeed on a DC 15 Dexterity saving throw or be knocked prone.
- Vyraetra causes biting insects to temporarily swarm at a point within 100 feet of them, casting insect plague as a 5th level spell with a DC of 18. Vyraetra does not need to provide material components to cast this spell. The insects disperse at the end of the round.

Regional Effects

The region containing Vyraetra's lair is plagued by the effects of the curse that follows this wretched dragon, creating one or more of the following effects:

- Chickens, and any other local fowl, lay eggs that hatch only cockatrices.
- The area within 10 miles of the lair stinks of rotting vegetation. Crops that once grew in this area remain as blackened, moldy stalks and no new vegetation grows here. Swarms of biting insects gather in shaded places.
- Violent tremors occur sporadically within 6 miles of the lair. These earthquakes happen at random, sometimes as often as five times within a single day.

If Vyraetra dies, conditions of the area surrounding the lair return to normal after 1d10 days.



XAVOUR, THE PLAGUE BRINGER

LORE

Centuries have passed since the first telling of his story, which is one of myth and legend passed down through the generations by song and tale. Even though this is an ancient proverb, it is still told among small tribes of humans who live far from any civilization, deep in the wilderness. This is a tale told to young children, teaching them about arrogance, humility, and how to properly worship their divine creators. This tale of morality also illustrates the consequences of their actions. This tale is known as the legend of Xavuur, the Plague Bringer.

ORIGIN

Long ago, a young half-orc boy was born to unfortunate circumstances — his human mother found herself at the mercy of an orc raider. Though she was battered and beaten, she remained proud, showing her people that she could overcome extreme adversity. A trait of her people.

Several months later, she realized she was carrying a child. She was determined to keep it, even though it was the result of her unfortunate encounter. Ta'Kambi was determined to raise her child into something wonderful, beautiful and strong. She would turn their tragedy into a blessing. Tragically, during the birth of her son, she suffered greatly, succumbing to the trauma, but not before naming him Zakambi.

Now, an orphan and outcast, was to be cared for by his people who would not dishonor their beliefs and abandon this child to the world.

As Zakambi grew older, many of his people accepted him for who he was; a dedicated and caring individual. Others saw him as "a half breed", "a plague", or "a black blood".

During his youth, the elders noticed his gift for healing and medicine, so they cultivated his talents, guiding him in the proper direction. Zakambi would continue his tutelage as the tribe's shaman's apprentice. For many years, he followed the teachings of his elders, learning the ways of their healing rituals. Soon, his apprenticeship ended and he ascended to the tribe's shaman. A leader among his people.

As the tribe's shaman, he was responsible for their rituals regarding the gods, healing, sacrifice and their seasonal rituals and celebrations.

Zakambi grew to prominence, garnering a level of worship among his people. Using the gifts bestowed upon him by their deities, he saved many lives and brought the tribe years of prosperity and good fortune.

During one of their harvest festivals, his tribe began to pay homage to *him* rather than their deity. Their admiration of him instead of their gods caused Zakambi to become arrogant, lazy and wicked. His cruelty grew along with his arrogance, sacrificing those who "misspoke" or questioned him — shrouding his anger and cruelty as "divine guidance" and the "will of the gods."

One day, while performing a routine healing ritual upon one of the tribal elders, Zakambi's powers vanished and their elder died. This brought great shame upon him and caused his people to doubt his ability. His failed ritual was seen as a sign. He was no longer fit to lead his people and they cast him out as unworthy.

Orphaned yet again.

Cast out, Zakambi made his way out into the world beyond, forced to wander the dangerous lands surrounding his home. While wandering, Zakambi pleaded, prayed and begged for his powers to return. Yet, there was no answer — no divine response. Only silence.

Powerless, broken and disgraced — Zakambi blamed his people for casting him out. He also blamed his deity for abandoning him at such a crucial moment. Months would pass. His sorrow and despair turning into anger and rage, followed by madness and delusion.

Zakambi whispered into the night, talking to himself — and something else.

One night, while resting near a campfire on the open plains, he cried out in anguish, begging for *someone* to answer. Several hours passed. The quiet night and whispering discordant voices would return his plea.

A shadowy figure emerged from the darkness. The cacophony of indecipherable words diminished, forming a singular voice. They spoke in a deep, raspy, malicious tone,

"My son, now you can become what I meant you to be."

The figure stepped into the dim light of the campfire, shrouded in a long cloak of shadow that clung to its form like waves of roiling smoke. He sat beside Zakambi, and whispered into his ear, offering him a chance at redemption — revenge — and the means to reclaim what was stolen from him. The figure said,

"I am Batara Kala. I am the one who made you."

Starving, dehydrated and delusional — Zakambi was oblivious to who this figure actually was, thinking it was a figment of his mind gone mad. Regardless, Zakambi accepted the gifts, giving in to his anger and hatred.

He rose the next morning with renewed physical and mental strength. His mind was clear. The fog of madness which plagued him had vanished. Yet, something was gnawing at him. He decided to travel home to confront those who had cast him out so long ago. There was a hunger within him. However, he had no desire to eat.

He now had what he desired and began his journey home.

His travels were a blur of emotional rage, fueled by his desire for revenge. The dark powers growing within became a driving force for destruction. Power and savageness drove him every passing day. With each act of violence, he only wanted to commit more atrocities.

The continued cycle of violence propelled a greater use of his new powers. It began to twist his spirit even further into an emotional abyss. As he grew dark and more aberrant, his physical form began to morph as well. Zakambi's thirst for revenge caused his limbs to elongate, stretching both flesh and bone — causing excruciating pain. Razor sharp claws grew from his hands and feet. His skin became grey and scaled. His torso would tear away from his body, forming wings of thick leathery flesh — exposing his ribcage to the elements, as a swarm of deadly insects exploded from within. The endless hunger for revenge enlarged his jaw and filled his mouth with large razor sharp teeth.

Over time, this new power and his madness became all he knew. Eventually, he learned the ability to change into whatever form he desired.



Zakambi returned to his village, causing a great deal of shock to everyone. As they gathered around, questioning the purpose of his return, he unleashed the full fury of his new form upon them. He slaughtered everyone in a fit of madness and rage, leaving a path of gore in his wake. In this act of violence Zakambi became enthralled with the scent of blood and flesh, devouring both as he went from one soul to the next — drenching himself in the destruction of innocence. Those he did not consume were flayed, staked and left as sacrifices to his real father.

This display of horrific violence corrupted the ground for miles around. All life came to wither and fade. Trees rotted or petrified. Animals died or became abominations of their former selves. What did not flee changed with the land.

His old home was reclaimed. Revenge was his and his reign began. Zakambi would throw off the shackles of his former life calling himself Xavour.

HOOKS

Relative Safety

A major populated area near where the PCs have a base of operations or spend most of their time is experiencing some odd circumstances.

Recently, the denizens of this locale have been experiencing vivid nightmares resulting in violent outbursts, daytime nightmares and extreme bouts of madness. Upon further investigation, the PCs discover that a small group of priests has recently moved into an old warehouse making it their place of worship. These priests have been seen walking the streets late at night, blessing the area, attempting to "aid" the citizens of their ailments.

A Noble Cause

A close friend of the PCs (*this can be a noble or political figure*) has started to keep odd hours, missing important meetings, and has experienced a change in personality. This individual seems to be pale, exhausted and constantly irritated with everyone around them.

If the PCs investigate, they find that their friend has recently discovered an old manuscript written by a long-dead priest from the Disciples of Decay. This text speaks of the teachings of Xavour called the *Three Pillars of Decay*. If the PCs are able to get their hands on the text, they find that many of the pages are filled with scrawlings of madness and delusion. Among these are vague references of where to find Xavour and how to contact the Disciples of Decay.

With Great Power

The PCs have heard rumors of townsfolk going on a pilgrimage into a section of land that is extremely dangerous.

Wild rumors of salvation, power, forgiveness and even immortality have spread throughout the town. Families have lost husbands, wives, sons and daughters. The town is experiencing official problems as well. Figures in positions of power have also left or have gone missing entirely.

If the PCs investigate the matter further, they discover that a small chapter of the Disciples of Decay has infiltrated a local priesthood in town. These priests have been instructing individuals that if they travel through the poisonous swampland, they will find salvation.

Unwanted Attention

The PCs have risen in status over their time as adventurers, attracting the attention of many deadly adversaries. One of them just so happens to be Xavour and he has turned his full attention on them!

Xavour plans to extinguish the growing power of the PCs as he views them as a challenge to his reign. Utilizing the many resources of the Disciples of Decay, Xavour has a disciple dispatch several degenerates into the town where the PCs reside to stir up trouble.

When the local authorities seem to have the situation under control, violent and destructive degenerates will enter the town again. Meanwhile, a few of Xavour's priests spend their nights plaguing the dreams of the sleeping citizenry. They wake in violent fits of rage and madness and overwhelm the local authorities. Once the town has suffered enough, the PCs receive a message stating that if they wish to see the town's problems end, they must face Xavour within his corrupted village, deep in the wilds.

Weapon of Power

The PCs learn that Xavour has a dangerous and powerful weapon in his possession.

Through research or word of mouth, the PCs discover that a powerful entity living in a hazardous region of the world is utilizing a great weapon of power that has been devastating the lands surrounding him, slowly turning the area into wretched swampland. Upon further investigation, the PCs find information that leads them to Xavour's lair. The specific details on Xavour, his cult and his history are determined by the DM.

Running them together

If you wish to merge these hooks to create a longer story, you could run *A Noble Cause* first, using the manuscript as a path to *Relative Safety*. The priests could be in search of the lost text the noble has acquired. As a result of the noble's influence and the small group of priests, you could run *With Great Power*, creating an even larger problem as the townsfolk head out into a dangerous region of the world. If you want to run *Unwanted Attention* first, you could utilize the tactics from the first three adventure hooks, or you could use *Unwanted Attention* as a direct assault if you wish to get right to the action!

ENCOUNTER CONDITIONS

Xavour's original village has become his current home. It is deep within a wilderness that is corrupted and has almost withered away. These trees have either been petrified, or have rotted. Swarms of insects buzz around the swampy terrain. Every living creature now wanders aimlessly as undead abominations.

TACTICS

Xavour calls to his followers to attack and destroy villages prior to his arrival. Accompanying his priests are undead minions that swarm villagers and animals as the priests take prisoners for sacrifice.

Once a town is secured by his followers, Xavour moves in. He sometimes transforms into his original half-orc form or chooses to remain in dragon form. If there is resistance, he takes on the more intimidating form.

Xavour will cast *dominate person*, instructing victims to kill other members of their village. Once there is enough chaos and destruction, he will move in and join the chaos.

WEALTH

Xavour wields *Malady*, his magical morningstar. Treasure may be scattered throughout the lair. It may only take time to find it. Whatever treasure you wish to put into Xavour's lair is your choice. It could be magical loot from past adventurers, mundane items, coins, or gems.





Xavour, The Plague Bringer

Gargantuan undead dragon, chaotic evil

Armor Class 21 (natural armor)

Hit Points 492 (24d20 + 240)

Speed 45 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	18 (+4)	30 (+10)	30 (+10)	20 (+5)	10 (+0)

Saving Throws: Str +14, Con +17, Wis +12, Int +17

Skills: Arcana +17, History +17, Insight +12, Perception +12

Damage Resistances: cold, slashing, piercing, and bludgeoning damage from nonmagical weapons.

Damage Immunities: poison, necrotic

Condition Immunities: blinded, charmed, exhaustion, frightened, grappled (while in dragon form), paralyzed, petrified, poisoned, prone

Sense: Blindsight 120 ft., Darkvision 120 ft., passive Perception 22

Languages: Common, Draconic, Abyssal, Orcish

Challenge: 24 (62,000 XP)

Aura of Dread (dragon form only). Each creature that is within 120 feet of Xavour and aware of him must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature who rolls a 10 or below becomes paralyzed until the end of Xavour's next turn. 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, the creature is immune to Xavour's Aura of Dread for the next 24 hours.

Innate Spellcasting. Xavour's spellcasting ability is Intelligence (spell save DC 25, +17 to hit with spell attacks). Xavour can innately cast the following spells, requiring no material components:

At will: *chill touch, friends, shocking grasp, mage hand, true strike*

4/day each: *charm person, detect magic, magic missile, shield*

3/day each: *animate dead, blight, blur, cloudkill, counterspell, crown of madness, detect thoughts, dispel magic, dominate person, greater invisibility, slow, suggestion, vampiric touch*

1/day each: *antipathy/sympathy, circle of death, create undead, feeblemind, finger of death, rot*, power word kill*

Legendary Resistances (3/Day). If Xavour fails a saving throw, he may choose to succeed instead.

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

Magic Weapons. Xavour's weapon attacks in all forms are magical.

Shape Change. Xavour can spend his action to change into his original half-orc form. He can revert back to his dragon by spending his action again. Any equipment he is wearing or carrying is absorbed by the new form (Xavour's choice). In his humanoid form, Xavour retains all of his spell-casting abilities, his alignment, hit points, Hit Dice, ability to speak in his known languages, proficiencies, Legendary Resistance, lair actions, and his ability scores remain the same. His damage resistances remain unchanged. His statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of his new form.

ACTIONS

Multiattack. Xavour can make three attacks in his humanoid form with the Morningstar of Malady. In his dragon form, he can make two claw attacks and one with his bite or tail.

Bite (dragon form only). *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage, plus 10 (3d6) poison damage. The target must succeed on a DC 21 Constitution saving throw or become poisoned.

Claw (dragon form only). *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 21 (4d6 + 7) slashing damage, plus 14 (4d6) necrotic damage.

Morningstar of Malady (half-orc form only). *Melee Weapon Attack:* +14 to hit, reach 5 ft., one target, *Hit:* 11 (1d8 + 7) bludgeoning damage, plus 10 (3d6) poison damage. The target must make a DC 18 Constitution saving throw. On a failure, the target's flesh begins to wither and rot. The target becomes vulnerable to bludgeoning damage and is afflicted with the effects of the *contagion* spell.

Plague Swarm (Recharge 5-6; dragon form only). A swarm of undead biting insects bursts from within his ribcage. Each creature within 15 feet of Xavour must succeed on a DC 21 Constitution saving throw, taking 63 (18d6) necrotic damage on a failed save, or half as much on successful one.

Spiked Tail (dragon form only). *Melee Weapon Attack:* +14 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) piercing and bludgeoning damage, plus 14 (4d6) poison damage.

BONUS ACTION

Aura of Putrescence. Any creature within 15 feet of Xavour is suddenly overwhelmed with the smell of decay and rotting flesh. The creature must make a DC 18 Constitution saving throw. On a failure, the creature takes 11 (3d6) poison damage.

If the creature's saving throw is 10 or below they become poisoned, and for the next week, the creature has disadvantage on all Wisdom (Perception) checks requiring smell, as the smell of rotting flesh remains with them.

If a creature's saving throw is successful, the creature is immune to the effects of Xavour's Aura of Putrescence for the next 24 hours. A creature can repeat the saving throw at the end of each of its turns, ending the poisoned effect on a success. However, the smell remains.

LEGENDARY ACTIONS

Xavour 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. Xavour regains spent legendary actions at the start of his turn.

Melee Attack. Xavour makes a tail, or a claw, or a bite attack.

Cast Spell (Costs 2 Actions). Xavour may cast one spell, even if the daily usage of that spell has been expended.

Shape Change (Costs 2 Actions). Xavour may shape change to his dragon or half-orc form.

Plague Swarm (Costs 3 Actions). Xavour may use his Plague Swarm ability, even if it has not not recharged.

See page 124 for Xavour's Lair.

See page 120 for the *rot** spell.



ZUTH, THE ETERNAL

LORE

Crisp evening descends as a furtive group of druids converges upon a weathered stone dais. As the druids chant in unison, a quarreling flock of birds silences and takes to the sky, fleeing a terrible threat yet unseen. An expectant silence builds as if the forest itself holds breath until a deep and vibrant thrumming beats from the heart of the earth. A tumultuous crash rattles the boiling sky and screaming lightning rips an ancient tree in twine. Nearby, an inert hill heaves with life as a sleeping giant wakes and rises towards the angry clouds above, and rooted trees cling as if desperate to hang on to its broad back. It lets out a thunderous roar that's heard for leagues. Earth and stone, mud and gravel, moss and silt slough from the giant in massive slopping heaps while it moves forth with languid ease. Lumbering and heavy, its height nears what's limitless, and the earth itself sighs while cracking beneath its weight.

And now the maddened and feverish worshipers exclaim, "*Arise, Zuth, arise!*"

Laws of nature are unavoidable, absolute, and eternal. What is born surely dies. For every balmy, warm summer, there is a chilling, cruel winter. Day invariably gives way to night. Above has below— its opposite. Black is parallel to white, and all that is good has an equal in evil. In short, each thing that exists has its direct counterpoint, a reversed mirror-image that balances its place, and indeed its meaning, in the whole of existence.

All natural things have their respective opposites, except Zuth. Zuth is the personification of this harmonious force of balance and opposites. Zuth is ancient, it is enormous, and it is the ultimate expression of nature's absolute and impersonal will.

Legend tells that Zuth was created from all elements. The supra-personal Will of Nature drew from itself a powerful being to act as a counter to the presence of dragons. After all, being that they are creatures of magic, dragons are outside the bounds of natural order. Zuth rises from its deep slumber when it senses the call to restore symmetry between all dragons: good or evil, gold or black, fire or ice.

If there are too many green dragons in the world, Zuth corrects this dysfunction. If there's a surplus of bronze dragons, Zuth restores the average.

Zuth is forever. Even if destroyed, it always takes birth again in time. When Zuth sheds one of its scales, that scale works its way deep into the earth like an oak seed. There, within a cradle of dirt and stone and throughout several centuries, the scale forms an exact duplicate of Zuth. Therefore, even if one version of Zuth is defeated, another will always return to take its place in order to restore Nature's order.

Zuth possesses non-verbal intelligence. It thinks only in images and only has the base emotions of an animal. Its communication is telepathic, expressing its will with imagery and emotional impressions. Often it is difficult to determine its exact motives and aims, as the images often have no context, leaving the guesswork entirely in the hands of those who receive the impressions.

The presence of Zuth has fueled many speculations as to why it exists in the world, and some druids have come to revere this mighty creature, lending to it a status of a demi-god, or a potent spirit of nature.

Zuth awakens when the stars align in a particular formation, once in a century and yet once every thousand years, a purge occurs. In this purge, Zuth rises to destroy dragons indiscriminately. Other dragons of all types seem to sense each upcoming cleansing. The world sees far more dragon activity as they collectively panic in the weeks and months before a forthcoming purge. Zuth destroys all the unlucky ones among dragons that are in its path. During such purging events, the dragon population is culled without any logical pattern, and the events last until Zuth is destroyed.

A great mystery lies in Zuth's designless cullings. How can there be any balance in absolute destruction? It is a question that none but Nature itself can answer.

HOOK

The PCs are approached by a gold dragon who has been pursued by Zuth for many weeks. They are encouraged to assist the dragon upon the promise of riches, prestige, or for future aid from the dragon. Upon their investigation, the group discovers a druidic cult that has grown up around the stories of Zuth. Its members will interfere with the group's plans and try to thwart them at all passes. If the group gets too close to Zuth, the cult will assemble in full force and attack. Should the group prevail, the final encounter with Zuth is imminent. If successful, the gold dragon will reward the group appropriately.

ENCOUNTER CONDITIONS

The edge of a large forest or mountain range.

ENCOUNTER

Tracking or following Zuth is relatively easy, given the potential trail of destruction it may leave. However, if Zuth is below ground, the only indicator of its movement are the occasional earth tremors. Zuth is fully capable of emerging anywhere on the planet.

TACTICS

Zuth's main tactic is surprise, leveraging its ability to Earth Glide 120 ft. It will use this to his advantage when stalking any prey, and it usually ambushes dragons within their lairs. If any encounter starts to become a challenge, Zuth will simply burrow down and emerge at a more strategic location. Essentially, rather than soaring the skies, Zuth "flies" underground.

WEALTH

Tracking Zuth reveals precious metals, gems and random items that may have stuck to its body over time. Such items were picked up as it burrowed through veins of gold and ancient geode pockets deep within the earth. The finds are quite random, but PCs may collect the equivalent of a small goldmine's worth of treasure by following his trail above the surface and picking up what has fallen off its body.





Zuth, The Eternal

Titanic dragon, neutral

Armor Class 27 (natural armor)

Hit Points 738 (36d20 +360)

Speed 40 ft., burrow 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	18 (+4)	30 (+10)	10 (+0)	10 (+0)	10 (+0)

Saving Throws Dex +13, Con +19, Int +9, Wis +9, Cha +9

Skills Insight +10, Intimidation +18, Perception +18

Damage Resistances cold, fire

Damage Immunities poison; bludgeoning, piercing, and slashing damage from nonmagical attacks

Condition Immunities blinded, charmed, exhaustion, frightened, paralyzed, stunned

Senses truesight 120 ft., passive Perception 28

Languages draconic, telepathy 120 ft.

Challenge 30 (155,000 XP)

Amphibious. Zuth can breathe air or water.

Discorporation. When Zuth drops to 0 hit points, its body is destroyed, and it is unable to take physical form for a time.

Dragon Sense. Zuth may use the *scrying* spell as a natural ability. Zuth uses this ability to target dragons only.

Earth Glide. Zuth can burrow through nonmagical, unworked earth and stone. While doing so, Zuth does not disturb the material it moves through.

False Appearance. While Zuth remains motionless, it is indistinguishable from a hillside or mountainside.

Legendary Resistance (6/Day). If Zuth fails a saving throw, it can choose to succeed instead.

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

Magic Weapons. Zuth's weapon attacks are magical.

Reflective Body. If Zuth is targeted by a *magic missile* spell, a line spell, a spell that requires a ranged attack roll, or any breath weapon, roll a d4. On a 1 to 3, Zuth is unaffected. On a 4, Zuth is unaffected and the magic effect or breath weapon is reflected and targets the caster as though the spell or effect originated from Zuth.

Regeneration. Zuth regains 30 hit points at the start of its turn. If Zuth takes radiant damage on its body, this trait doesn't function at the start of its next turn. Zuth dies only if it starts its turn with 0 hit points and doesn't regenerate.

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

ACTIONS

Multiattack. Zuth can use its Frightful Presence. It then makes three attacks. Zuth can use its bite, and then makes 2 attacks with its claws.

Bite. *Melee Weapon Attack:* +19 to hit, reach 50 ft., one target. *Hit:* 29 (3d12 + 10) piercing damage. If the target is a living creature, it must succeed on a DC 22 Constitution saving throw or take 22 (4d10) poison damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 10 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +19 to hit, reach 30 ft., one target. *Hit:* 17 (2d8 + 10) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +19 to hit, range 60/240 ft., one target. *Hit:* 36 (4d12 + 10) bludgeoning damage.

Frightful Presence. Each creature of Zuth's choice that is within 120 feet of it and aware of it must succeed on a DC 21 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 Zuth's Frightful Presence for the next 24 hours.

Poison Breath (Recharge 3–6). Zuth exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one.

If the creature is a dragon, Zuth's poison breath bypasses any natural or magical poison resistances and immunities. A dragon must first save against the poison breath. A dragon must then make a DC 22 Constitution saving throw. On a failed save, it takes an additional 75 (10d6 + 40) force damage, or half as much on a successful one. If the damage reduces the dragon to 0 hit points, it is disintegrated.

A disintegrated dragon and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The dragon can be restored to life only by means of a *true resurrection* or a *wish* spell.

LEGENDARY ACTIONS

Zuth 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. Zuth regains spent legendary actions at the start of his turn.

Bite. Zuth makes a Bite attack.

Burrow. Zuth is able to move, burrowing into the earth, without provoking an attack of opportunity.

Detect. Zuth makes a Wisdom (Perception) check.

Rock. Zuth makes a Rock attack.

Tail Attack. Zuth makes a tail attack.

Summon Lightning (Costs 2 Actions). Zuth summons lightning from a nearby storm cloud. The point of origin is within 500 feet of Zuth. The bolt strikes a 10 ft. area that Zuth can see. Any creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much on a successful one. Any lightning immunity becomes a resistance instead. Any resistances to lightning is considered full damage.



GREAT WYRMS



Great Wyrms

"True dragons" fall into two categories: chromatic and metallic. Chromatic dragons are black, blue, green, red, and white. All chromatic dragons are evil. Metallic dragons are brass, bronze, copper, gold, and silver. They are all good aligned and respected by many in the world.

Featured here are the chromatic and metallic Great Wyrms. They are the largest and oldest dragons known, living 1200 years or more.

Black Dragon, Great Wyrm

Gargantuan dragon, chaotic evil

Armor Class 25 (natural armor)

Hit Points 574 (28d20 + 280)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +9, Con +17, Wis +9, Cha +11

Skills Perception +16, Stealth +9

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (5/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:* +17 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 9 (2d8) acid damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 25 ft., one target. *Hit:* 19 (2d8 + 10) 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.

Acid Breath (Recharge 4–6). The dragon exhales acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 90 (20d8) acid damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Blue Dragon, Great Wyrm

Gargantuan dragon, lawful evil

Armor Class 22 (natural armor)

Hit Points 594 (29d20 + 290)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +7, Con +17, Wis +10, Cha +12

Skills Perception +17, Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Legendary Resistance (5/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:* +17 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage plus 11 (2d10) lightning damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 25 ft., one target. *Hit:* 19 (2d8 + 10) 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 20 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.

Lightning Breath (Recharge 4–6). The dragon exhales lightning in a 160-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 121 (22d10) lightning damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



Green Dragon, Great Wyrn

Gargantuan dragon, lawful evil

Armor Class 24 (natural armor)

Hit Points 565 (29d20 + 261)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	29 (+9)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +14, Wis +10, Cha +11

Skills Deception +11, Insight +10, Perception +17, Persuasion +11, Stealth +8

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (5/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:* +17 to hit, reach 20 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 10 (3d6) poison damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. Hit: 24 (4d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 25 ft., one target. Hit: 19 (2d8 + 10) 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.

Poison Breath (Recharge 4–6). The dragon exhales poisonous gas in a 120-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 91 (26d6) poison damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Red Dragon, Great Wyrn

Colossal dragon, chaotic evil

Armor Class 25 (natural armor)

Hit Points 738 (36d20 + 360)

Speed 40 ft., climb 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	20 (+5)	16 (+3)	23 (+6)

Saving Throws Dex +8, Con +18, Wis +11, Cha +14

Skills Perception +19, Stealth +8

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 26

Languages Common, Draconic

Challenge 27 (105,000 XP)

Legendary Resistance (5/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:* +18 to hit, reach 20 ft., one target. Hit: 21 (2d10 + 10) piercing damage plus 14 (4d6) fire damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. Hit: 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 ft., one target. Hit: 19 (2d8 + 10) 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 21 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.

Fire Breath (Recharge 4–6). The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 112 (32d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



White Dragon, Great Wyrm

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 513 (25d20 + 250)

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

STR	DEX	CON	INT	WIS	CHA
29 (+9)	10 (+0)	29 (+9)	13 (+1)	13 (+1)	14 (+2)

Saving Throws Dex +7, Con +16, Wis +8, Cha +9

Skills Perception +13, Stealth +6

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 22 (41,000 XP)

Ice Walk. The dragon 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 it extra movement.

Legendary Resistance (5/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:* +16 to hit, reach 20 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 9 (2d8) cold damage.

Claw. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +16 to hit, reach 25 ft., one target. *Hit:* 18 (2d8 + 9) 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 21 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.

Cold Breath (Recharge 4–6). The dragon exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 90 (20d8) cold damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Brass Dragon, Great Wyrm

Gargantuan dragon, chaotic good

Armor Class 24 (natural armor)

Hit Points 468 (24d20 + 216)

Speed 40 ft., burrow 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	29 (+9)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Dex +7, Con +16, Wis +9, Cha +11

Skills History +10, Perception +16, Persuasion +11, Stealth +7

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 24

Languages Common, Draconic

Challenge 23 (50,000 XP)

Legendary Resistance (5/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:* +17 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 25 ft., one target. *Hit:* 19 (2d8 + 10) 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 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.

Breath Weapons (Recharge 4–6). The dragon uses one of the following breath weapons:

Fire Breath. The dragon exhales fire in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 73 (21d6) fire damage on a failed save, or half as much damage on a successful one.

Sleep Breath. The dragon exhales sleep gas in a 120-foot cone. Each creature in that area must succeed on a DC 21 Constitution saving throw or fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.



LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Bronze Dragon, Great Wyrm

Gargantuan dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 615 (30d20 + 300)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	18 (+4)	17 (+3)	21 (+5)

Saving Throws Dex +8, Con +18, Wis +11, Cha +13

Skills Insight +10, Perception +17, Stealth +7

Damage Immunities lightning

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 25 (75,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (5/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:* +18 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 ft., one target. *Hit:* 19 (2d8 + 10) 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 20 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.

Breath Weapons (Recharge 4–6). The dragon uses one of the following breath weapons.

Lightning Breath. The dragon exhales lightning in a 150-foot line that is 10 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 120 (22d10) lightning damage on a failed save, or half as much damage on a successful one.

Repulsion Breath. The dragon exhales repulsion energy in a 50-foot cone. Each creature in that area must succeed on a DC 23 Strength saving throw. On a failed save, the creature is pushed 80 feet away from the dragon.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Copper Dragon, Great Wyrm

Gargantuan dragon, chaotic good

Armor Class 24 (natural armor)

Hit Points 462 (25d20 + 200)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	27 (+8)	20 (+5)	17 (+3)	19 (+4)

Saving Throws Dex +8, Con +15, Wis +10, Cha +11

Skills Deception +11, Perception +17, Stealth +8

Damage Immunities acid

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Common, Draconic

Challenge 23 (50,000 XP)

Legendary Resistance (5/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:* +17 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 25 ft., one target. *Hit:* 19 (2d8 + 10) 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.

Breath Weapons (Recharge 4–6). The dragon uses one of the following breath weapons.

Acid Breath. The dragon exhales acid in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 90 (20d8) acid damage on a failed save, or half as much damage on a successful one.

Slowing Breath. The dragon exhales gas in a 120-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw. On a failed save, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the creature can use either an action or a bonus action on its turn, but not both. These effects last for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a successful save.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Gold Dragon, Great Wyrn

Colossal dragon, lawful good

Armor Class 25 (natural armor)

Hit Points 717 (35d20 + 350)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	30 (+10)	18 (+4)	18 (+4)	30 (+10)

Saving Throws Dex +10, Con +18, Wis +12, Cha +18

Skills Insight +12, Perception +20, Persuasion +18, Stealth +10

Damage Immunities fire

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 30

Languages Common, Draconic

Challenge 27 (105,000 XP)

Amphibious. The dragon can breathe air and water.

Legendary Resistance (5/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: +18 to hit, reach 20 ft., one target. **Hit:** 21 (2d10 + 10) piercing damage.

Claw. Melee Weapon Attack: +18 to hit, reach 15 ft., one target. **Hit:** 17 (2d6 + 10) slashing damage.

Tail. Melee Weapon Attack: +18 to hit, reach 25 ft., one target. **Hit:** 19 (2d8 + 10) 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 24 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.

Breath Weapons (Recharge 3–6). The dragon uses one of the following breath weapons.

Fire Breath. The dragon exhales fire in a 120-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 88 (16d10) fire damage on a failed save, or half as much damage on a successful one.

Weakening Breath. The dragon exhales gas in a 120-foot cone. Each creature in that area must succeed on a DC 24 Strength saving throw or have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.



LEGENDARY ACTIONS

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

- Detect.** The dragon makes a Wisdom (Perception) check.
- Tail Attack.** The dragon makes a tail attack.
- Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

Silver Dragon, Great Wyrm

Gargantuan dragon, lawful good

Armor Class 22 (natural armor)

Hit Points 717 (35d20 + 350)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	30 (+10)	18 (+4)	15 (+2)	25 (+7)

Saving Throws Dex +8, Con +18, Wis +10, Cha +15

Skills Arcana +12, History +12, Perception +18, Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 28

Languages Common, Draconic

Challenge 25 (75,000 XP)

Legendary Resistance (5/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:* +18 to hit, reach 20 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 17 (2d6 + 10) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 ft., one target. *Hit:* 19 (2d8 + 10) 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 21 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.

Breath Weapons (Recharge 4–6). The dragon uses one of the following breath weapons.

Cold Breath. The dragon exhales an icy blast in a 120-foot cone. Each creature in that area must make a DC 24 Constitution saving throw, taking 90 (20d8) cold damage on a failed save, or half as much damage on a successful one.

Paralyzing Breath. The dragon exhales paralyzing gas in a 120-foot cone. Each creature in that area must succeed on a DC 24 Constitution saving throw or be paralyzed 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.

Change Shape. The dragon magically polymorphs into a humanoid or beast that has a challenge rating no higher than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the dragon's choice).

In a new form, the dragon retains its alignment, hit points, Hit Dice, ability to speak, proficiencies, Legendary Resistance, lair actions, and Intelligence, Wisdom, and Charisma scores, as well as this action. Its statistics and capabilities are otherwise replaced by those of the new form, except any class features or legendary actions of that form.

LEGENDARY ACTIONS

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

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

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 15 feet of the dragon must succeed on a DC 24 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



LO, THE WISH RUNNER - BY HUNTER HENRICKSON

Little is known about Lo. Few have seen her, and fewer still believe what they saw. A small dragon, Lo is no bigger than your average house cat. Her skin is not scaled, but smooth and translucent giving the lucky soul who sees her a full view of her intricate, luminescent internal organs. Her wings come in a set of four and alternate flapping in a lazy and methodical kind of way. While she has claws, they are delicate and rarely touch the earth beneath her. She appears to hover gently off the ground, suspended by the soft motion of her wings when she's not moving.

Whatever is known about Lo revolves around the legend that her very existence proposes a challenge. With such a challenge comes a reward; indeed, the greatest of rewards. Any who can catch Lo in a game of speed is granted one *wish*. A purest wish: A wish that reflects the true desires of the captor's words.

None yet have seen whether the legend holds true.

Lo's challenge is the chase. She holds no interest in killing. Nor will she reward a challenger for doing so if they can even manage it. Those that do find a way to strike Lo down are cursed until they rot in the ground. Following death, their children inherit the curse and their children's children until the family line is snuffed out entirely. Only then when tales of their great sin have colored the land and ensured the sanctity of the challenge will Lo return and give other eager adventurers the chance to catch her again.

Lo, the Wish Runner

Small Adult Dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 8

Speed 30 ft. (human form), fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	30 (+10)	16 (+3)	15 (+2)	19 (+4)

Saving Throws Str +9, Dex +6, Con +14, Int +7, Wis +6, Cha +8

Skills Acrobatics +19, Athletics +5, Perception +11, Stealth +13

Condition Immunities blinded, charmed, deafened, exhaustion, fatigued, frightened, petrified

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Celestial, Common, Draconic, Primordial, Sylvan, Telepathy 120 ft

Challenge 10 (5,900 XP)

Cheat Folly. If Lo is reduced to 0 hit points, she immediately planeshifts to a random dimension, regains all of her hit points, and regains the use of this ability. Only a *wish* spell or comparable magic can negate this ability.

Lo's Curse. If Lo is killed, the creature that killed her suffers Lo's Curse. A creature afflicted by this loses their proficiency bonus and suffers disadvantage on all ability checks, attack rolls, and saving throws until they die or the curse is removed by a *wish* spell or comparable magic. If the creature afflicted by this curse dies, the curse moves to the next of their name. If they have no children or family members that share their name, the curse is lifted. When the curse no longer persists, Lo returns to the Material Plane.

Victor's Reward. If Lo starts her turn with 0 movement speed and ends her turn with 0 movement speed, she grants the creature responsible one *wish* spell. After that, Lo disappears for 1d6 years.

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

ACTIONS

Hazed Breath (Recharge 5–6). Lo exhales a pastel-colored mist in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. Any creature hit by the mist must roll a number of d10s equal to their level. If the number exceeds their current hit points, they fall asleep for 1 minute. If a creature is immune to magical sleep, they are instead stunned until the end of their next turn. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

LEGENDARY ACTIONS

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

Cleansing Breath. Lo casts *dispel magic*

Quicken. Lo increases her move speed by 10 feet. This lasts until she finishes a short or long rest.

Phase (Costs 2 Actions). Lo moves 10 feet in any direction. If Lo was restrained, grappled, stunned, paralyzed, or incapacitated, she ceases to be afflicted by the condition.

LO'S LAIR

Lair actions

On initiative count 20 (losing initiative ties), Lo can make one of the following effects occur. Lo cannot use the same lair action twice in a row:

Honey the Trail. Lo casts *slow* (DC 19) on anyone actively pursuing her within 120 feet that she can see.

Brights in the Eyes. Lo emits a burst of light from her luminescent organs. Any creature within 60 feet that can see Lo must succeed on a DC 19 constitution save or be blinded until the end of their next turn.

Regional effects

Lo's lair follows her. Whenever she takes up residence in a dense jungle or forest, the following effects occur:

- Flora in the region takes on a luminescent glow in low light or darkness.
- Prey animals become more elusive. All prey animals in Lo's lair are under the effect of the *freedom of movement* spell until Lo leaves the region.



PANDORILLINAX, THE MIND WARDEN

- BY JESSE JORDAN

Pandorillinax is a brilliant and deadly adversary capable of executing many nefarious schemes. A master of psionics and exiled general of a forgotten war, centuries of honing her psychic abilities have made Pandorillinax a masterful tactician. Through these painstaking efforts, she has become a self-styled chess master who uses deception and cunning to manipulate others into furthering her inscrutable plots.

Although her war and crimes are long forgotten by most — a side effect of a war fought primarily in the landscape of the mind — Pandorillinax hides her terrible presence by taking the form of a twisted crown of black iron. She often installs herself in places where she is likely to be found by naive and well-meaning adventurers. Once found, she claims to be a forgotten relic from a lost age, and offers her 'aid' if one of the adventurers will wear her.

Pandorillinax, the Mind Warden

Huge Adult Dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 245

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

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	22 (+6)	20 (+5)	16 (+3)	24 (+7)

Saving Throws Str +11, Dex +7, Con +11, Int +10, Wis +8, Cha +12

Skills Deception +12, Insight +8, Perception +13, Persuasion +17, Stealth +6

Damage Immunities acid, psychic

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 14 (11,500 XP)

Amphibious. Pandorillinax can breathe air and water.

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

ACTIONS

Multiattack. Pandorillinax can use its Frightful Presence. She then makes three attacks: one with its bite and two with its claws. Or, one psionic attack, one bite attack, and one with its claws.

Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

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

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

Frightful Presence. Each creature of Pandorillinax's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become Frightened

for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Acid Breath (Recharge 5-6). Pandorillinax exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Psionic Attacker. Pandorillinax has 24 Psionic charges. She can expend these charges to make Psionic attacks. At the end of each of her turns, Pandorillinax regains 1d8 charges. The Save DC against these abilities is 18 (8 + prof + INT).

Psionic Attack - Debris. Improvised weaponry controlled by psionics. Pandorillinax can cast *animate object* at 5th level. Cost: 8 charges, plus an additional 8 charges for each level beyond 5th.

Psionic Attack - Puppet. Pandorillinax uses her psychic power to dominate the mind of one target. One target within 60 feet that she can see must succeed on an Intelligence saving throw, or Pandorillinax controls its next turn. Cost: 10 charges.

Psionic Attack - Push. A bubble of psionic force. Each target within 30 feet of Pandorillinax must make an Intelligence saving throw or be pushed back 30 feet. Cost: 2 charges per target.

Psionic Attack - Rend. A tearing of the mind. Each target in a 40 foot cone must make an Intelligence saving throw or take 1d6 psychic damage per 3 charges spent, or half as much on a successful one.

LEGENDARY ACTIONS

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

Detect. Pandorillinax makes a Wisdom (Perception) check.

Tail Attack. Pandorillinax makes a tail attack.

Psionic Attack (Costs 2 Actions). Pandorillinax uses one of her Psionic attacks.

While in crown form, Pandorillinax retains her Int, Wis, Cha, Hit Points and AC scores. The crown form allows her wearer to expend 4 of her psionic charges to cast one of the following spells on a single target as an action: *suggestion*, *cause fear* and *alarm*.

When casting *alarm* this way, Pandorillinax's wearer can only target the crown or themselves.

By concentrating for 1 hour, Pandorillinax can create a fragment of herself to be given to a creature to be worn. While worn, the wearer can communicate with Pandorillinax's wearer telepathically from up to 1 mile away. Creatures wearing one of these shards save at disadvantage against Pandorillinax's psionic attacks.

NYRDEDGSKYR, THE BLOOD DRAKE

- BY FILIPE PASSOS COELHO

Nyrdedgskyr. *The Blood Drake. The Wings of Plague. The Cowl of Shadow.* His necrotic, pestilent scales ooze of terrible dark magic; of slick, oily black. His name is a **curse**, and one of the few things that genuinely terrifies the hardened nomadic people of the West. The son of the Great Dragon Bjargskyr, and brother to Aildrulgskyr, the Undying Sun, he is one the last dragons of their age, from times long forgotten.

Tales of old speak of a time when the world was covered in a grey fog. During this age, his sister's egg hatched and brought forth the first dawn, bringing the feelings of pure warmth, hope, and joy. But then, while he twisted with malice, his shell cracked and Nyrdedgskyr's jealousy flooded the world. Brisk winds of death swept over the world. His chilled talons pierced many victims and gave them the first notions of fear and hate. And he snuffed many more souls. With its poisonous bile dispersed, the dualism of life came to be.

Nyrdedgskyr revels in sin, in pain, and in destruction. He ambitions to rule over all and to bring all his puppets to break, over and over again. It is said his gaze turns the living into virulent cesspools of sin; his touch tarnishes even the purest of heart. His servants follow him out of fear, even with knowing their time will come. They follow him anyway, knowing that the Devourer of Souls will feast and tear them apart in the end.

Nyrdedgskyr, the Blood Drake

Large Dragon, lawful evil

Armor Class 21 (natural armor)

Hit Points 358

Speed 50 ft., fly 80 ft., swim 50 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	28 (+9)	17 (+3)	11 (+0)	15 (+2)

Saving Throws Str +13, Dex +7, Con +15, Int +9, Wis +6, Cha +8

Skills Arcana +16, History +7, Insight +8, Perception +12

Damage Resistances acid, bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, grappled, petrified, poisoned, stunned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Abyssal, Common, Draconic, Infernal, Primordial

Challenge 17 (18,000 XP)

Amphibious. Nyrdedgskyr can breathe air and water.

Innate Spellcasting. Nyrdedgskyr's innate spellcasting ability is Charisma (spell save DC 18, +11 to hit with spell attacks). He can innately cast the following spells, requiring no material components:

1/day each: *acid arrow, animate dead, blight, cloudkill, finger of death, power word stun, raise dead*

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage plus 4 (1d8) acid damage.

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

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Frightful Presence. Each creature of Nyrdedgskyr's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 16 Wisdom saving throw or become Frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

Breath Weapons (Recharge 5–6). Nyrdedgskyr uses one of the following breath weapons:

Acid Breath. Nyrdedgskyr exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.

Necrotic Breath. Nyrdedgskyr exhales a shadowy fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 56 (16d6) necrotic damage on a failed save, or half as much on a successful one. A humanoid reduced to 0 hit points by this damage dies, and an undead shadow rises from the corpse and acts immediately after Nyrdedgskyr in the initiative count. The shadow is under Nyrdedgskyr's control.

LEGENDARY ACTIONS

Nyrdedgskyr 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. Nyrdedgskyr regains spent legendary actions at the start of his turn.

Detect. Nyrdedgskyr makes a Wisdom (Perception) check.

Tail Attack. Nyrdedgskyr makes a tail attack.

On Your Knees (Costs 3 Actions): Nyrdedgskyr spreads his wings and commands enemies that can hear him to surrender. Creatures must make a DC 20 Wisdom save for each of the following conditions:

Roll a d4 for the result of a failed save.

1: frightened

2: prone

3: poisoned

4: exhaustion level 2

A condition lasts for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the condition on a success.

DRAGONANT

Ask any venerable dwarven miner about the pesky creatures called dragonants, or ask a town's elder, whose domicile lies in the shadows of any high, jagged mountains and you will be told the same story: the dragonant is undoubtedly a pest to be feared. Great care must be taken with the handling of precious metals and gemstones when there is a hive of these greedy creatures nearby, for their sole purpose is the mindless hoarding of any treasures they find.

Their hives can be found high upon the windswept peaks of any jagged mountain chains. Every single "finger" of this hive rivals the length and breadth of a great wyrm's mighty tail. Upon closer observation, innumerable, minuscule beasts zip in and out of long mud structures that resemble the nests of wasps. Each creature carries in a single small gem or coin or any trinket of value the size and weight of an apple or smaller. They work day or night while depositing these valuables into their nest, and when one pipe is filled to the brim, they seal it off and begin anew on filling another, endlessly, until the side of a mountain collapses from the sheer weight of their greed, or the swarm is destroyed and the valuables recovered.

Miners have often encountered them in singles or pairs, and they always warn of disturbing these sour beings. They appear to have a hive mind, no matter the distance, they communicate with the swarm seemingly instantly. If a single dragonant is disturbed or killed while it investigates an area containing valuables, the rest of the hive will attack within minutes. While the hive is on full attack, it will leave a few soldiers behind to protect the nest. Once provoked, the dragonant swarm attacks mercilessly until the offending targets are killed. There is no reasoning with these creatures, as they run on pure instinct. Many seasoned veterans of the wilds will say to give one a single coin should you encounter it, but be gone from the area with haste, mainly when a large amount of valuables is in one place.

Sometimes, a single dragonant drone can be found in a town, searching and sniffing out prized assets. If they should sniff out anything of value that is any precious metal or gemstone, they will seek it out doggedly, determined to take it back to their nest. Once a drone encounters a larger store of valuable items (200gp total value or higher), the drone will signal its hive. Within 1d4 hours, the town or mine becomes overrun with a whole swarm of them, numbering into the thousands. They investigate every crack and fissure, and the only real solution to keeping valuables safe is to bury them at least five feet beneath the ground or evacuate them from the area before the swarm's arrival. Once found, valuables are picked clean from a town or mine in a matter of hours, as they leave no corner unexplored, scouring the area for anything precious. If the group moves their valuables more than a mile away before the hive arrives, the swarm cannot find them.

A single dragonant is weak on its own and possesses no breath weapon outside of its swarm. When together in a throng of 100 or more, these wyverns become far more dangerous. A dragonant swarm cannot be surprised since it sees in all directions. Its breath weapon can potentially blast an entire area. And finally, should the swarm descend upon a target, it can crush its victim with bludgeoning damage.

Dragonant

Small dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 8 (2d6 + 2)

Speed 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (-3)	18 (+4)	12 (+1)	3 (-4)	9 (-1)	10 (+0)

Senses Darkvision 60 feet, passive Perception 10

Languages --

Challenge 2

Gold Sense. A dragonant can smell gold, precious metals, and gems within 60 feet. Only valuables that are buried 5 feet deep or more or stored within a magical container are immune to the dragonant's Gold Sense. Once a dragonant discovers a cache of valuables, it telepathically communicates the location to other dragonants within range.

Hivemind. A dragonant communicates telepathically with others of its hive within a 10-mile radius. This is a natural ability. If a dragonant is harmed or attacked, it will summon the rest of its hive. A large swarm forms in 4d4 minutes. When a swarm manifests, it gains a breath weapon as a Legendary Action.

ACTIONS

The dragonant may attack once per round. Use one of the following actions:

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 11 (2d8 + 4) slashing damage.

Stinger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 4 (1d4) piercing damage. The target must make a DC 10 Constitution saving throw, taking 7 (2d6) poison damage on a failed save, or half as much damage on a successful one.



Dragonant Swarm

Large dragon, unaligned

Armor Class 18 (natural armor + swarm bonus)

Hit Points 127 (15d10 + 45)

Speed fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	17 (+3)	6 (-2)	13 (+1)	10 (+0)

Saving Throws Dex +6, Con +5, Wis +3, Cha +2

Skills Perception +5, Stealth +6

Damage Immunities acid

Senses Darkvision 120 ft., passive Perception 15

Languages --

Challenge 8 (3,900 xp)

Gold Sense. A dragonant swarm can smell gold, precious metals, and gems within 90 feet. Only valuables that are buried 5 feet deep or more or stored within a magical container are immune to the dragonant's gold sense.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a small creature. The swarm can't regain Hit Points or gain Temporary Hit Points. When the swarm is reduced to half its hit points, it dissipates and will not reform until 1d4 hours have passed.

Hive Power. The dragonant swarm distorts itself and moves together to form a single dragon-like shape. It is ever moving, making it difficult to target. The swarm receives bonuses to its armor class and stats when compared to a single drone. Unlike a single dragonant, the hivemind of the swarm can strategize, thinking as one, and respond to threats effectively — even choosing targets when using Frightful Presence.

Frightful Presence. Each creature of the swarm's choice that is within 120 feet of it 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 dragonant's Frightful Presence for the next 24 hours.

ACTIONS

Multiattack. The dragonant swarm makes 3 attacks: one with its bite and two with its claws, or one with its stinger and twice with its claws.

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Hive Sting. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 11 (2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Smother. *Melee Weapon Attack:* +7 to hit, reach 5 ft., medium or smaller creature. *Hit:* 11 (2d6 + 4) bludgeoning damage.

On a Hit: The creature is grappled by numerous dragonants (escape DC 15). Until this grapple ends, the target is restrained, blinded, and at risk of suffocating, and the dragonants can't smother another target. Also, at the start of each of the target's turns while smothered, the target takes 15 (3d6 + 3) bludgeoning damage.

LEGENDARY ACTIONS

The dragonant swarm can take 1 legendary action, 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 dragonant swarm regains spent legendary actions at the start of their turn.

Detect. The swarm makes a Wisdom (Perception) check.

Smother Attack. The swarm makes a smother attack.

Acid Breath (Recharge 5-6). The swarm exhales acid in a 30-foot cone. Each creature in the area must make a DC 14 Dexterity saving throw, taking 49 (11d8) acid damage on a failed save, or half as much on a successful one.



Grapple Rules for Monsters

Many Monsters have Special attacks that allow them to grapple prey quickly. When a monster hits with such an Attack, it doesn't need to make an additional ability check to determine whether the grapple succeeds, unless the Attack says otherwise.

A creature Grappled by the monster can use its action to try to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check against the escape DC in the monster's stat block. If no escape DC is given, assume the DC is 10 + the monster's Strength (Athletics) modifier.



Drake of Displacement (Fey Drake)

Medium dragon, unaligned

Armor Class 16 (natural armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak it

Challenge 4 (1,100 XP)

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

Displacement. The drake projects a magical illusion that makes it appear to be standing near its actual location, causing attack rolls against it to have disadvantage. If it is hit by an attack, this trait is disrupted until the end of its next turn. This trait is also disrupted while the drake is incapacitated or has a speed of 0.

ACTIONS

Multiattack. The drake makes three attacks.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target.
Hit: 8 (1d8 + 4) piercing damage.

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

Tentacle. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage plus 3 (1d6) piercing damage.

Repulsion Breath (Recharge 5-6). The drake exhales repulsion energy in a 15-foot cone. Each creature in that area must succeed on a DC 12 Strength saving throw. On a failed save, the creature is pushed 15 feet away from the drake.

DRAKE OF DISPLACEMENT

Fey Drakes were brought back from the Feywild to serve as guardians. Their unique abilities of defense make it a formidable obstacle for any creatures choosing to force their way past. They can be trained and are loyal if they are well fed with a steady supply of meat and cared for.

The drake's unique ability to displace light gives it the illusion of being in two different places, causing confusion for any of its enemies and making it more difficult to attack.

Similar in appearance to normal drakes, what sets a drake of displacement apart, are the unusual, curved tentacled limbs that sprout from its back. Each tentacle ends with cup-like pads that have spikes within.

These unique drakes serve masters, ranging from humanoids to ancient dragons. Their ability to frustrate any would-be treasure seeker is their primary task. The drake's ability to use its repulsion breath weapon can push an enemy away from an entrance, or give it space to use its tentacle attack.

TACTICS

The drake's repulsion breath (when available) can provide it space to move. Take advantage of the drake's tentacle reach of 10 feet. A drake of displacement will seek out the smallest, or "weakest" opponent first — and if any are isolated, even better. Any opponent closer than 10 feet would be attacked with its bite or tail.

If its enemies are able to hit and disrupt the displacement, use the Disengage action so that it can move out of range until the end of its next turn. Leverage the drake's ability to cause attacks to have disadvantage on it and allow it to move in and out of combat whenever possible.





WAR DRAKE

War Drakes are bred for war and often used on the front lines for significant battles. War drakes can be dispatched in combat, or serve as mounts. They are distinctive from other drakes due to their size, musculature, and large horns.

A favored mount by hobgoblins and orcs, these drakes can strike fear in enemies due to their unusual size and strength. They also are found protecting the lairs of dragons. Five or more war drakes are more than enough to protect most lairs.

A war drake's primary motivation is based around its belly. They become very loyal when they are cared for. These drakes will never be found in the wild and are highly sought after, with values reflecting how specialized they have become in war and as superior guardians. When conflicts happen, their benefits increase exponentially.

TACTICS

While it lacks a breath weapon, in combat, the war drake's gore and charge ability certainly make up for it.

This is an up-close and personal attacker, with lots of hit points. On their own, the drake may be considered reckless, with little planning or strategy. But, as a mount, they could be very dangerous to an enemy — especially to an enemy who is surprised. This is their primary purpose, serving as mounts for the leaders of armies.

An attack at night will give the drake an advantage. Leverage their darkvision of 60 feet and postpone an attack until an enemy can be charged effectively. If multiple war drakes are utilized, attack from the sides where both can move 10 feet before using the gore Action.

A war drake is fierce and will lock on to a single target until it is defeated. Only when a war drake is reduced to 12 hit points, will it disengage and then Dash to fight another day.

War Drake

Large dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 136 (16d10+48)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+1)	18 (+3)	6 (-2)	9 (+0)	8 (-1)

Skills Perception +2

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak it

Challenge 5 (1,800 XP)

Siege Monster. The war drake deals double damage to objects and structures

Keen Senses. The drake has advantage on Wisdom (Perception) checks that rely on sight or smell.

Charge. If the drake moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and be knocked prone.

ACTIONS

Multiattack. The drake attacks twice, once with its bite and once with its tail, or once with gore and once with bite.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 4) piercing damage.

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.

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



HAND OF THE DRAGON

ORIGINS & CREATION

Deep in the ground, where kobolds build their lairs, among their vast network of dens and caverns there are large hatcheries filled with kobold eggs. In a few of these kobold lairs, lie individual chambers set aside to create more powerful kobolds. These specific hatcheries are used for breeding kobolds chosen to become members for the Hand of the Dragon, which is an elite infiltration team tasked with various missions on behalf of their patron.

This is the highest honor any kobold could be chosen for. There is none higher.

Long before they hatch, some of the eggs are separated from the general population and brought to the Hatchery of Sorting, where they are inspected by an individual known as "The Overseer" who decides which eggs will be placed. Once an egg is selected for placement, it is brought into one of three other hatcheries. Each of these hatcheries has its own team of individuals who watch over, protect, and maintain the general treatment of the hatchery. There is one individual among the groups known as a "Curator" who is responsible for infusing the eggs with powerful magic specific to their assigned roles which were designated by the Overseer.

OVERSEER

The first hatchery is known as the Hatchery of Scoundrels. These kobolds are infused with magic that increases their nimbleness, creating a more dexterous creature both in and out of combat. These kobolds have the ability to move unseen and unheard through darkness.

The second hatchery is known as Hatchery of Schemes. Here, these kobolds are infused with magic that grants the ability to wield arcane magic, use wondrous magic items. Their overall intellect and wisdom is enhanced as well, so that their ability to retain important information, make quick, intelligent decisions, and lead missions for their patron have a higher chance of succeeding.

The third and final hatchery is the Hatchery of Brutality. These kobolds are infused with magic which increases their strength, endurance, combat prowess, and reflexes. Once hatched and trained, their duties are to protect their team members at all costs, ensuring everyone survives, and the mission routes are adequately secured.

Once these magically infused kobolds hatch, they are then placed into another wing of their own hatchery where their training truly begins where they are taught the basics of their duties. All three hatcheries focus on combat and physical training. Once their physical training is complete, they move on to their dedicated training specific to their roles. The Scoundrels focus on the intricate workings of traps, locks, stealth techniques, and quick, deadly combat maneuvers. The Schemers focus on the manipulation of arcane magic, planning missions, and team-leading exercises. The Brutes focus on mission security, enhanced combat training with various weapons, and route planning.

Once each team member has gone through and completed their rigorous training, they are assigned teams and begin training together. They are given practice missions to complete, and participate in sparring matches against other teams. Finally, when The Warden decides they are ready for their first mission, they graduate, enjoy a massive feast, and are handed their first mission the night of graduation.

Magical Mishaps

Infusing kobolds with powerful magic does not always turn out as The Collectors planned; occasionally, some of them hatch as malformed abominations and are seen as disgusting wretches tossed aside for lesser purposes. These malformed kobolds are generally then used as fodder in direct assaults, or unleashed into the taller humanoid populations to act as a diversion for the Infiltrator teams or just general chaotic enjoyment. Until the need arises, these cast-outs are kept in "The Crypt," which is a sizable lightless cavern where they are fed by metal chutes and trap doors to drop in whatever food is around.

TEAM MAKEUP

The general team members consist of at least one schemer, two fists, and two scoundrels, creating a five-member team; which is referred to as a Hand. A Hand never exceeds more than five members but is not limited to a specific makeup, except there never be more than one schemer per Hand. The smallest team allowed is one of each team member.

CAMPAIGN & STORY ADVICE

This elite kobold team is used to infiltrate various types of settlements; everything from small camps of bandits to sprawling metropolises. Their mission may depend on the orders given to them by their patron (GM), how you role play that into your campaign is on you! The team's skills cover a wide range, their mission could be assassination, theft, kidnapping, sabotage, arson, the list is as long as your imagination.


TEAM TACTICS

Once the team is tasked with a goal, they meet up to discuss their mission. The Schemer lays out the overall basic concepts of the plan as well as the direct orders given to them by their patron; he expects each team member to handle their own responsibilities. The Brute is responsible for the safety and security of the team, before, during, and after the mission. The Scoundrel is accountable for any of the more stealthy aspects of the mission, along with any thievery that might be needed to accomplish their mission.

TABLE TACTICS

When the Hand of the Dragon actually engages in combat, which they generally try to avoid, they work as a close quarters fighting team. Their general tactic is baiting their enemy into a position of weakness so their hidden allies (The Scoundrels) can gain a tactical advantage.





If they are not able to ambush their opponent and must engage in direct combat, then The Brutes impose themselves between their enemy and their team, protecting The Schemer at all costs, and hopefully creating an opportunity for The Scoundrels to flank their foes. If The Scoundrels can focus their attention on a less armored individual, they will.

If combat sways in their favor, the team finishes it quickly. If, however, the team is unsure of the outcome, they will flee at the first opportune moment to accomplish their mission or retreat find a secure location to regroup.

Failure in the eyes of their patron is not an option.

The team always sticks together and must protect The Schemer at all costs.

ENCOUNTER SUGGESTIONS

When running the Hand of the Dragon as a team, against a low-level party of PCs, consider making it a three kobold team to reduce the overall CR of the encounter. If you have a first level party and you are introducing the Hand of a Dragon as an ongoing aspect of your adventure, consider using either The Scoundrel or The Brute as a solo encounter. Both kobolds have jobs that require them to perform single tasks outside the team before their group dynamic.

If you are running a mid to high-level group of PCs, you might want to run the Hand of the Dragon as a five kobold team in to give your party a sporting chance against such a developed team of kobolds!

SPECIFIC TEAM MEMBER DUTIES

The Scoundrel. Thief, pickpocket, and scoundrel, these terms define the skills of this wily kobold. Its capabilities are used to guide the team in and out of the area without being noticed. It works with The Brute on their points of entry and exit, ensuring everything is in place. The Scoundrel is also responsible for finding and disarming traps, opening locked doors, as well as finding hidden compartments, doors, etc.

The Schemer. The Schemer is the leader of the group. It is the one who communicates directly or indirectly with their dragon patron and who is held accountable when things do not go as planned. The Schemer is also responsible for designing the plans, their overall tactics, and anything else necessary for achieving their goals. After receiving its orders, it gathers the required team members and puts a plan into motion.

The Brute. The Brute is the enforcer of the team; it brings the strength and combat prowess necessary for a small group to operate in dicey situations. The Brute is responsible for the security of the team, ensuring it can handle any dangerous encounters before, during, or after their mission.

The Brute

Small humanoid (kobold), lawful evil

Armor Class 17 (chain shirt, shield)

Hit Points 52 (8d6 +24)

Speed 30 ft.

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

Skills Athletics +6, Perception +3, Stealth +6, Survival +3

Senses Darkvision 60 ft., passive Perception 13

Languages Common, Draconic, Thieves' Cant

Challenge 5 (1,800 XP)

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

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

ACTIONS

Multiattack. The Brute makes two attacks: one with its mallet and one with its shield.

Hand Crossbow. Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

Mallet of Repeated Offense (mace). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Shield Bash (Bonus Action). Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage. If the attack roll critically hits, the target must make a DC 15 Constitution saving throw or become stunned until the end of The Brute's next turn.



The Schemer

Small humanoid (kobold), lawful evil

Armor Class 12 (mage armor 16)

Hit Points 14 (4d6)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	10 (+0)	16 (+3)	16 (+3)	8 (-1)

Skills Arcana +6, Investigation +6, Perception +6, Stealth +6

Senses Darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Thieves' Cant

Challenge 5 (1,800 XP)

Equipment. The Schemer carries the following equipment at all times: *burglar's pack*, *chime of opening*, *potion of healing*, *wand of secrets*

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Spellcasting. The Schemer is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 14, +6 to hit with spell attacks). The Schemer has the following wizard spells prepared:

Cantrips (at will): *light*, *friends*, *message*, *mage hand*
1st level (4 slots): *magic missile*, *mage armor*, *detect magic*, *expeditious retreat*
2nd level (3 slots): *hold person*, *locate object*
3rd level (2 slots): *dispel magic*, *gaseous form*

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

ACTIONS

Dagger. Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 1 (1d4 - 2) piercing damage.

Sling. Ranged Weapon Attack: +6 to hit, range 30/120 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.

REACTIONS

Direct. The Schemer can give up his Action to give a team member another Action.

The Scoundrel

Small humanoid (kobold), lawful evil

Armor Class 15 (studded leather)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	12 (+1)	16 (+3)	16 (+3)	8 (-1)

Skills Investigation +9, Perception +6, Sleight of Hand +6, Stealth +9

Senses Darkvision 60 ft., passive Perception 16

Languages Common, Draconic, Thieves' Cant

Challenge 5 (1,800 XP)

Cunning Action. On each of its turns, The Scoundrel can use a bonus action to take the Dash, Disengage, or Hide action.

Equipment. *potion of healing, burglar's pack, Thieves' tools, lock picks of thievery**

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

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

Shroud (3/Day). The Scoundrel can call upon the shadows to envelop him and those within a 10-foot radius. If activated during the day, it creates shadows as if it were dim light. If activated at night, it is considered nonmagical darkness. Creatures shrouded by this effect have advantage on Dexterity (stealth) checks and Wisdom (Perception) checks made to see through the shrouded area have disadvantage.

Sneak Attack (1/Turn). The Scoundrel deals an extra 7 (2d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of The Scoundrel that isn't incapacitated and doesn't have disadvantage on the attack roll.

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

ACTIONS

Multiattack. The Scoundrel makes two attacks: one with its shortsword and one with its dagger.

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

Dagger. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage.



Kobold Abomination

Small aberration (kobold), lawful evil

Armor Class 14 (natural armor)

Hit Points 60 (8d8 +24)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	16 (+3)	5 (-3)	7 (-2)	5 (-3)

Saving Throws Str +6, Con +6

Damage Resistances Bludgeoning, piercing, and slashing damage from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, poisoned, exhaustion

Senses Blindsight 60 ft., passive Perception 8

Languages Common and Draconic, but cannot speak

Challenge 2 (450)

Charge. If the Kobold Abomination moves at least 10 feet straight forward toward a target and then hits with its Head Butt attack on the same turn, the targets take an extra 7 (2d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 strength saving throw or be knocked prone. If the target fails its saving throw, the Kobold Abomination can use its bonus action to make a Head Butt attack.

Pack Tactics. The kobold has advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally isn't incapacitated.

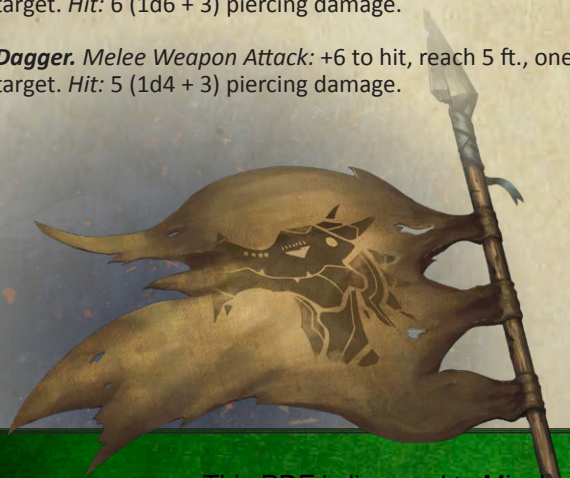
Sunlight Sensitivity. While in sunlight, the kobold has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Kobold Abomination makes two slam attacks and one head butt.

Slam. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

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



DRÄKEN

BORN WITH DRAGON MAGIC

Some great dragons affect the region around them so much that many children in the womb are altered by their magic, and they take on characteristics of whichever dragon was near. Sometimes these regional effects linger for decades, even after a dragon is no longer present.

Random dragon-like mutations can appear in children. Sometimes it is known if a child is affected when they are born, with easily identifiable eyes, horns, or skin that are similar to dragons. Some children do not show symptoms until they begin to turn into adults. The effects are not limited to certain races; any within the affected area could be mutated by the dragon's regional magic.

DRÄKEN TRAITS

The dragon's magical traits will manifest in a myriad of ways. No two Dräkens are alike. Some show very little physical change, while others are incredibly exotic — even demonstrating amazing dragon-like abilities.

Ability Score Increase. Pick a dragon type. Your Strength score is adjusted based on the dragon mutation type below.

Black Dragon: Str +1, Con +1, Cha +1

Blue Dragon: Str +1, Con +1

Green Dragon: Str +1, Con +1

Red Dragon: Str +2, Con +1

White Dragon: Str +1, Con +1, Int -1

Brass Dragon: Str +1, Con +1

Bronze Dragon: Str +1, Con +1

Copper Dragon: Str +1, Con +1

Gold Dragon: Str +2, Con +2, Cha +1

Silver Dragon: Str +1, Con +1, Cha +1

Age. A Dräken can start to enter adulthood faster than a normal human, elf, orc, etc. Typically a year or two faster, as the magic that builds within begins to manifest at an increasing rate. A Dräken will typically live 50% longer than what is usual for their race.

Alignment. Dräkens are as varied as their natural race is. Most Dräkens lean towards neutral to good but depending on the alignment of the dragon that affected the region, it may have a significant impact upon the outlook of a Dräken.

Size. Dräkens are usually 10-20% taller and more muscular than most humanoids, but it can vary, depending on the level of mutation from the dragon that affected the area.

Speed. A Dräken's base speed is 30.

Draconic Magic. A Dräken has draconic magic flowing through their veins. Choose the powers that manifest from the mutation charts provided. There are 4 levels of mutations, ranging from cosmetic to draconic powers.

Breath Weapon. Consult the mutation chart to see if a breath weapon becomes a mutation. If so, use the following chart.

Dragon Type	Damage Type	Breath Weapon
Black Dragon	Acid	5 x 30 ft line (Dex save)
Blue Dragon	Lightning	5 x 30 ft line (Dex save)
Green Dragon	Poison	15 ft cone (Con save)
Red Dragon	Fire	15 ft cone (Dex save)
White Dragon	Cold	15 ft cone (Dex save)

Brass Dragon	Fire	15 ft cone (Dex save)
Bronze Dragon	Lightning	5 x 30 ft. line (Dex save)
Copper Dragon	Acid	5 x 30 ft. line (Dex save)
Gold Dragon	Fire	15 ft cone (Dex save)
Silver Dragon	Cold	15 ft cone (Dex save)

A PC may use an action as a breath weapon. Each creature in the area must make a saving throw. The DC for the saving throw equals 8+ your CON modifier + your proficiency bonus. A creature takes 2d6 damage on a failed save and half as much on a successful one. Damage increases to 3d6 at 6th level, 4d6 at 11th level and 5d6 at 16th level.

Damage Resistances. You have resistances based on the dragon type that affected the region. This may vary, depending on the mutation.

Languages. You speak, read and write Common. You understand Draconic when becoming an adult, but must train to speak it and write it.



TRAITS BASED ON DRAGON TYPE

CHROMATIC DRAGONS

Black Dragon. Bad temper, cruelty, disdain for weakness, cruel, sense of entitlement. Attracted to swamplands and ruins.

Blue Dragon. Vane, easily insulted, arrogant, territorial. Attracted to desert regions and shiny gems.

Green Dragon. Tricksters, bad-tempered, aggressive, power hungry. Attracted to forests, manipulating humanoids.

Red Dragon. Exceptionally vain and arrogant, greedy, quickly raged, isolationist, competitive. Attracted to mountainous regions, plus any wealth and the documenting of it.

White Dragon. Animalistic, cruel, greedy, vicious, relying more on survival instincts, easily offended. Attracted to cold regions and ivory.

METALLIC DRAGONS

Brass Dragon. Conversational, jovial, talkative, demanding attention. Attracted to hot/dry climates and magic items that would make for a stimulating conversation.

Bronze Dragon. Observant, strategic, interest in warfare and water vessels. Attracted to coastal areas and books of military history.

Copper Dragon. Jokers, humor, enjoying riddles, tend to be thrifty/conservative. Attracted to hilltops and metal treasures.

Gold Dragon. Majestic, wise, reserved, private. Attracted to beautiful locations like rivers, lakes, and waterfalls. Favors pearls and gemstones.

Silver Dragon. Friendly and social. Moral lives and good deeds are significant. Attracted to high mountain peaks that are secluded and the occasional abandoned citadel that is located high up among the clouds.

DRÄKENS IN THE WORLD

Dräken are rare. Some PCs may be meeting a Dräken for the first time. While accepted in most areas of the world, their widely varying mutations and personality oftentimes give others pause. What "kind" of Dräken are you? A typical encounter with another person has met with the discovery that A) this is a unique being, with a potentially fascinating physical appearance and B) is this Dräken friendly, or potentially dangerous.

Dräken are not limited in any way when it comes to exploring the world. They are as varied as the humanoid beings they were born from. Their connection to their draconic cousins makes them unique in some eyes and an abomination in others. They are humanoid representations of the magical powers of dragons and can be treated differently, depending on who they encounter in the world.

DRÄKEN MUTATIONS

At 1st level, roll 1d4 to see how many mutations a Dräken has. Re-roll duplicate mutations. To see which mutation chart to use, take the number (1-4) rolled and make as many percentile rolls (1-100). On a roll of 1-50, use the Level 1 chart. 51-85, use the Level 2 chart. 86-94, use the level 3 chart. 95-100, use the level 4 chart.

Roll mutations again at 4th, 8th, 12th, 16th, and 20th level.



DRÄKEN MUTATION CHART

Level 1, Cosmetic

Roll percentile (1-100)

Roll	Mutation	Roll	Mutation
1	Arms: muscular and sinewy	51	Your shadow animates on its own
2	Arms: extra long	52	Your shadow has a tail
3	Arms: forearms have small winglets	53	Your shadow is dark and metallic
4	Arms: scaled forearms	54	Your shadow is prismatic
5	Arms: bat wing like skin	55	Your shadow has wings
6	Build: always slender	56	Ashen colored skin
7	Build: beautiful proportions	57	Scaled skin
8	Build: graceful	58	Chromatic dragon colored skin
9	Build: unusually light	59	Metallic dragon colored skin
10	Build: muscular	60	Glowing skin
11	Digits: long	61	Iridescent skin
12	Digits: metallic nails	62	Shadowy skin
13	Digits: one extra or one fewer	63	Metallic sheen skin
14	Digits: shining talons	64	Prismatic scaled skin
15	Digits: colorful nails	65	Shimmering hue skin
16	Dragon colored ears	66	Voice has no echo
17	Scaled ears	67	Voice has a musical quality
18	Pointed ears	68	Voice is unusually high
19	Ears can pivot	69	Voice is unusually low
20	No ears	70	Draconic whispers heard within 100 ft
21	Dragon/catlike eyes	71	Wings: leathery
22	Glowing eyes	72	Wings: small, decorative on back
23	Iridescent eyes	73	Wings: light
24	Jewel-like eyes	74	Wings: large chromatic dragon color
25	Multi-colored eyes	75	Wings: prismatic
26	Face never ages and is youthful	76	Always looks clean
27	Metallic dragon colored lips	77	Always well lit
28	Perfect symmetry of face	78	Androgynous
29	Beautiful facial features	79	Breathing sounds deep
30	Metallic facial scar	80	Clothing billows with no wind
31	Hair always moves	81	Chromatic dragon colored freckles
32	Hair colored like exotic bird feathers	82	Does not sweat
33	All hair is short and very fine	83	Metallic scented breath
34	Hair is metallic colored	84	Dragon tail
35	Hands always cool to the touch	85	Melodic laugh
36	Hands always warm to the touch	86	Tears are metallic dragon colored
37	Scaled hands	87	Wind whips up when entering room
38	Palms have scales	88	Smooth skin / no body hair
39	Hands slightly blur when moved	89	Sharp teeth
40	No fingerprints	90	All birds become quiet within 50 ft
41	Head: aggressive features	91	Dragon related birth mark
42	Head: bald	92	Steamy breath
43	Head: draconic features	93	Body has metallic scent
44	Head: deep set eyes	94	Food and drink all taste sweet
45	Head: elongated shape	95	Lucid sleeping
46	Legs: clawed feet	96	Horns
47	Legs: extra long	97	Footprints are dragon-like
48	Legs: chromatic dragon colored shins	98	Body temperature of 99 or higher
49	Legs: metallic dragon colored shins	99	Roll twice, ignore result 99 or higher
50	Legs: unnaturally long feet	100	Roll 3 times, ignore result 99 or higher



DRÄKEN MUTATION CHART

Level 2, Abilities

Roll percentile (1-100)

Roll	Mutation	Roll	Mutation
1	3/day, as an action, you can heal 1d6 hit points.	51	1/day 50 gp can be turned into a wholesome meal that heals 1d4 creatures to full hit points. This is considered a short rest.
2	As an action, use <i>cure wounds</i> 3/day as a spell-like ability.	52	1/day, as an action, you can cast <i>comprehend languages</i> as a spell-like ability.
3	As an action, you can cast <i>light</i> as a spell-like ability.	53	+2 added to Charisma.
4	Once per day, you can drink a flask of water containing 1gp of gold dust to heal 1d6 hit points.	54	You gain advantage to attacks against evil aligned creatures.
5	You gain advantage on Wisdom (Survival) checks.	55	1/day, as an action, you can cast <i>augury</i> as a spell-like ability.
6	You possess taloned fingers that act as natural weapons. They deal 1d4 points of damage on a successful hit and are considered magical weapons.	56	1/day, as an action, you can cast <i>zone of truth</i> as a spell-like ability.
7	You gain advantage on Wisdom (Insight) checks.	57	You gain advantage on Death saving throws.
8	Use Charisma instead of Constitution to determine how many minutes you can hold your breath. 1 + your Charisma modifier (minimum of 30 seconds).	58	Any creature that causes harm to you must roll a DC14 Constitution save, or suffer 1d4 points of acid damage.
9	Add +2 to Strength score.	59	Choose any ability score and increase it by 2.
10	You may live entirely on a meat diet.	60	You always know where true north is.
11	You do not suffer from altitude sickness.	61	When rolling a d20, treat a 19 as a 20.
12	Your swim speed is naturally 20.	62	Regeneration. You regain 1 hit point each round. Fire or acid damage disrupts regeneration, requiring normal or magical healing. Once fully healed, the regeneration resets.
13	You have advantage on attacks on good aligned creatures.	63	+3 AC bonus against any creature that has a charge attack.
14	As an action, you can cast <i>animal friendship</i> as a spell-like ability once per day.	64	Frightful Presence. 1/day, each creature of your choice within 20 feet and is aware of you must succeed on a DC 15 Wisdom saving throw or become frightened for 3 rounds. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If successful, a creature is immune to your Frightful Presence for 24 hours.
15	1/day: If you reach 0 hit points, you may take 1 more round of actions before falling unconscious.	65	1/year, summon a Pseudodragon. A telepathic bond exists as long as the pseudodragon is within one mile. If the pseudodragon is within 10 feet, the bonded pair share its Magic Resistance trait.
16	You have advantage on Dexterity (Acrobatics) checks.	66	You gain advantage on attacks against undead.
17	3/day, as an action you may cast <i>breath weapon</i> (pg 94) as a spell-like ability.	67	If a creature is within 10 feet, you always know if they are speaking the truth or lying.
18	You have advantage on saving throws against poison.	68	1/day, as an action, you may cast <i>gust of wind</i> as a spell-like ability.
19	As an adult, you do not physically age. However, you live as long as your base race does + 50%.	69	1/day, as an action, you may cast <i>mass cure wounds</i> as a spell-like ability.
20	Add +2 to Dexterity score.	70	+2 added to Constitution.
21	Any armor you wear appears as silver or gold. This illusion applies as long as you wear any armor.	71	3/day, holding 5 gp or more for 10 minutes heals 2d8 hp of damage.
22	You have advantage to any Wisdom (Insight) saving throws.	72	1/day you are resistant to 3rd level spells or below.
23	3/day, as an action, you can cast <i>create water</i> as a spell-like ability.	73	If your dead body is laid upon a treasure hoard or pile of gold valued at 10,000 gp or more, you are returned to life as if by the <i>raise dead</i> spell. This ability works 1d4 times in your lifetime.
24	You have resistance to Thunder damage.	74	1/day you may touch any willing creature to reduce their level of exhaustion down to 1.
25	You have resistance to damage from attacks of opportunity.	75	You know the alignment of any creature within 10 feet.
26	1/day you have a burst of speed for one minute. Your speed is doubled. You gain a +2 bonus to AC. You have advantage on Dexterity saving throws, and you gain an additional action on each of your turns. That action can be used only to take an Attack (one weapon Attack only), Dash, Disengage, Hide, or Use an Object action.	76	1/week, as an action, you may cast <i>remove curse</i> as a spell-like ability.
27	1/day you may use the spell <i>identify</i> as a spell-like ability.	77	3/year, as an action, you may cast <i>contact other plane</i> as a spell-like ability.
28	1/day you may use the spell <i>tongues</i> as a spell-like ability.	78	1/day, you may determine the value of any item.
29	2/day you have advantage on initiative rolls.	79	You know the positions of the stars and can navigate anywhere without getting lost.
30	1/day you have advantage on grappling rolls.	80	You have resistance to fire.
31	You have advantage against enchantment spells	81	Any willing creature within 10 feet of you heals 1d6 additional hit points when taking a short rest.
32	1/day you can cast <i>shield</i> as a spell-like ability.	82	1/day, as an action, you may cast <i>mending</i> as a spell-like ability.
33	Coins become clean and shiny if you handle them. Values increase by 10%.	83	You have advantage on all ability checks if you are within 100 feet of an evil aligned dragon.
34	1/day, you gain +2 to AC for 1 minute when you take the Dodge action.	84	You have resistance to cold.
35	1/day you can cast <i>aid</i> as a spell-like ability.	85	Any healing effects upon you are doubled.
36	You have immunity to non-magical insect bites or stings.	86	You and friendly creatures within 10 feet of you can't be Frightened while you are conscious.
37	2/day you gain advantage on any Charisma check.	87	You gain advantage on Wisdom (Animal Handling) checks.
38	1/day, you emanate a 10 ft healing aura as a spell-like ability. Any willing creature that reaches 0 hit points that is in the aura, immediately regains 1 hp. The aura lasts to 1 minute.	88	All weapon attacks are magical.
39	You can mimic the sound of any animal.	89	You have immunity against disease.
40	Add +2 to Intelligence.	90	You have resistance to acid.
41	1/day any willing creature within 10 ft of you is immune to the effects of the <i>scrying</i> spell.	91	1/day you can fly for 2d4 rounds at a speed of 40.
42	1/day you may grant a bonus action to a single friendly creature within 20 feet. This includes an offhand attack, casting a spell, or a class feature.	92	3/day you can choose to go first on initiative.
43	You have advantage on any saves against fear effects.	93	1/day, as an action, you can cast <i>enlarge/reduce</i> as a spell-like ability.
44	If you are within 300 feet of a dragon within the area, you can meditate for 10 minutes to learn its name.	94	1/week, as an action, you can <i>shapechange</i> as a spell-like ability.
45	You have exceptional hearing and have advantage on Wisdom (Perception) checks involving hearing.	95	You gain advantage on Charisma (Persuasion) checks.
46	Breath Weapon. 1/day, as an action you can breath acid, cold, fire, lightning, or poison. Pick one breath weapon based on the dragon traits above. See breath weapon chart on page 96.	96	3/day you can re-roll a 1.
47	You have immunity to a dragon's Frightful Presence.	97	1/day If you fail a saving throw, you can choose to succeed instead.
48	3/day, as an action, you can cast <i>spiritual weapon</i> as a spell-like ability. The spell takes the shape of a small spectral dragon with sharp claws.	98	1/day you have resistance to any dragon breath weapon.
49	You gain advantage on Dexterity saving throws.	99	You cannot be surprised.
50	Add +2 to Wisdom.	100	Roll on this table twice, ignoring rolls of 100.



Level 3, Abilities and Drawbacks

Roll a d20 (1-20)

Roll	Mutation
1	2/day, for 1 minute, you have advantage to attacks against good aligned creatures. However, evil aligned creature have advantage against you until the end of your next turn.
2	Add +2 to Strength score. Subtract 1 from Intelligence score.
3	2/day, for one minute, you gain advantage on any Charisma check, but have disadvantage on all Dexterity checks.
4	2/day you may choose to go first on initiative, but gain 1 level of exhaustion.
5	3/day you have advantage on a saving throw, but take 1d6 psychic damage for each unsuccessful save.
6	1/day, as an action, you cast <i>lightning bolt</i> as a spell-like ability. The spell shocks you as well and you take 1d4 lightning damage.
7	3/day you gain advantage on a melee attack. However, a single enemy within range takes an attack of opportunity against you.
8	Any willing creature within 10 feet of you heals 2d6 additional hit points when taking a short rest. However, you take 1d6 hit points of necrotic damage.
9	Add +2 to Intelligence score. Subtract 1 from Charisma score.
10	You have resistance to fire, but have vulnerability to cold.
11	1/week you can <i>shapechange</i> as a spell-like ability. If outside, the new form attracts unwanted attention from insects, obscuring the area for 10 minutes.
12	1/day you can cast <i>haste</i> upon yourself as a spell-like ability. However, no other spell-like abilities can be used until you take a short rest.
13	Gain +1 to any ability score. Your skin becomes pearlescent white and you have sunlight sensitivity.
14	2/day you may roll an extra d6 on an attack damage roll, but reduce your maximum HP by 1d4 until you take a long rest.
15	1/day if you fail a saving throw, you can choose to succeed instead. The effect causes you to be stunned for 1d4 rounds.
16	1/day you cannot be surprised. However, you are forced to go last on initiative.
17	1/day any gold you spend is considered double its value, but your Wisdom score is reduced by 2 points until you take a short rest.
18	2/day, for 1 minute, you have advantage to attacks against evil aligned creatures. However, good aligned creature have advantage against you until the end of your next turn.
19	You have advantage on all ability checks if you are within 100 feet of a dragon. However, the dragon becomes keenly aware of your location as if using the <i>scrying</i> spell, with the equivalent knowledge of a body part, lock of hair, bit of nail, or the like.
20	Add +2 to your AC as natural armor. Choose one ability score and reduce the number by 1.

Level 4, Drawbacks

Roll a d20 (1-20)

Roll	Mutation
1	Your eyes are blighted and you have sunlight sensitivity.
2	-1 to Strength score.
3	-1 to Dexterity score.
4	-1 to Constitution score.
5	You must eat twice as much as a normal creature. Each day that passes without eating 4 meals will result in a level of exhaustion.
6	You extinguish any natural light source within 10 feet.
7	Any friendly creature you touch causes them to be slowed for 1d4 rounds. An affected creature's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions.
8	You are obsessed with collecting gold and valuables and have disadvantage when negotiating the price of anything of value.
9	When talking, there is a one in four chance of only speaking draconic. Roll a d4. On roll of 1, the condition occurs and lasts 1 minute.
10	Dogs within 20 feet that can see you begin barking.
11	You are wracked with paranoia in a city. Any Charisma checks are at a disadvantage in towns, villages, or cities.
12	When speaking to any commoner, roll a d10. If the result is a 1, the commoner must succeed on a DC 15 Wis saving throw or be frightened.
13	In moonlight, all ability scores under 13 are reduced to 8.
14	Spell-like abilities have a 1 in 10 chance of failure (1 on d10).
15	If you roll a 1 on any death saving throw, you automatically die.
16	You always go last on initiative.
17	-1 Intelligence score.
18	-1 Wisdom score.
19	-1 Charisma score.
20	You have thunder susceptibility. Take 1d4 extra bludgeoning damage on every Thunder based attack against you.

DRAGON RIDERS

The bond formed between rider and mount has long been viewed as something which transcends the common bond between beast and humanoid. Trust must be developed; a relationship built. Not often must a rider form a relationship with a beast whose intelligence and power may surpass even their own, yet the Dragon Riders of Mésanffor broke this boundary long ago.

ISOLATED TRADITION

The method of breeding and domesticating dragons began in a city isolated by the elements. Flanked on one side by a wide, rushing river and steep, treacherous mountains on the other — the Elven city of Sinfarel was naturally sheltered from outside interference. The mountain range, called the Tengger Mountains, was also a breeding ground for drakes of all colors, shapes, and sizes. Wyverns and dragons were a regular sight in the air over Sinfarel, and reports of wyrms just outside of the city limits were commonplace. Needless to say, this did not create a welcoming atmosphere for outsiders.

For many years, skilled citizens of Sinfarel began taking advantage of their precarious situation and formulated a method of domesticating the dragons of the Tengger mountains. Traditions of training alongside their dragon companions became a critical practice. This tradition attracted outside eyes and eventually began to spread to other cities and entirely new civilizations. At the forefront of this newfound practice was one idea: dragon riding.

A POWERFUL BOND

The most curious and — at the same time — crucial aspect of dragon riding, was found to be the bond formed between the rider and their companion. From a very young age, the dragons would connect to their rider on a spiritual level. Their minds linked together, and over time, this bond was found to have a magical nature.

This encouraged the riders to grow alongside their companion and train with them in a way that promotes their strength and intelligence rather than squashing it. This method became the centerpiece of every action they took. Together, the Dragon Rider and Dragon Companion could become an unbreakable unit with strategies and maneuvers only their specific partnership could perfect.

CREATING A DRAGON RIDER

When creating a Dragon Rider character, consider the relationship with their Dragon Companion as an *integral* part of their story. Have they always wanted to be a Dragon Rider, or was this something thrust upon them unexpectedly? What was the process of receiving or choosing the Companion? Discuss with your GM the role Dragon Riders play in the world; how common they are, what organizations they may be a part of, etc. Refer to the Dragon Companion section for more information on choosing your Rider's Companion.

QUICK BUILD

You may make a Dragon Rider quickly using these suggestions. First, put your highest ability score in either Strength or Dexterity depending on what weapon you plan to use, followed by Constitution. Second, choose the Folk Hero background.

CLASS FEATURES

As a Dragon Rider, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per Dragon Rider level

Hit Points at 1st level: 8 + your Constitution modifier

Hit Points at higher levels: 1d8 (or 5) plus your Constitution modifier per level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons, martial weapons

Tools: Leatherworker's tools

Saving Throws: Strength, Wisdom

Skills: Choose two from Athletics, Acrobatics, Stealth, Nature, Animal Handling, Perception and Intimidation

DRAGON RIDER EQUIPMENT

You may start with the following equipment plus any equipment granted by your background:

- One martial weapon
- Any two simple weapons
- (a) Leather armor or (b) scale mail
- Leatherworker's tools and an explorer's pack

If you forgo this equipment, you start with 5d4x10 gp to buy your equipment.



Dragon Rider

Level	Proficiency Bonus	Features	Maneuvers Known	Maneuver Points
1st	+2	Novice Rider, Draconic Vein	-	-
2nd	+2	Fighting Style	-	-
3rd	+2	Dragon Trainee, Dragon Maneuvers, Draconic Vein Feature	3	3
4th	+2	Ability Score Increase	3	4
5th	+3	Extra Attack	3	5
6th	+3	Adept Rider	4	6
7th	+3	Draconic Vein Feature	4	7
8th	+3	Ability Score Increase	4	8
9th	+4	Draconic Awareness	4	9
10th	+4	Improved Saddle, Signature Maneuver	5	10
11th	+4	Draconic Vein Feature	5	11
12th	+4	Ability Score Increase	5	12
13th	+5	Bond of Scales	5	13
14th	+5	Expert Rider	6	14
15th	+5	Draconic Vein Feature	6	15
16th	+5	Ability Score Increase	6	16
17th	+6	Isolated Prey	6	17
18th	+6	Perfected Maneuvers	7	18
19th	+6	Draconic Vein Feature, Ability Score Increase	7	19
20th	+6	Master Rider	7	20

NOVICE RIDER

At 1st level, you are granted a Dragon Companion. The stats, abilities, and rules for this Companion are in the Dragon Companion section. You may communicate telepathically with your Companion while they are within 1 mile of you.

DRACONIC VEINS

Also at 1st level, you choose one of two Draconic Veins: Dragon Knight or Dragon Outrider.

FIGHTING STYLE

At 2nd level, you adopt a fighting style as your specialty. Choose one of the following options. You can't take a fighting style more than once, even if you later get to choose again.

Archery. You gain a +2 bonus to Attack rolls made with a ranged weapon.

Great Weapon Fighting. When you roll a 1 or 2 on a damage die for an attack you make with a melee weapon that you are wielding with two hands, you can reroll the die and must use the new roll — even if the new roll is a 1 or a 2. The weapon must have the two-handed or versatile property for you to gain this benefit.

Dueling. When you are wielding a melee weapon in one hand and no other weapons, you gain a +2 bonus to damage rolls with that weapon.

Two-Weapon Fighting. When you engage in two-weapon fighting, you can add your ability modifier to the damage of the second attack.

DRAGON TRAINEE

At 3rd level, you have begun to train extensively with your Dragon. You can buy or use 10 gp worth of Leather and spend 8 hours creating a Saddle for your dragon companion, and gain the ability to ride the Dragon while it is walking.

DRAGON MANEUVERS

Starting at 3rd level, you gain 3 Maneuver Points and may choose 3 Dragon Maneuvers from the Dragon Maneuvers section. If the Maneuver requires a target creature to make a saving throw, the DC equals 8 + your companion's Strength Modifier + proficiency, unless specified otherwise. You may learn an additional maneuver at 6th level and again at 10th, 14th and 18th level. You gain one additional Maneuver point each time you gain another level of Dragon Rider.

These Maneuver points recharge after a short or long rest.

ABILITY SCORE INCREASE

When you reach 4th level — and again at 8th, 12th, 16th and, 19th level — you can increase one ability score of your choice by 2, or two ability scores of your choice by 1, up to a maximum of 20.

Using the optional feats rule, you can forgo taking this feature to take a feat of your choice instead.

EXTRA ATTACK

At 5th level, you may attack twice when taking the attack action.

ADEPT RIDER

At 6th Level, you have become extremely comfortable on the back of your Dragon Companion and may now ride it while it flies. In addition, each of your attacks deals +1 damage while mounted. You may also learn one additional Dragon maneuver.

DRACONIC AWARENESS

At 9th level, you gain advantage on Initiative checks.



IMPROVED SADDLE

At 10th level, you may spend 8 hours and 25 gp worth of leather to craft an improved Saddle. With this saddle, it only costs 5 feet of movement to mount and dismount, and you can no longer be involuntarily dismounted.

SIGNATURE MANEUVER

Also at 10th level, you may choose one Tier 1 Dragon Maneuver you have already learned to be your Signature Maneuver. The Signature Maneuver may be performed once between a short or long rest without expending any Maneuver points. You may also gain an additional Dragon Maneuver (this one may be chosen as the Signature Maneuver).

BOND OF SCALE

At 13th level, you may use a short rest to mend the wounds of your Dragon Companion. Any Hit dice you expend during a Short Rest also heal the Dragon for that same amount.

EXPERT RIDER

At 14th level, you have nearly perfected aerial combat. While mounted, each of your attacks deals +3 additional damage, and you score a critical hit on a 19 or higher d20 attack roll.

ISOLATED PREY

At 17th level, you may use a bonus action to target a creature you can see, and your Dragon Companion becomes fixated on that target. While a creature is targeted in this way, all attacks made by you and your Companion have advantage and deal an additional weapon die damage. In addition, opportunity attacks against the creature no longer require a reaction but are still limited to only one attack. Isolated Prey lasts for one minute or until the creature is killed.

PERFECTED MANEUVERS

At 18th level, your previously chosen Signature Maneuver is perfected and no longer costs Maneuver points. In addition, you select a maneuver from any tier to be your new Signature Maneuver. You may also learn an additional Dragon maneuver (this may be the new Signature Maneuver).

MASTER RIDER

At 20th level, your bond with your Companion becomes unbreakable. While mounted, you and your Companion have Advantage on all saving throws. Your telepathic bond persists as long as you are on the same plane. In addition, if you have 0 Maneuver points upon rolling initiative, you start your turn with 5.

DRACONIC VEINS

Dragon Riders may choose one of two Veins with their companions at 1st level. You may bolster your defenses and physical prowess as a Dragon Knight, or flit effortlessly through the sky as a Dragon Outrider.

DRAAGON KNIGHT

If you choose Dragon Knight at 1st level, your bond with your Companion bolsters your fortitude. You gain proficiency in Heavy Armor.

SCALED HIDE

At 3rd level, you gain +3 Max HP, and +1 additional Max HP for each level you gain in Dragon Rider.

TOOTH AND CLAW

At 7th level, when you deal damage to a creature, you may deal additional damage equal to your Dragon Rider level. Tooth and Claw recharges at a Short or Long rest.

DRACONIC ABILITY

At 11th level, your bond with your Companion enhances your fortitude beyond natural capabilities.

Choose either Strength or Constitution. That ability's maximum is increased to 22.

STRENGTH OF SCALE

At 15th level, whenever you roll a Strength check or Strength saving throw, you may add a d6 to the total.

AURA OF DOMINANCE

At 19th level, you become a bulwark of Draconic power. You may use an action to gain resistance to all types of damage for one minute. During that time, all of your weapon attacks deal an additional weapon die of the damage type appropriate to your dragon companion. Aura of Dominance recharges after a short rest.

DRAAGON OUTRIDER

If you choose Dragon Outrider at 1st level, your bond with your Companion sharpens your senses. You gain proficiency in Perception. If you already have proficiency in Perception, you gain expertise.

MOONLIGHT HUNTER

At 3rd level, you and your Companion gain darkvision out to a range of 120 ft.

SUPPLE WINGS

At 7th level, your Companion gains the ability to Dash as a bonus action, and any stealth checks made while mounted gain advantage.

DRACONIC ABILITY

At 11th level, your bond with your companion enhances your scouting abilities beyond natural capacity. Choose either Dexterity or Wisdom. That ability's maximum is increased to 22.

TAKE AIM

At 15th level, your bond with your companion enhances your accuracy. Once per turn, the Dragon Outrider may choose to re-roll one attack that misses.



AURA OF AGILITY

At 19th level, you may use an action to massively enhance your quickness and accuracy. For one minute, the movement speed of you and your companion is doubled and you may make an additional attack per attack action. Aura of Agility may be used once per long rest.

MULTICLASSING

Multiclassing Prerequisite

- Dragon Rider - Strength 13 or Dexterity 13

When choosing Dragon Rider as a multiclass option, consider how your character may have been introduced to this rare lifestyle. Perhaps they met another Dragon Rider who connects them to a trainer. They may also have stumbled upon a young dragon and instantly felt the connection form between them. Being a Dragon Rider is very rare, and requires either the strength or agility to maintain control while your companion performs dangerous maneuvers through the air.

DRAGON COMPANION

At 1st level, you may choose a Dragon Companion to grow, level, explore, and fight by your side. This Dragon grows like any other dragon, but its growth is naturally stunted by the process of domestication.

Your Companion operates on your initiative and shares your action. On your turn, you may command them to move, take the Dash, Dodge, or Disengage actions without sacrificing any movement or action of your own. For your Companion to attack, you must sacrifice one of your attacks for each attack they take. Your Companion may be knocked unconscious, but their magical bond with you prevents them from being permanently killed unless you are also killed. Your Companion re-gains health as usual. The Dragon Companion Chart dictates what Proficiency Bonuses and additional Hit Dice your Companion gains upon leveling up. You may choose one of the following Dragon types as your Companion:

Dragon Companion

Level	Proficiency Bonus	Hit Dice	Features
1st	+2	1d12	Darkvision
2nd	+2	2d12	Breath Attack
3rd	+2	3d12	Size Increase, Natural Armor
4th	+2	3d12	Ability Score Increase
5th	+3	4d12	Shape Change
6th	+3	5d12	Fly Speed Increase, Breath Attack Range Increase
7th	+3	6d12	Natural Armor
8th	+3	6d12	Ability Score Increase
9th	+4	7d12	Advanced Darkvision
10th	+4	8d12	Breath Attack Range Increase
11th	+4	9d12	Fly Speed Increase
12th	+4	9d12	Ability Score Increase
13th	+5	10d12	Natural Armor
14th	+5	11d12	Breath Attack Range Increase
15th	+5	12d12	Size Increase
16th	+5	12d12	Ability Score Increase
17th	+6	13d12	Natural Armor
18th	+6	14d12	Breath Attack Range Increase
19th	+6	15d12	Fly Speed Increase
20th	+6	15d12	Ability Score Increase

RUBY DRAGON

This Dragon's scales are a bright red color at a young age, eventually progressing towards a darker crimson later in life. Their breath is released in a fiery cone of intense heat, easily incinerating anything in its path. The Ruby Dragon's breath attack requires a Dexterity saving throw.

SAPPHIRE DRAGON

This Dragon's scales begin as the color of the sky; soft blue, with flecks of cloudy white. As they age, the scales shift into a deep oceanic blue. Their breath manifests as a line of electrical energy, eventually gaining enough power to stop the heart of any living creature caught in its fury. The Sapphire Dragon's breath attack requires a Dexterity saving throw.

EMERALD DRAGON

This Dragon's scales begin as a light, grassy green, then age into the verdant green color of an untouched forest. Their breath is released in a toxic cone of poisonous gas, poisonous enough to leave even the most potent enemies retching and gasping for air. The Emerald Dragon's breath attack requires a Constitution saving throw.

OPAL DRAGON

This Dragon's scales begin as a gleaming white, sometimes having phosphorescent flecks of light reds and greens. As they age, those phosphorescent flecks disappear and are replaced with grey, ashy undertones. The Opal Dragon's breath is a cone of ice so frigid that it freezes the very air inside it, and any living thing in the area may shatter from the sheer cold. The Opal Dragon's breath attack requires a Constitution saving throw.

OBSIDIAN DRAGON

This Dragon's scales appear almost dark gray at birth, eventually growing into scales as black as night. The Obsidian Dragon's breath is a heaving line of virulent acid, destructive enough at young ages to melt flesh and bone. At older ages, this acid is rumored to be able to melt stone, even metal. The Obsidian Dragon's breath attack requires a Dexterity saving throw.



DRAGON COMPANION

DARK VISION

At 1st level, the Dragon Companion gains Darkvision out to a range of 60 ft. At 9th level, this increases to 90 ft.

BREATH ATTACK

At 2nd level, you may use an Action to command your Dragon Companion to expel its Breath Attack. Any creature caught in its range must succeed on a Saving throw (DC 8+proficiency+Dragon's Constitution Modifier) appropriate to the type of Dragon. On a failure, they take 2d6 damage of the appropriate type or half on a success. This damage increases by a d6 each level after the 2nd. The Dragon's breath attack recharges during a short or a long rest.

Ruby, Emerald and Opal dragons' breath attacks begin as a 15 ft. cone. Sapphire and Obsidian dragons' breath attacks begin as a 30 ft. line.

SIZE INCREASE

At 3rd level, the Dragon's size increases from Medium to Large, its walking speed increases by 5 feet, and its fly speed increases by 10 feet. In addition, the damage die for its Bite, Tail and Claw attacks increase by one die size (d4 to d6, d6 to d8, etc.) At 15th level, its size increases from Large to Huge and gains the same additions to its walk and fly speed, and the damage die increases an additional size.

NATURAL ARMOR

Also at 3rd level, the Dragon Companion's AC increases by 1 point. This increase happens again at 7th, 11th, and 17th level.

ABILITY SCORE INCREASE

At 4th level and again at 8th, 12th, 16th, and 19th level, the player may choose to increase one of the Dragon's ability scores by 2, or two of the Dragon's ability scores by 1, to a maximum of 20.

SHAPE CHANGE

At 5th level, the Dragon Companion gains the ability to change its form into a medium humanoid as an action. The player chooses this form, and the Dragon may only assume this same form each time. In this form your companion may use its Claw and Breath attack, loses its fly speed, and its walking speed is 30 ft. Its stats otherwise remain the same.

FLY SPEED INCREASE

At 6th level, the Dragon Companion's flying speed increases by 10 feet. This increase happens again at 11th and 19th level.

BREATH ATTACK RANGE INCREASE

Also at 6th level, the range of the Dragon's Breath Attack increases by 10 ft. This increase happens again at 10th, 14th, and 18th level.

DRAGON MANEUVERS

At 3rd level, you may choose 3 Dragon Maneuvers from the following list, if you fulfill the prerequisites.

TIER 1 (1 POINT)

Charging Strike (Dragon Form Only)

As an action and while mounted, your Dragon companion charges forward, and you make a Melee weapon attack. If the Dragon moves at least 10 ft. in a straight line towards a target and the attack hits, the strike does an additional 2d8 damage. If it hits, that creature must also make a Strength saving throw against the Dragon's save DC or fall prone.

Coordinated Flank

As a bonus action while unmounted, you and your dragon flank a single opponent. If you and your Dragon are within 5 ft. of the same creature, all of your attacks on that creature have advantage until the beginning of your next turn.

Swipe the Legs (Dragon Form Only)

As a bonus action, you may command your Dragon Companion to make a tail attack against a large or smaller creature. If it hits, the creature takes damage from the tail attack and must make a Strength Save against the Dragon's save DC. On a failure, they are knocked prone.

Take the Hit

As a reaction when hit by an attack, you can command your Dragon to take the hit for you, or you can take the hit for your Companion instead. Your Dragon Companion must be within 5 ft. of you to use this Maneuver.

Evasive Maneuvers (Dragon Form Only)

As a Bonus Action and while riding your Dragon, you may take the Dodge action. This applies to both you and your dragon companion.

Create an Opening (Dragon Form Only)

You may create an opening for your allies to escape by commanding your companion to create a massive gust of wind with their wings. Using your reaction, Create an Opening allows allies within 20 ft. of your Dragon Companion to move away from an enemy without incurring attacks of opportunity.

Bolstered Defense (Knight only)

Your bond with your Companion enhances your natural defenses. As a bonus action, you may bolster your defenses, increasing your AC by an amount equal to your Dragon's Constitution modifier until the beginning of your next turn.

Scan the Perimeter (Outrider only)

You may use a bonus action to scan the area. Any invisible or hidden creatures within 60 ft. are revealed only to you until the beginning of your next turn.

TIER 2 (2 POINTS, REQUIRES LEVEL 5)

Drag 'n Drop (Dragon Form Only)

If your Companion makes a bite attack against a medium or smaller creature and the attack hits, you may use Drag 'n Drop to attempt to trap the creature in your Companion's mouth. The creature must succeed on a Strength saving throw against the Dragon's Save DC or it is grappled and restrained. The Dragon may move at half movement speed with the creature in its mouth and may use a bonus action to release it. The grappled creature must use an Action and succeed a strength saving throw to free itself.



Channeled Breath (2 points)

Your connection to your Dragon companion allows them to channel their breath attack through your weapon. As an action, you may make all creatures in a 15 ft. cone in front of you make a saving throw against your Dragon's breath attack. On a failure, they take 4d8 damage of that type or half damage on a success. You may spend additional maneuver points to increase this damage by an additional 1d8 per 2 Maneuver Points spent.

Fury Strikes (Dragon Form Only)

As an action, your dragon companion unleashes a bite and two claw attacks in a flurry. If all 3 attacks hit, regain one Maneuver point.

Diving Strike (Dragon Form Only)

As an action, you may dismount your companion mid-air and make an attack with advantage against an opponent in your path to the ground. If the attack hits, it deals normal damage and an additional amount of damage equal to the fall damage you would typically take from the fall. When you land, you must make a Dexterity saving throw. On a success, you take no damage from the fall. On a failure, you take half damage. Save DC 15, increases +1 for every 10ft. above 50ft. Consult the SRD for falling rules.

Manifestation (Knight only)

Your draconic connection allows you to manifest the physical form of the dragon on your body. As a bonus action, you may strike out with the manifestation of a draconic claw, dealing 1d10 + your strength modifier slashing damage and an additional 1d8 of your Dragon Companion's appropriate elemental damage. You may spend additional Maneuver Points to increase the elemental damage dealt by an additional 1d8 per 2 maneuver points spent.

Manifestation (Outrider only)

Your draconic connection allows you to manifest the physical form of the dragon on your own body. As a bonus action, draconic wings burst from your back. You gain a fly speed equal to that of your companion for 1 minute.

TIER 3 (5 POINTS, REQUIRES LEVEL 10)

Ravage (Dragon Form Only)

If your companion makes a Bite attack at a creature and the attack hits, you may use Ravage to force the creature to make a Strength saving throw against your Companion's Save DC. On a failure, they take the Bite damage and an additional 10d6 slashing damage as your Companion spins viciously and tears flesh from bone.

Recharge

You may use an action to funnel energy into your Companion to immediately recharge their breath attack.

Unleash

As an Action, you release the bond which connects you to your Dragon Companion, causing your Companion to enter a primal draconic fury. Roll a new initiative for your Companion. For one minute, the Companion operates on that initiative and may make two attacks per attack action. In addition, your Companion's attacks deal an additional weapon die of damage. For the duration, the Companion's breath attack recharges on a 5 or higher d6 roll. At the end of the minute, the Companion's breath attack may not be used again until a short or long rest, and you must make a DC 12 Animal Handling check. On a failure, the Companion becomes hostile towards you and your allies until you use an action to succeed on the Animal Handling check.

Additional Dragon Maneuvers

Consult with your GM to create and balance your own personalized Maneuvers. Every Dragon Rider should feel distinct and have their own strengths and weaknesses. When creating Dragon Maneuvers, think of the risks involved and how big the pay-off for taking that risk. The higher the risk — the higher the reward.

Hatchling Dragon Companion

Medium Dragon, Alignment - Same as Rider

Armor Class 15 (Natural Armor)

Hit Points 14 (1d12+2)

Speed 20 ft., fly 20 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	10 (-0)	10 (+0)	11 (+0)

Saving Throws Str +5, Con +4, Wis +2, Cha +2

Skills Perception +2, Stealth +3

Damage Resistances (Breath Attack damage type)

Senses Darkvision 60 ft., Passive Perception 12

Languages Common, Draconic

ACTIONS

Multiattack. Once the Rider has gained access to Extra Attack, the Dragon Companion may use any of the following attacks once per turn, following the rules of attacking as a Dragon Companion.

Bite. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 7(1d6+3) piercing damage plus 3 (1d4) damage of the appropriate type.

Tail. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 8(1d8+3) bludgeoning damage.

Claw. *Melee Weapon Attack:* +5 to hit, one target. *Hit:* 6 (1d4+3) slashing damage.

Breath Attack (1/rest). The Dragon releases its breath in a 15/30 foot cone/line. Each creature caught in its range must succeed on a DC 12 saving throw appropriate to the Dragon's type or take 2d6 damage of the appropriate type or half on a success.

Dragon Maneuvers. If the target of a Dragon maneuver is forced to make a saving throw against the Dragon's Save DC, the DC is 8 + Dragon's Strength Modifier + Dragon's Proficiency



DRAGON HUNTING

Dragon hunting was declared illegal over 250 years ago. Most of the famous dragon hunters were relegated to history books and also became fanciful characters in stories to tell children before bed. The reality is that the practice was banned due to the many dangers involved with hunting dragons, the most important reason being the destruction hunted dragons often wrought upon society.

The towns and communities that prospered for a time faced the wrath of the dragons who sought vengeance, laying waste to the villages that profited from the harvesting of their kind. Dragons took special care to destroy any towns that hosted dragon hunters. So thorough was their search that mere rumors of dragon hunter passing through made a community a target.

In a rare time of solidarity, leaders across the lands made it known that dragon hunting is an offense punishable by death. All flying ships were grounded and dismantled. Harvesting dragon organs was never allowed again.

This, of course, was a problem for those who profited from hunting dragons. Many dragon hunters went underground, and it is only whispered of today. There is a black market for buying and selling dragon organs away from any villages or towns. Community leaders dare not take the risk of hosting dragon hunters, no matter how profitable it may be.

DRAGON HUNTERS IN SOCIETY

Most dragon hunters encountered today are considered boisterous and lower class, lacking any self-awareness, or knowledge of history. Entire villages were destroyed, and families wiped out as the dragons took their vengeance. Anyone claiming to have a romantic or sympathetic idea about dragon hunting is usually considered controversial. Those that claim the title of "dragon hunter" are often looked at with disgust — or at the very least, suspicion — as it is usually only associated with bringing destruction to otherwise peaceful communities.

Some dragon hunters see themselves as logical or rational business types, supplying what the market needs. Others see themselves as heroes, ridding the world of dragons and various monsters who have no regard for the lives of most humanoids. Whatever the reason, the trade of dragon related goods is hugely profitable, while also being the most dangerous job in the world.

DRAGON HUNTING TODAY

Recently, a book of magic was discovered (ironically found in a long-abandoned dragon hoard) that could put the 250 years of peace with dragon-kind at risk. Inside, it is rumored that many spells are specifically designed to utilize the organs from dragons. These spells were lost to history, but now have resurfaced, as several copies have been discovered. While this spellbook and its copies are not widely known, it brings attention (many would say unwanted attention) back to dragon hunters and to the black market economy that exists around it. Now it seems that whatever small market there may have been for dragon related trophies, and collections — will inevitably drive prices up, as the harvested organs will undoubtedly become a magic commodity.

Worse still for the market (and some may argue that this is a boon for the market), the effectiveness of these spells helps push back the ever-increasing rise of monstrous activity. For decades, there has been an increase in violence on peaceful communities from nearby orc tribes, goblins hordes, and various other monsters who would claim the world as their own. Whether the humans, elves, dwarves, and halflings would admit it — the magic generated from using dragon-enhanced spells was actually beneficial. This is how the black market was created, even if it meant risking the wrath of dragons upon their villages. There is certainly a risk/reward factor to consider. Therefore, Dragon Hunters are in demand — even today.

A DWARF REMEMBERS

Only the oldest dwarves and elves (who choose to acknowledge it) recall the times that dragon hunting was talked about openly. One dwarf, in particular, speaks fondly of his days as the captain of a dragon hunting ship called The Golden Talon — a heavily armored, 20-ton airship, had 58 documented air battles. Rynden Aethedorn was the last airship captain to struggle for air supremacy at the young age of 65.

Rynden Aethedorn has been openly critical with the politics that have been in place for 200+ years. It's abundantly clear he yearns for doing battle again with the most fearsome creatures of the sky. He is as passionate as he is mad, with a dangerous look every time he speaks — enough to penetrate any soul. It's obvious why anyone would follow him onto his ship, stirring even the most conservative adventurer's heart. Clearly, he knows what he's doing, despite there being a touch of madness associated with his passion and charisma.

Aethedorn is beyond wealthy, having obtained all his riches hunting dragons centuries ago. Yet, he is not driven by the pursuit of wealth. That is a foolish reason to him ("*Only a fool chases coin*"), as it is all about the hunt and the reward of keeping the world safe — despite never being credited for that. He has no love for politicians that seek to vilify him for being "out of touch," and for being a fossil of a time long past. While he admires dragons (a few have left their permanent scars upon him), they are simply an object to overcome. A means to an end. A commodity that is...*necessary*.

Aethedorn proves it by furiously pointing to any area of a map, and stating with a mad look in his eye,

"The world needs me. Though they won't know it until their city is overrun with orcs. They might not like it, but what I do is necessary for our survival. I've seen the slow creep of filth edging our borders. You humans don't see it because your flame burns out quickly. Time is your enemy.

I see it with my ancient eyes, I do. It's happening, and I'll die before we get overrun by those damned monsters. Where did the real heroes go? It's time we turn the tide again."

He turns to face the group with a smile,

"What's the worst that will happen? Death? *Hahaha!* Life is the hunt. Life is the reward you get by hunting the beast in the sky. That is when you know you are alive!"



Becoming a Dragon Hunter

- Any Class or Race may become a Dragon Hunter.

Prerequisites:

- Strength 13, Wisdom 15, Charisma 15.
- Any alignment except evil.

Half of all wealth obtained is dedicated to a chosen dragon hunting faction. A PC who fails to pay them is stripped of all their benefits. A PC declares themselves to a faction, and it is a well-guarded secret. The practice of dragon hunting is illegal. Therefore, it is never discussed openly.

Benefits:

After a declaration ceremony to their faction, a PC gains the following benefits:

- Advantage on Frightful Presence saving throws.
- Advantage on Breath Weapon saving throws.
- At 10th level, a PC can choose to be resistant to one damage type: Acid, Cold, Lightning or Fire. These resistances do not stack with any other similar effects.
- At 11th level, a PC may use *true strike* once per day as a bonus action.
- Immediate attunement to Dragon Tools*.



Rynden Aethedorn

DRAGON HUNTING FACTIONS

All dragon hunting factions are black market and underground operations. There are several layers of protection in place to ensure that only those worthy of hiring dragon hunters can do so. Speaking openly about dragon hunting may land PCs in jail, depending on what a town's history with dragons may be.

THE DRAGON SWORDS

The Dragon Swords is the oldest and most infamous of the dragon hunting factions. A clandestine operation, its name is spoken only in hushed tones, this faction can have members spread out into various cities, hidden in plain sight. Their well-constructed buildings rarely show activity, but they remain standing to this day. Any symbolism on the outside has been removed and replaced with city sigils and iconography. Its current leader is a dwarf called Rynden Aethedorn.

It is rumored that The Dragon Swords (members call themselves *The Swords*) have one of the last remaining dragon hunting ships in the world. If true, no one has seen it fly in hundreds of years.



THE LIGHTS OF GOLDEN TRIUMPH

Nearly forgotten, and perhaps only remaining in stories, the Lights of Golden Triumph were the last documented faction to hunt dragons openly — defiantly. Their members were all arrested after continuing the practice. Most were executed as a harsh reminder of the devastation that brought upon local villages.

Rumor suggests that some members still meet in secret, but it is unclear if the faction truly functions now. In its day, they were seen wearing fine garments with black and gold. The last known members were thought to be on the edge of a coastline, hidden by a mountain range and far from any settlement.

THE GREEN SWORDS

The Green Swords is a spin-off and a rival faction of The Dragon Swords. Rynden Aethedorn and an elf called Bellanus Yanorin argued over how to run the faction "properly" centuries ago. This had led to the creation of The Green Swords, but due to the outlawed practice of dragon hunting, they went underground, deep within the forests.

It is unclear if the faction still meets or has members, but in its time, the wealth The Green Swords generated, due to the skill of their crews — was the greatest the world had ever known.



DRAGON HUNTING ECONOMIES

Listed here are the dragon organs and price list for each dragon type. Unique dragons that are harvested may provide different results, so consult with your GM to determine those effects.

Specific dragon organs are used for magic item creation, healing, and rituals. Others are explicitly used for spell casting.

Determine which dragon parts will be useful after a dragon is killed. A fierce battle may render many of the parts listed below as damaged or useless. Depending on how the battle went, a GM may determine if harvesting a particular part is more challenging to recover.

Note: Dragon organ economies only apply to true dragons and certain dragon related monsters.

DRAGON SIZES

A dragon's body will typically last up to 3 days before completely spoiling. Depending on the size of the dragon, consider how it will be transported. Field dressing a dragon body may be an option.

Size	Length	Weight
Wyrmling	4-8 ft	20-40 lbs
Young	16-30 ft	320-2000 lbs
Adult	30-55 ft	2000-20,000 lbs
Ancient	55-85 ft	20,000-160,000 lbs
Great Wyrmling	85-120 ft	160,000-1,250,000 lbs

-What is a Draconis Fundamentum? It is an organ found only inside dragons relating to the dragon's breath weapon. Specifically, it is a gland that helps to metabolize and transform whatever the dragon eats into fuel for its breath weapon.

KEY

Part. The useful dragon part that may be harvested

Usage. Typical usage of the part. These may be spell components for magic — trophies, armor, weapons, and miscellaneous construction.

GP Value. The typical market value of a part sold. Merchants will offer 50-75% of the GP Value when buying dragon parts.

DC. The difficulty level of handling or field dressing any dragon part. Roll a Survival check (Wisdom) to properly handle a dragon part. Failure by 5 or more results in a damaged and useless part that has no value. 1 is an automatic failure. 20 is an automatic success.

DC fail result. The result of a failed DC check.

Spoilage. How many days a dragon part will last before spoiling.

Note: Great Wyrmling parts and pricing are not listed. However, the value of items would be considered 50-100% higher than Ancient Dragon prices listed below.

Dragon Parts Economy - Wyrmling and Young

Dragon Age	Part	Usage	GP Value	DC	DC Fail Result	Spoilage
Wyrmling	Blood (10 vials)	Component	175	15	-	.5
Wyrmling	Claws (each)	Component	100	5	-	-
Wyrmling	Draconis Fundamentum	Component	1000	20	2d10 breath weapon damage*	3
Wyrmling	Egg	-	-	-	-	-
Wyrmling	Eyes	Component	100	10	-	2
Wyrmling	Gizzard	Component	80	18	2d6 breath weapon damage*	3
Wyrmling	Heart	Component	2000	15	-	2
Wyrmling	Horn/Bones	Component/Trophy/Armor	500	5	-	-
Wyrmling	Liver	Component	100	10	-	2
Wyrmling	Scales (each)	Component/Trophy/Armor	10	15	-	-
Wyrmling	Skull	Trophy/Armor	1000	5	-	-
Wyrmling	Tooth	Component/Trophy	50	5	-	-
Wyrmling	Tongue	Component	50	5	-	3
Wyrmling	Wings	Component	2000	10	-	-
Young	Blood (10 vials)	Component	200	15	-	.5
Young	Claws (each)	Component	150	5	-	-
Young	Draconis Fundamentum	Component	1500	20	3d10 breath weapon damage*	3
Young	Egg	-	-	-	-	-
Young	Eyes	Component	150	10	-	2
Young	Gizzard	Component	100	18	3d6 breath weapon damage*	3
Young	Heart	Component	3000	15	-	2
Young	Horn/Bones	Component/Trophy/Armor	600	5	-	-
Young	Liver	Component	200	10	-	2
Young	Scales (each)	Component/Trophy/Armor	15	15	-	-
Young	Skull	Trophy/Armor	1500	5	-	-
Young	Tooth	Component/Trophy	75	5	-	-
Young	Tongue	Component	75	5	-	3
Young	Wings	Component	2000	10	-	-

*Breath weapon damages are: Acid, Cold, Fire, Lightning and Poison. Damage depends on the type of dragon being harvested. *Proceed with caution!*

Dragon Parts Economy - Adult and Ancient

Dragon Age	Part	Usage	GP Value	DC	DC Fail Result	Spoilage
Adult	Blood (10 vials)	Component	250	15	-	.5
Adult	Claws (each)	Component	200	5	-	-
Adult	Draconis Fundamentum	Component	2000	20	4d10 breath weapon damage*	3
Adult	Egg	Component/Trophy	10,000	20	-	-
Adult	Eyes	Component	200	10	-	2
Adult	Gizzard	Component	120	18	4d6 breath weapon damage*	3
Adult	Heart	Component	4000	15	-	2
Adult	Horn/Bones	Component/Trophy/Armor	1000	5	-	-
Adult	Liver	Component	500	10	-	2
Adult	Scales (each)	Component/Trophy/Armor	30	15	-	-
Adult	Skull	Trophy/Armor	2000	5	-	-
Adult	Tooth	Component/Trophy	100	5	-	-
Adult	Tongue	Component	100	5	-	3
Adult	Wings	Component	3000	10	-	-
Ancient	Blood (10 vials)	Component	500	15	-	.5
Ancient	Claws (each)	Component	250	5	-	-
Ancient	Draconis Fundamentum	Component	4000	20	6d10 breath weapon damage*	3
Ancient	Egg	Component/Trophy	20,000	-	-	-
Ancient	Eyes	Component	400	10	-	2
Ancient	Gizzard	Component	240	18	6d6 breath weapon damage*	3
Ancient	Heart	Component	8000	15	-	2
Ancient	Horn/Bones	Component/Trophy/Armor	1500	5	-	-
Ancient	Liver	Component	700	10	-	2
Ancient	Scales (each)	Component/Trophy/Armor	50	15	-	-
Ancient	Skull	Trophy/Armor	3000	5	-	-
Ancient	Tooth	Component/Trophy	125	5	-	-
Ancient	Tongue	Component	200	5	-	3
Ancient	Wings	Component	6000	10	-	-

Dragon Part Weights

Part	Age	Weight
Claws	Wyrmling	30 lbs
Draconis Fundamentum	Wyrmling	80 lbs
Egg	Wyrmling	-
Eyes	Wyrmling	5 lbs
Gizzard	Wyrmling	80 lbs
Heart	Wyrmling	200 lbs
Horn/Bones	Wyrmling	5-10 lbs
Liver	Wyrmling	50 lbs
Scales	Wyrmling	-
Skull	Wyrmling	200 lbs
Tooth	Wyrmling	.5 lb
Tongue	Wyrmling	30 lbs
Wings	Wyrmling	100 lbs

Part	Age	Weight
Claws	Young	60 lbs
Draconis Fundamentum	Young	125 lbs
Egg	Young	-
Eyes	Young	10 lbs
Gizzard	Young	125 lbs
Heart	Young	400 lbs
Horn/Bones	Young	10-20 lbs
Liver	Young	80 lbs
Scales	Young	-
Skull	Young	500 lbs
Tooth	Young	1 lb
Tongue	Young	60 lbs
Wings	Young	250 lbs

Part	Age	Weight
Claws	Adult	80 lbs
Draconis Fundamentum	Adult	150 lbs
Egg	Adult	50 lbs
Eyes	Adult	20 lbs
Gizzard	Adult	150 lbs
Heart	Adult	500 lbs
Horn/Bones	Adult	20-30 lbs
Liver	Adult	100 lbs
Scales	Adult	-
Skull	Adult	700 lbs
Tooth	Adult	1 lb
Tongue	Adult	80 lbs
Wings	Adult	500 lbs

Part	Age	Weight
Claws	Ancient	100 lbs
Draconis Fundamentum	Ancient	200 lbs
Egg	Ancient	50 lbs
Eyes	Ancient	25 lbs
Gizzard	Ancient	200 lbs
Heart	Ancient	600 lbs
Horn/Bones	Ancient	30-40 lbs
Liver	Ancient	150 lbs
Scales	Ancient	-
Skull	Ancient	800 lbs
Tooth	Ancient	1 lb
Tongue	Ancient	100 lbs
Wings	Ancient	1000 lbs

(Vial of liquid is 1/10 lb each)

Miscellaneous dragon part uses: Work with your GM to think of useful and creative ways to implement dragon parts into your game. Dragons are very magical creatures, so the possibilities are endless. Examples are listed here.

- Dragon horn shards: Used for healing, adding resistances, overall general health, and stamina.
- Armor upgrades using scales and bones.

- Dragon blood: Potions of strength, vitality, cures, etc.
- Weapon upgrades mixing portions of the draconis fundamentum into a forge.
- Some areas of the world may value dragon parts more than precious metals. The exchange rate may be well worth traveling to these regions.



ENHANCED SPELLS

USING DRAGON COMPONENTS

Listed below are spells that use material components. Some spells are enhanced using the components from harvesting dragons. Their magical nature can increase the potency, or allow for added effects to occur.

Note: The value of each dragon part spell component will be a minimum of 100 GP. If the spell requires a dragon scale as a component, for example, the total value must be worth a minimum of 100 GP for the enhanced spell to work. Dragon components will be considered "prepared" and will last up to one year in a component pouch.

Additionally, if spell components usually are consumed when the spell activates, this will consume the dragon spell components as well.

Spell Name	Spell Level	Material Component	Components Consumed?
Acid Arrow	2	Powdered rhubarb leaf and an adder's stomach	No
Aid	2	• Black dragon horn shavings: Damage increase of 1d4	No
Alarm	1	A tiny strip of white cloth	No
Animal Friendship	1	A tiny bell and a piece of fine silver wire	No
Animal Messenger	2	• Silver dragon scales: Range increase of 10 feet.	Yes
Animate Dead	3	A morsel of food	Yes
Antimagical Field	8	A morsel of food	Yes
Antipathy/Sympathy	8	Drop of blood, piece of flesh and a pinch of bone dust	No
Arcane Eye	4	• Piece of dragon liver: One additional undead.	Yes
Arcane Hand	5	Pinch of powdered iron or iron filings	No
Arcane Lock	2	• Metallic dragon horn shavings: range increase of 10 feet.	Yes
Arcane Sword	7	Lump of alum soaked in vinegar for antipathy effect, or a drop of honey for the sympathy effect	No
Arcanist's Magic Aura	2	• 3 different dragon scales: Duration of 5 additional days.	No
Astral Projection	9	A bit of bat fur	Yes
Augury	2	• Dragon scales: range increase of 10 feet.	No
Awaken	5	Eggshell and a snakeskin glove	Yes
Bane	1	Gold dust worth at least 25 gp	No
Banishment	4	Miniature platinum sword with a grip and pommel of copper and zinc, worth 250 gp	No
Barkskin	2	• Dragon tooth: Add 1d10 force damage.	No
Black Tentacles	4	Small square of silk	No
Bless	1	One jacinth (gemstone) for each creature affected. Each must have a worth 1000 gp. Also one ornately carved bar of silver worth 100 gp	Yes
Chain Lightning	6	Specially marked sticks, bones, or similar tokens worth at least 25 gp	No
Circle of Death	6	An agate worth at least 1,000 gp	No
Clairvoyance	3	• Dragon claw: Reduces casting time by 4 hours.	No
Clone	8	A drop of blood	No
Color Spray	1	• Portion of a dragon heart: target one additional creature.	No
Commune	5	An item distasteful to the target	No
Comprehend Languages	1	• Dragon tooth: Target one additional creature.	No
Cone of Cold	5	A handful of oak bark	No
Confusion	4	• 2 different dragon scales: Target's AC is not less than 17.	No
Conjure Elemental	3	A piece of tentacle from a giant octopus or a giant squid	No
Conjure Woodland Beings	4	• Portion of a dragon tongue: add 1d6 bludgeoning damage.	No
Contingency	6	Bless	No
Continual Flame	2	A bit of fur; a piece of amber, glass, or crystal; and three silver pins	No
Control Water	4	• Portion of a blue dragon draconic fundamentum: One additional bolt leaps from the first target.	No
Control Weather	8	Powder of a crushed black pearl worth at least 500 gp	No
Create or Destroy Water	1	A focus worth at least 100 gp, either a jeweled horn for hearing or a glass eye for seeing	No
		Diamond worth 1000 gp and at least 1 cubic inch of flesh of the creature to be cloned. Vessel worth at least 2000 gp that has a sealable lid and large enough to hold a medium sized creature (urn, coffin, mud-filled cyst in the ground, or crystal container filled with salt water)	No
		Pinch of powder or sand that is colored red, yellow and blue	No
		Incense and a vial of holy or unholy water	No
		Pinch of soot and salt	No
		Small crystal or glass cone	No
		Three nut shells	No
		Burning incense for air, soft clay for earth, sulfur and phosphorus for fire, or water and sand for water	No
		• Portion of a dragon gizzard: Increase challenge rating by 1.	Yes
		One holly berry per creature summoned	No
		Statuette of yourself carved from ivory and decorated with gems worth at least 1500 gp	No
		Ruby dust worth 50 gp	Yes
		Drop of water and a pinch of dust	No
		Burning incense and bits of earth and wood mixed in water	No
		Drop of water if creating water or a few grains of sand if destroying it	No
		• Portion of a dragon heart: Additional 10 gallons of water.	No



Spell Name	Spell Level	Material Component	Components Consumed?
Create Undead	6	One clay pot filled with grave dirt, one clay pot filled with brackish water, and one 150 gp black onyx stone for each corpse	No
Creation	5	Tiny piece of matter of the same type of the item you plan to create	No
Dancing Lights	cantrip	Bit of phosphorous or Wychwood, or a glowworm	No
Darkness	2	Bat fur and a drop of pitch, or piece of coal	No
Darkvision	2	Either a pinch of dried carrot or an agate (ornamental stone) • Portion of a dragon eye: Effect lasts until after a long rest.	No
Delayed Blast Fireball	7	Tiny ball of bat guano and sulfur • Red dragon scales: Add additional 2d6 fire damage.	No
Detect Poison and Disease	1	A yew leaf	No
Detect Thoughts	2	A copper piece	No
Disintegrate	6	A lodestone and a pinch of dust • Portion of a draconis fundamentum: Add additional 3d6 force damage.	No
Dispel Evil and Good	5	Holy water or powdered silver and iron	No
Divination	4	Incense and a sacrificial offering appropriate to your religion, together worth at least 25 gp	No
Dream	5	Handful of sand, a dab of ink, and a writing quill plucked from a sleeping bird	Yes
Earthquake	8	Pinch of dirt, a piece of rock and a lump of clay	No
Enhance Ability	2	Fur or feather from a beast • Dragon scales: Target one additional creature.	No
Enlarge/Reduce	2	Pinch of powdered iron • Dragon horn: Range increased to 50 feet.	No
Faithful Hound	4	A tiny silver whistle, a piece of bone and a thread	No
False Life	1	Small amount of alcohol or distilled spirits • 2 different dragon scales: 10 additional temporary hit points	No
Fear	3	White feather or the heart of a hen • Portion of a dragon skull: Range is a 50-foot cone.	No
Feather Fall	1	A small feather or a piece of down	No
Feeblemind	8	Handful of clay, crystal, glass, or mineral spheres	No
Find Familiar	1	10 gp worth of charcoal, incense, and herbs that must be consumed by fire in a brass brazier	Yes
Find the Path	6	Set of divinatory tools—such as bones, ivory sticks, cards, teeth, or carved runes—worth 100 gp and an object from the location you wish to find	No
Fireball	3	Tiny ball of bat guano and sulfur • Red dragon scales: Add additional 3d6 fire damage.	No
Fire Shield	4	A bit of phosphorous or a firefly • Red dragon and white dragon scales: additional 1d8 damage.	No
Flame Blade	2	Leaf of sumac • Portion of a red dragon liver: Add additional 1d6 fire damage.	No
Flame Strike	5	Pinch of sulfur • Portion of a red dragon liver: Add additional 2d6 fire damage.	No
Flaming Sphere	2	A bit of tallow (rendered form of beef or mutton fat), a pinch of brimstone, and a dusting of powdered iron • Portion of a red dragon liver: Add additional 1d6 fire damage.	No
Flesh to Stone	6	Pinch of lime, water and earth	No
Floating Disk	1	A drop of mercury	No
Fly	3	A wing feather from any bird • Portion of a dragon heart: target one additional creature.	No
Forbiddance	6	Sprinkling of holy water, rare incense and powdered ruby worth at least 1000 gp	No
Forcecage	7	Ruby dust worth 1500 gp	No
Foresight	9	Hummingbird feather	No
Freedom of Movement	4	Leather strap, bound around the arm or a similar appendage	No
Freezing Sphere	6	Small crystal sphere • White dragon bone powder: Add additional 2d6 cold damage.	No
Gaseous Form	3	Bit of gauze and a wisp of smoke	No
Gate	9	Diamond worth at least 5,000 gp	No
Gentle Repose	2	Pinch of salt and one copper piece placed on each other corpse's eyes, which must remain for the duration	No
Globe of Invulnerability	6	Glass or crystal bead that shatters when the spell ends	Yes
Glyph of Warding	3	Incense and powered diamond worth at least 200 gp	Yes
Goodberry	1	Sprig of mistletoe • 2 dragon scales: Add additional 1d6 berries.	No
Grease	1	Bit of pork rind or butter	No
Greater Restoration	5	Diamond dust worth at least 100 gp	Yes
Guards and Wards	6	Burning incense, a small measure of brimstone and oil, a knotted string, a small amount of umber hulk blood and a small silver rod worth at least 10 gp	No
Gust of Wind	2	Legume seed	No
Hallow	5	Herbs, oils and incense worth at least 1,000 gp	Yes
Hallucinatory Terrain	4	A stone, a twig and a bit of green plant	No
Haste	3	Shaving of licorice root • Portion of a dragon heart: Side effects removed after spell ends.	No
Heat Metal	2	Piece of iron and a flame • Red dragon scales: Add additional 1d8 fire damage.	No



Spell Name	Spell Level	Material Component	Components Consumed?
Heroes' Feast	6	A gem-encrusted bowl worth at least 1,000 gp	Yes
Hideous Laughter	1	Tiny tarts and a feather that is waved in the air	No
Hold Monster	5	A small, straight piece of iron	No
Hold Person	2	A small, straight piece of iron	No
Holy Aura	8	A tiny reliquary worth at least 1,000 gp containing a sacred relic, such as a scrap of cloth from a saint's robe, or a piece of parchment from a religious text	No
Hypnotic Pattern	3	A glowing stick of incense or a crystal filled with phosphorus material	No
Ice Storm	4	A pinch of dust and a few drops of water	No
Identify	1	A pearl worth at least 100 gp and an owl feather	No
Illusory Script	1	A lead-based ink worth at least 10 gp	Yes
Imprisonment	9	A vellum depiction or a carved statuette in the likeness of the target, and a special component that varies according to the version of the spell you choose, worth at least 500 gp per Hit Die of target	No
Insect Plague	5	A few grains of sugar, some kernels of grain and a smear of fat	No
Instant Summons	6	Sapphire worth 1,000 gp	No
Invisibility	2	An eyelash encased in gum arabic	No
Jump	1	Grasshopper hind leg	No
Legend Lore	5	Incense worth at least 250 gp (consumed), and four ivory strips worth at least 50 gp each (not consumed)	Yes
Light	cantrip	A firefly or phosphorescent moss	No
Lightning Bolt	3	A bit of fur and a rod of amber, crystal, or glass	No
Locate Animals or Plants	2	A bit of fur from a bloodhound	No
Locate Creature	4	A bit of fur from a bloodhound	No
Locate Object	2	A forked twig	No
Longstrider	1	A pinch of dirt	No
Mage Armor	1	A piece of cured leather	No
Magic Circle	3	Holy water or powdered silver and iron worth at least 100 gp	Yes
Magic Jar	6	A gem, crystal, reliquary, or some other ornamental container worth at least 500 gp	No
Magic Mouth	2	A small bit of honeycomb and jade dust worth at least 10 gp	Yes
Magnificent Mansion	7	A miniature portal carved from ivory, a small piece of polished marble and a tiny silver spoon, each item worth at least 5 gp	No
Major Image	3	A bit of fleece	No
Mass Suggestion	6	A snake's tongue and either a bit of honeycomb or a drop of sweet oil	No
Mending	cantrip	Two loadstones	No
Message	cantrip	Short piece of copper wire	No
Minor Illusion	cantrip	A bit of fleece	No
Moonbeam	2	Several seeds of any moonseed plant and a piece of opalescent feldspar	No
Move Earth	6	An iron blade and a small bag containing a mixture of soils: clay, loam and sand	No
Nondetection	3	A pinch of diamond dust worth 25 gp sprinkled over the target	Yes
Pass Without Trace	2	Ashes from a burned leaf of a mistletoe and a sprig of spruce	No
Passwall	5	Pinch of sesame seeds	No
Planar Binding	5	A jewel worth at least 1000 gp	Yes
Plane Shift	7	A forked, metal rod worth at least 250 gp, attuned to a particular plane of existence	No
Polymorph	4	A caterpillar cocoon	No
Private Sanctum	4	A thin sheet of lead, a piece of opaque glass, as wad of cotton and powdered chrysolite	No
Programmed Illusion	6	A bit of fleece and jade dust worth at least 25 gp	No
Project Image	7	Small replica of you made from materials worth at least 5 gp	No
Protection From Good and Evil	3	Holy water or powdered silver and iron	Yes
Raise Dead	5	Diamond worth at least 500 gp	Yes
Regenerate	7	A prayer wheel and holy water	No
Reincarnate	5	Rare oils and unguents (ointments worth at least 1,000 gp)	No
Resilient Sphere	4	Hemispherical piece of clear crystal and matching hemispherical piece of gum arabic	Yes
Resistance	cantrip	A miniature cloak	No
Resurrection	7	A diamond worth at least 1,000 gp	Yes
Reverse Gravity	7	A lodestone and iron filings	No
Revivify	3	Diamonds worth a total of 300 gp	Yes



Spell Name	Spell Level	Material Component	Components Consumed?
Rope Trick	2	A powdered corn extract and a twisted loop of parchment	No
Sanctuary	1	Small silver mirror	No
Scrying	5	A focus worth at least 1,000 gp, such as a crystal ball, a silver mirror, or a font filled with holy water	No
Secret Chest	4	An exquisite chest, 3x2x2 feet, constructed from rare materials worth at least 5,000 gp, and a tiny replica made from the same materials worth at least 50 gp	No
See Invisibility	2	A pinch of talc and a small sprinkling of powdered silver	No
Sending	3	A short piece of fine copper wire	No
Sequester	7	Powder composed of diamond, emerald, ruby and sapphire dust worth at least 5000 gp	Yes
Shapechange	9	A jade circlet worth at least 1,500 gp which must be placed on your head before the spell is cast • 1 chromatic dragon scale and 1 metallic dragon scale: No concentration needed.	No
Shatter	2	A chip of mica • Dragon horn: Additional 2d8 thunder damage.	No
Shield of Faith	1	A small parchment with a bit of holy text written upon it	No
Shillelagh	cantrip	Mistletoe, a shamrock leaf and a club or quarterstaff	No
Silent Image	1	A bit of fleece	No
Simulacrum	7	Enough snow or ice to make a life-sized copy of the duplicated creature; hair, fingernails, or other pieces of the creature's body placed inside; and powdered ruby worth 1,500 gp, sprinkled over the duplicate.	Yes
Sleep	1	A pinch of fine sand, rose petals, or a cricket	No
Sleet Storm	3	A pinch of dust and a few drops of water	No
Slow	3	A drop of molasses	No
Speak With Dead	3	Burning incense	No
Spider Climb	2	A drop of bitumen (oil sand) and a spider • 2 different chromatic dragon scales: No concentration needed.	No
Spike Growth	2	Seven sharp thorns or seven small twigs, each sharpened to a point	No
Spirit Guardians	3	Holy symbol • At least 1 chromatic dragon scale for evil, or 1 metallic dragon scale for good/neutral: Damage increase by 2d8.	No
Stinking Cloud	3	Rotten egg or several skunk cabbage leaves	No
Stone Shape	4	Soft clay, which must be worked into roughly the desired shape of the stone object	No
Stoneskin	4	Diamond dust worth at least 100 gp • At least 1 chromatic dragon scale and 1 metallic dragon scale: No concentration needed.	Yes
Suggestion	2	A snake's tongue and either a bit of honeycomb or a drop of sweet oil	No
Sunbeam	6	Magnifying glass • Portion of a metallic dragon heart: Additional 3d8 hp damage.	No
Sunburst	8	Fire and a piece of sunstone	No
Symbol	7	Mercury, phosphorus, powdered diamond and opal with a total value of at least 1,000 gp	Yes
Telepathic Bond	5	Pieces of eggshell from two different kinds of creatures	No
Teleportation Circle	5	Rare chalks and inks infused with precious gems worth at least 50 gp	Yes
Tiny Hut	3	Small crystal bead	No
Tongues	3	Small clay model of a ziggurat (step temple)	No
True Polymorph	9	A drop of mercury, a dollop of gum arabic and a wisp of smoke • Portion of a dragon liver: No concentration needed.	No
True Resurrection	9	A sprinkle of holy water and diamonds with at least 25,000 gp	Yes
True Seeing	6	An ointment for the eyes that costs 25 gp; is made from mushroom powder, saffron and fat • Portion of a metallic dragon eye: Duration becomes 2 hours.	Yes
Unseen Servant	1	A piece of string and a bit of wood	No
Wall of Fire	4	A small piece of phosphorus • Red dragon scales: Add additional 3d6 fire damage.	No
Wall of Force	5	A pinch of powder made by crushing a clear gemstone	No
Wall of Ice	6	A small piece of quartz • White dragon scales: Add additional 4d6 cold damage.	No
Wall of Stone	5	Small block of granite	No
Wall of Thorns	6	Handful of thorns	No
Warding Bond	2	Pair of platinum rings worth at least 50 gp each. You and the target must wear them for the duration.	No
Water Breathing	3	A short reed or piece of straw	No
Water Walk	3	A piece of cork	No
Web	2	A bit of spider web	No
Wind Walk	6	Fire and holy water	No
Wind Wall	3	A tiny fan and an exotic feather	No



AERIAL COMBAT & AIRSHIP OPTIONS

Dragon Hunting airships have as much variety in size and shape as dragons. Some are more equipped than others, and many are centuries old, considered as objects of antiquity and even representing a controversial past. All dragon hunting airships are outlawed worldwide, as they immediately provoke dragon attacks on nearby towns. Airship launches must be done in remote areas and usually under cover of night. Dragon hunting airships manned by magic users who can disguise the ship are much more effective in their pursuit of the most dangerous prey.

Airships are extremely rare and have attributes that set them apart from a standard seaworthy ship. Bound air elementals and fire elementals are sometimes used to propel the vessel and eliminate the need for giant inflated balloons that are extremely susceptible to any damage by a dragon or any Large or bigger flying monsters.

Historical scrolls cite a well-rounded crew that includes warriors manning high powered ballistas and spell casters who can cast offensive and defensive spells and quickly repair any catastrophic damages.

Note about bound elementals: It is important not to lose the magical containment of the bound elemental — as once freed, it will become coherent and lash out at any creature within 100 ft of it. Bound elements experience a state of limbo while being bound. They do not suffer damage, age, or become aware of their surroundings unless binding magic is broken.

PILOTING THE AIRSHIP

Only a Captain has the ability to control bound elementals. Captains are attuned to the magic of the airship.

Captain Maneuver. Roll opposing Charisma checks between the Captain and Elementals whenever a ship maneuver is made, such as taking off, landing, turning, increasing or decreasing speed, etc.

Note: Any spells or magic items provided by the PCs on the ship can help increase the Captain's charisma roll.

Fire and Air Elementals are -2 on charisma checks. A roll of 1 automatically fails for the Captain or Elemental. A roll of 20 automatically succeeds for the Captain or Elemental. Ties go to the Captain.

On a success, the airship obeys. On a fail, the ship continues on the previous course or will slow to a stop and hover. The ship will obey on the next successful charisma check from the Captain.

If a Captain is knocked unconscious or dies, there will be no way to control the elementals. The ship will either continue its current course or eventually come to a stop and hover (movement 0).

TURNING

An airship must reduce speed to half its normal elemental engine speed to turn.

An airship will travel a minimum of the hull length before it can fully turn left, right, up, or down. Once it has finished turning it can resume normal speed or take the Dash action on the next round.

Example: If an airship is 100 ft long, it may turn 100 ft at a time at half speed. Once it is traveling in the desired direction, speed returns to normal on the following round.

AIRSHIP OBSTACLES

High winds and Storms. Disadvantage on Captain Maneuvers. Airship speed is reduced to 15.

LARGE WEAPONS

Airship Cannon (firing iron balls). Ranged weapon attack: Range 300/500 feet, one target. Hit: 44 (8d10) bludgeoning damage.

It takes one action to load a cannon, one action to aim, and one action to fire.

Loading a Large Weapon. A creature must succeed on a DC 10 Strength check to insert an iron ball into the cannon.

Airship Ballista. Ranged weapon attack: Range 300/600 ft, one target. Hit: 30 (8d6) piercing damage. If the target is a creature who is Medium size or smaller, they must succeed on a DC 12 Strength saving throw or be pushed back 10 feet. An airship ballista has advantage on attack rolls against a Medium or smaller target within 100 ft.

It takes one action to load an airship ballista, one action to aim, and one action to fire.

Loading a Large Weapon. A creature must succeed on a DC 10 Strength check to wind the ballista.

Airship Ballista with Alchemist Fire (optional ceramic bulb arrow tip). Ranged weapon attack: Range 150/300 ft, one target. Hit: 16 (4d6) fire and bludgeoning damage. Any creature within 10 feet of the target area must make a DC 15 Reflex saving throw, or catch on fire (wooden objects automatically catch on fire). On a hit, the target takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

If the target is a creature who is Medium size or smaller, they must succeed on a DC 12 Strength saving throw or be pushed back 10 feet. An airship ballista has advantage on attack rolls against a Medium or smaller target within 100 ft.

It takes one action to load an airship ballista, one action to aim, and one action to fire.

Loading a Large Weapon. A creature must succeed on a DC 10 Strength check to wind the ballista.

SHIP TO SHIP DAMAGES

Piercing damage. Half damage to a ship's hull, engine, or weapons.

Cover. Any crew member on a ship being attacked has three-quarters cover. Any surprise attacks will provide half cover for the 1st round, and three-quarters cover the following rounds.

A target with **half cover** has a +2 bonus to AC and Dexterity saving throws. A target has half cover if an obstacle blocks at least half of its body.

A target with **three-quarters cover** has a +5 bonus to AC and Dexterity saving throws. A target has three-quarters cover if about three-quarters of it is covered by an obstacle.

BOARDING

Airships equipped with grapples may attempt to board another airship.

Boarding. Boarding may occur following a Ram Legendary Action or 2d4 successful Captain maneuvers to position the airship within 30 feet of another airship.

A Captain must declare a Boarding once they are within 100 ft of another airship. Once the Captain has made 2d4 successful opposing Charisma checks against the airship elementals in a row, the airship will be in the proper position to grapple. Any failure or disruption of a Captain's maneuver will force the Captain to start over.

Grappling Hooks. Once an airship is within 30 ft. a crew member or PC may attempt to throw grapples. A minimum of 2 grapples is needed.

Throwing a grapple requires an Athletics check DC 15 or higher. This can be achieved by a crew member or a PC. A PC may attempt to throw a grapple once per round.

Once grappled, a ship may be pulled closer. It requires a combined Strength of 55 (requiring 2 ropes or more). Those who pull the ropes must succeed on another Athletics check DC 12 or higher.

It takes 2d4 rounds to pull a grappled ship close enough to jump. Crew members or PCs who may be killed, or pulled off the ropes. A crew will need to maintain a combined Strength score or will be forced to start over by rolling 2d4 successful opposing Charisma checks again (Captain Maneuver). Once the opposing ship is close enough, the ropes are secured for boarding.

Jumping. A crew member or PC may jump to the other ship when they are close enough. The distance jumped is the same as a crew member or PC's Strength score.

A 10 ft running start must occur before a jump. You must succeed on a DC 10 Strength (Athletics) check to clear the opposing airship's hull. Otherwise, you hit it. When you land on the other airship, you must succeed on a DC 10 Dexterity (Acrobatics) check to land on your feet. Otherwise, you fall prone. If a crew member or PC fails a jump, they may attempt to grab onto the airship hull and pull themselves up and into the airship by rolling another DC 10 Strength (Athletics) check. If that check fails, they will fall.

Cover. Crew members or PCs will have half cover when they are attempting to grapple another airship.

Crew Members. The minimum number of crew members will be needed on the airship for it to maneuver. Otherwise, the airship will simply hover with a speed of 0.

Grappled Speed. If a ship has grappled another airship, the speed is reduced to half the speed of the grappled airship. Once a ship is grappled, it may not take the Dash action until they are free of the grapple.

Removing Grapples. Any ship that is grappled may attempt to remove the grappling hooks before being boarded. A hempen rope has 2 Hit Points and may be burst with a DC 17 Strength check. Some airship captains equip their airships with magical ropes that have AC 20 and 20 Hit Points. The magic ropes regenerate 1 Hit Point every round as long as it has at least 1 Hit Point. The magical ropes cannot be burst using a Strength check.



PC ACTIONS ON AN AIRSHIP

- Treat PCs as Crew Members.
- Movement on an airship is considered normal terrain. In high winds or storms, the surface is considered difficult terrain.
- PCs can help fill roles usually held by crew members. 1 PC counts as 1 crew member.
- A PC may follow Captain commands to Pilot the ship. They must be able to understand the Captain or be unable to utilize the airship helm controls.

Use a PCs Dexterity score to position the ship controls properly. A Captain must make a Charisma check against the Elementals to make a maneuver, but if the Captain is away from the airship controls, a PC may take their place instead.

The airship controls are DC 13 and must be made for each maneuver. On a fail, the ship continues on the previous course or will slow to a stop. The ship will obey on the next successful Dexterity check from the PC.

- A PC may fire a Large Weapon (airship cannon or ballista). These are treated as Ranged Weapon Attacks. PCs roll to attack and roll damages. A Large Weapon may be used once per round.
- A PC spellcaster can attack with casting spells and assist with repairs, healing, etc.

HIGH ALTITUDES

Airships can travel at 50 feet (fire elemental), or 90 feet (air elemental), depending on the type of elementals providing thrust, suffering no ill effects of high altitude.

The crew will need to spend five days or more acclimating to the environment if the airship flies above 10,000 feet. PCs that have not acclimated to high altitudes will need to take double the amount of short rests per day for every 8 hours they are subjected to high altitudes. If PCs are unable to take 2 short rests within 8 hours, they will suffer levels of exhaustion and only recover 1 level of exhaustion until a long rest has been taken.

BOUND ELEMENTALS

Bound elementals are summoned within a magical containment device that propels an airship. The device is generally constructed and attuned to the ship itself. An elemental is unaware of being summoned and being used to fly airships—only becoming fully aware after the containment device fails or is damaged. A bound elemental is not harmed while being contained, will not age, and will not require food or water to survive. Some elementals have been known to be bound for hundreds of years, depending on the quality of materials used for the containment device.

AIRSHIP REPAIR

Captains, PCs and crew members may repair an airship. In many ways, an airship can be seen as a type of creature or construct. It varies from ship to ship, but basic repairs can be done when the airship is hovering or even moving at normal speeds. Standard repairs restore 1d10 HP per day to an airship and can be completed in normal conditions. Spells, such as *mending* will restore 10 HP at a time, even in combat.

AIRSHIP POINTS OF INTEREST

- Deck
- Bound elemental engine
- Captain controls
- Crew quarters
- Captain quarters
- Storage
- Galley
- Latrine

FALLING

Creature fall distance by the second:

- 1 second: 16 feet
- 2 seconds: 64 feet
- 3 seconds: 144 feet
- 4 seconds: 256 feet
- 5 seconds: 402 feet
- 6 seconds (one round): 576 feet

A creature takes 1d6 bludgeoning damage for every 10 feet it fell, to a maximum of 20d6. The creature lands prone, unless it avoids taking damage from the fall.

SAMPLE AIRSHIP

The Golden Talon - Dragon Hunting Airship

Gargantuan Vehicle (120 ft. by 30 ft.)

Creature Capacity 8 crew minimum, 16 max

Travel Pace 12 miles per hour (230 miles per day)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	0 (+0)	0 (+0)	0 (+0)

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Legendary Resistance (1/Day). If the Captain of the airship fails a saving throw, they may choose to succeed instead.

Magic Weapons. The airship's weapon attacks are magical.

Ship Damage Resistance. The ship has immunity to all damages equal to or less than 20 hit points. Only damages above 20 are applied. Anything less is ignored.

ACTIONS

Multiattack. On its turn, the airship can take 3 actions. The airship goes on initiative count 20. The airship can make two ranged attacks with its Airship Ballistas. These may be fired by the crew or by PCs.

Crew. The airship crew takes their own actions. These are PC actions and not airship actions.

Move. The airship makes a maneuver. Requires a Captain Maneuver.

HULL

Armor Class 16

Hit Points 500 (damage threshold 20)

Carrying Capacity 68,000 lbs

Ram Yes



CONTROL: HELM

Armor Class 18

Hit Points 75 (damage threshold 20)

The helm is where the captain uses Captain Maneuver. If the helm is reduced to 0 HP, all Captain Maneuvers suffer disadvantage until it is repaired.

MOVEMENT: ELEMENTAL ENGINE (2)

Armor Class 18

Hit Points 100 each (damage threshold 20); If reduced to 0 HP, the elemental containment is lost, and the elemental will attack the nearest target within 100 ft. If both engines are reduced to 0 HP, the ship speed is reduced to 0 and falls. If one engine is reduced to 0, speed is halved until it is repaired.

Heavy or medium load A medium to heavy load is considered half or more of the Carrying Capacity (Hull) weight (speed 45 with a heavy or medium load).

Locomotion (air) elemental power, speed 90 ft. Normal speed (Travel Pace) can be sustained indefinitely.

A ship can Dash and increase speed by using one of its 3 actions. A ship must be at normal speed to maneuver.

The airship can Dash in a straight line and up to 5 rounds using before suffering one level of exhaustion. The airship will slow to 0 and hover once exhaustion reaches level 5.

The airship may return to normal speed after finishing a short rest.

WEAPONS: AIRSHIP BALLISTAS (3)

Armor Class 15

Hit Points 50 each (damage threshold 20)

Airship Ballista. *Ranged weapon attack:* Range 300/600 ft, one target. *Hit:* 30 (8d6) piercing damage. If the target is a creature of Medium size or smaller, it must succeed on a DC 12 Strength saving throw or be pushed back 10 feet. An airship ballista has advantage on attack rolls against a Medium or smaller target within 100 ft.

LEGENDARY ACTIONS

Due to the highly magical nature of the airship, it provides 2 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 airship regains spent actions at the end of its turn.

Ram (Recharge 5-6). The airship may ram another airship or creature. The airship must be traveling in a straight line for 120 feet or more prior to attacking. The ship or creature takes 70 (12d10+10) bludgeoning damage on a successful ram Hit. Any creatures that are not secured aboard the rammed ship must make a successful dexterity check or be knocked prone.

Detect. The Captain of the airship may make a Wisdom (Perception) check.

Airship Ballista. A crew member or PC can make an Airship Ballista attack.

SAMPLE CAPTAIN

Rynden Aethedorn

Age 305, Dwarf, 16th Level Fighter/Captain, chaotic good

Armor Class 20 (magical red dragon leather coat)

Hit Points 144 (17d10 + 51)

Speed 30 ft

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	17 (+3)	18 (+4)	16 (+3)	20 (+5)

Saving Throws Strength, Constitution

Skills Animal Handling +8, Athletics +7, Intimidation +10, Perception +8

Resistances fire

Senses passive Perception 18

Languages Common, Draconic (limited to insults only), Dwarvish, Elvish

Challenge 16 (15,000 XP)

Brave. Rynden has advantage on saving throws against being frightened.

Breath Weapon Avoidance. The captain has advantage on saving throws against breath weapon attacks.

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

Parry. Rynden adds 2 to his AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.

True Strike. As a bonus action, Rynden may cast *true strike* once per day.

Red Dragon Coat. Magical leather coat. Provides base AC of 17.

Ring of Dragon Armor (red). This ring provides Rynden with damage reduction of 10 on any fire breath weapon attack.

Rynden's Ring of Feather Falling. Rynden's rate of descent slows to 60 feet per round for up to 1 hour. If Rynden lands before an hour, he takes no falling damage and can land on his feet.

ACTIONS

Multiattack. Rynden makes two melee attacks, or uses his Leadership Action.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage, or 7 (1d10 + 2) slashing damage if used with two hands.

Heavy Crossbow. *Ranged Weapon Attack:* +2 to hit, range 100/400 ft., one target. *Hit:* 5 (1d10) piercing damage.

Leadership (Recharge 6). For 1 minute, Rynden can utter a special command or warning whenever a friendly creature makes an attack roll or a saving throw. The creature must be within 30 ft and be able to see and hear Rynden. The creature can add 1d4 to its roll provided it can hear and understand him. A creature can benefit from only one Leadership die at a time. This effect ends if Rynden is incapacitated.

DRAGON CULTS

THE DISCIPLES OF DECAY

Hierarchy: Vicar of Decay, Lifeless, Degenerates

Racial Makeup: The cult is mainly contrived of humans, half-orcs, orcs, with some of the other races mixed in, but at a lesser amount. However, Half-orcs are the predominant make up of the group, as this was Xavour's true race. The belief is that since Half-orcs are closer to his original form, Xavour will bestow greater favors upon those followers.

Origin Story and Organization: The Disciples of Decay initially formed shortly after Xavour's rise to prominence. When Xavour traveled the land and left a wake of desolation, certain persons were attracted to his power. These individuals sought him out, begged to follow him, and Xavour allowed their worship. Xavour is by no means a patron that actually bestows those who follow him with magical powers. However, there is one whom he has chosen to lead this ragtag group. He is known as the Vicar of Decay, and he is the only one who has received magical assistance from Xavour. Ja-ah'Or (Ja-a-oar) was the strongest and first to offer his life up to Xavour. Ja-ah'Or uses his abilities to gather others to the cause of sacrifice, consumption, and death. These are the Three Pillars of Decay, and each one offers the importance of their beliefs.

As their numbers grew, Ja-ah'Or needed others to help him control those around him, so he created two more ranks below him. Those directly below him were referred to as Lifeless. Xavour, with great pride, watched his flock grow and bestowed some of the Lifeless with magical capabilities. The Lifeless exist to break down the group into smaller groups so as to manage them more easily. Their job is to direct the day to day operations and recruitment of the cult. Those responsible for performing these tasks are known as Degenerates, the lowest in the cult and, the largest number of individuals that make up their ranks.

Recruitment, Mission & Goals: The Disciples of Decay seek to spread Xavour's teachings. They use the Three Pillars of Decay to guide themselves in their practices, rituals, and recruitment. When the Lifeless, often followed by Degenerates, travel to populated areas, they disguise who they are and speak kindly to strangers. If you are to look closely, you will see a tattoo on their left forearm of an X in a circle clutched by a dragon's claw. This could also be in the form of a talisman hanging around their neck.

The Disciples of Decay seek out the homeless and the outcast. They spend their time in seedy inns, rough-tumble taverns, and dim-lit alleys corrupting the weak, infirmed and depressed, offering them a chance at power, redemptions, and greatness. Most of the time, these unfortunate people are used in their sacrificial rituals. Sometimes they find some worthy of being accepted into the ranks of the Degenerates.

Tactics: While in the more civilized areas of the world, the Disciples of Decay use scrolls of magical power to cause chaos within cities, spurring interest in their teachings. They whisper into the dreams of sleeping victims and cause nightmares. They create panic with disease, blindness, and madness.

When they have caused enough desperation within the town, they enter and offer a solution to the problem they created. They accept the panicked citizens into their ranks, only to be sacrificed, bled and killed, all in the name of a patron that most likely does not care.

The world is an unforgiving place. So are the Disciples of Decay. They keep a long list of enemies in their Book of Heretics.

The cult members populate the book with the names of people they interact with during their time in "civilized" cultures. This book is used for all manner of evil purposes, from blackmail to murder.

ADVENTURE HOOKS

1. A small village is experiencing a widespread onset of nightmares. Residents of all ages claim that a great calamity is going to strike their town. Some of those folks have vanished during the night. The locals believe they have fled, yet none of their belongings were taken. Their homes are just empty.
2. Recently children of a town have started to go blind. Their parents have brought them to the local priest who heals their children, only for them to return the next day blind again. Either these priests are innocent to the cause, or they are Disciples of Decay who have taken the place of resident priests and are waiting for the right time to strike.
3. The local disparaged taverns have started to lose their regulars. At first, some thought the patrons had found another watering hole to frequent. After some inquiry, they have discovered that these individuals have vanished. One day, a local huntsman was out looking for game, he came upon a gruesome scene. He found a gruesome shrine constructed with the bled out and dismembered bodies of missing locals.



COMBAT SUGGESTIONS

When using the ranks of the Disciples of Decay, you can use the cultist or cult fanatic. You may also want to use some melee heavy NPCs for certain situations, if you do, use the bandit, guard, scout, or spy. When using the Lifeless in combat, you can use the Mage.

NPCs

Cultist, pg 398 SRD appendix

Cult fanatic, pg 398 SRD appendix

Bandit, pg 396 SRD appendix

Guard, pg 399 SRD appendix

Scout pg 401 SRD appendix

Spy pg 402 SRD appendix

Mage pg 400 SRD appendix

THE CULT OF ZUTH

Hierarchy: High Priest, Diviner, Acolyte

Racial Makeup: The cult is mainly made up of humans, half-elves, and a smattering of elves.

Background: These druidic worshipers revere the great dragon Zuth, honoring the beast as a living, breathing deity. The druids see in Zuth all the contradictory principles of harmony and chaos expressed in a single being.

The cult of Zuth exists to predict and document Zuth's arrivals, to give warning to those in its path, and to obstruct all efforts to prevent Zuth's rampages of destruction. They are well aware of the contradictions in their stated purposes, but they are contradictions that imitate the being they worship. In their minds alone, Zuth is a necessary component of Nature, and Nature is a force beyond all mortal comprehension. They take this dichotomy at face value, and their convictions are firmly grounded in Zuth being an unyielding truth of the universe.

The cult has utilized the arts of astronomy and divination to predict each of Zuth's arrivals for thousands of years. Their history states that they have made all predictions of Zuth's appearances without flaw. Each time Zuth appears, they record the event with great diligence; tallying the fatalities of dragons, and coldly documenting the collateral damage that results from Zuth's hunts.

Their indifference to suffering has caused many to hate the cult, driving them beyond the barest edges of civilization. As a result, the cult's numbers have dwindled over the centuries, from thousands to barely one-hundred. It is the opinion of the cult's members that their motives are sorely misunderstood; their intentions are help not harm, but not interfere with the necessity that is Zuth itself. Many people reject this narrative, and some nations have outright banned the practice of worshiping Zuth. Others kill cult members on sight, seeing them as a protector of a brutal force that begets great suffering.

Regardless of the perils, they will often arrive months or even years before a Great Purge to warn the peoples of its coming. Some listen, but this is rare. Zuth only comes around every hundred years — and thousands of years pass between Great Purges — so Zuth's existence is usually in question by cult outsiders. Most mortal beings regard the stories of Zuth as complete fiction concocted by a fanatical cult.

A new vision. Recently, a charismatic human member of the cult, Erdonan Haverth, has risen up through the ranks to sit at the head of the cult. By careful and clever manipulations and assistance from a powerful magic artifact, he has charmed the members into believing that he is the personification of Zuth and that he should be worshiped as such. At first, the cult was skeptical, but the Erdonan persevered in his clever deceptions, using tactics like information control (milieu control), gaslighting, mystical manipulation, and various magical mind control techniques to grasp and hold control.

Erdonan began his cult membership as an honest and devoted disciple. However, in his travels and adventures, he came across an amulet that granted him power over the minds of others. This power had a price, and that was paid in full with his sanity. An evil spirit resides within this amulet, put there by a mad warlock long since dead. This evil spirit has transformed the once honest Erdonan into a tool for its domination of life. Erdonan himself is unaware of the changes in his personality brought by this evil influence, as it has subtly changed over months and years. Those immune to the forces of the evil spirit have seen this change in the once mild-mannered cult member, and secretly work to usurp him.

ADVENTURE HOOKS

1. Several skeptical members of the cult approach the party and request assistance with removing Erdonan from the cult's leadership. These members are quite distraught, having seen their fellow members succumb to such obvious trickery as they have witnessed. They are definitely in the minority, however, hence their desperate plea of help to an outside group. They have gathered a meager fortune as a reward.
2. Have a zealot influence a nearby town, resulting in the cult's influence growing to the point where most are converted. As above, a small minority within the town appeals to the traveling group for help with expunging the evil influence, as lately there have been human sacrifices to bring about Zuth's next arrival. This is, in fact, an intelligent lie spread by Erdonan. The evil spirit that possesses him craves blood and misery and suffering, and so it uses Erdonan as a vessel to achieve these ends. The group may also try to thwart one of these sacrifices, and find themselves amid an angry crowd and have to escape, only to find that the execution went on as scheduled as soon as they were driven away. If the group manages to kill Erdonan or remove his amulet, the townspeople will awake from their hypnotic trance in horror. Their attitude will be grateful yet mournful of a bittersweet end to their captivity. Reward the group as appropriate to their level with a moderate cache of gems, silver, and gold. Once the elders of the town discover that the amulet was the source of their misery, they will demand its destruction.

MAGIC ITEMS

CLOAK OF THE DRAGON

Wondrous item, very rare (requires attunement)

While wearing this cloak, you reduce the damage of any dragon's breath weapon attack by 10 HP each time you are hit. If you are reduced to 0 hit points by a dragon's breath weapon attack, you immediately are brought to 1 HP instead. You gain a +1 bonus to AC and all saving throws as well.



DEATH SHROUD

Robe, very rare (requires attunement)

This deep black hooded robe is tattered and worn, generally resembles an ordinary travelers robe except for the small wisps of shadow which emanate from its edges during the night.

While attuned and wearing this robe, you have resistance to necrotic damage. Additionally, when you make a saving throw versus necrotic damage, you may expend a Hit Die and add the number rolled to your saving throw. You must decide to roll the Hit Die before you roll your saving throw. You may do this a number of times equal to your current useable Hit Dice.

DRAGON STAFF

Staff, very rare (requires attunement by a spellcaster)

This ornate item has a floating dragon head with its mouth open at the top of the staff. The head rotates to position a breath weapon attack. The staff will use one of 5 breath weapon types 3 times per day: Acid, Cold, Fire, Lightning, and Poison.

Each attack deals 44 (8d10) HP of damage.

Acid. 45-foot line, 5 feet wide.

DC 17 Dexterity saving throw for half damage.

Cold. 45-foot cone.

DC 17 Dexterity saving throw for half damage.

Fire. 45-foot cone.

DC 17 Dexterity saving throw for half damage.

Lightning. 60-foot line, 5 feet wide.

DC 17 Dexterity save for half damage.

Poison. 45-foot cone.

DC 17 Constitution saving throw for half damage.



DRAGON TOOLS

Tools, rare (requires attunement and the Survival skill)

These tools are specifically designed to field dress a dragon. Using these after a dragon is hunted and killed provides the user advantage to all Survival skill checks.

Included as a set are the following:

Bailer, Blubber Fork, Blubber Pike, Boarding Knife, Bone Saw, Bone Spade, Butchers Glaive, Carving Blade, Cutting Spade, Fire Pike, Gaff, Head Spade, Hide Hooks, Mincing Knife, Skimmer, Skinning Knife, Skinning Pole, Stirring Pole.

In total, the tools weigh 100 pounds.

LOCK PICKS OF THIEVERY

Tools, rare (requires attunement by someone proficient in Sleight of Hand)

These dull grey iron tools look old and worn out to the normal untrained eye. However, upon further examination through magical means, it is discovered that there are magical properties imbued upon these tools.

These lock picks have 6 charges. While holding them, you can use an action to expend 1 of its charges to gain advantage on a Dexterity (Sleight of Hand) check when attempting to open a locked object.

The Lock Picks regain 1d4 expended charges daily at dawn. If you expend the lock pick's last charge the magic fades from the lock picks becoming a mundane set of tools.

MALLET OF REPEATED OFFENSE

Mace, rare (requires attunement)

This simple wooden mallet has various holes and knots throughout its haft and head, resembling a broken tree branch.

You gain a +1 bonus to attack and damage rolls made with this mallet. When you roll a 10 on your attack roll with this weapon, you automatically get to make another attack roll at disadvantage.

MORNINGSTAR OF MALADY

Morningstar, artifact (requires attunement and proficiency with Martial Melee Weapons)

This weapon is made of one solid piece of black metal studded with dark bronze material on the head. It was originally wielded by the chief elder of Xavour's tribe. After his return, he first slew the elder, took his weapon, and began his rampage of destruction. Once his village was decimated, he began venturing out into the surrounding regions to seek revenge others.

Every life he took left a piece of their soul inside the weapon, corrupting it, and eventually the morningstar transformed into a perverted form of its original purpose. The golden weapon that used to be a holy relic of his tribe became the twisted, abyssal black weapon it now is. Fully transformed into a weapon of destruction, its powers cause flesh and

bone to rot upon contact, making his victims more vulnerable to his attacks.

Rumors of the weapon's original powers are unknown, but there is some speculation that if it causes this much destruction, maybe it could be cleansed and brought back to its original nature — and be turned into a weapon for good.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, plus 10 (3d6) poison damage. It scores a critical hit on a roll of 19 or 20.

While attuned to this artifact, and you attack a creature with this weapon and deal damage, the creature must make a DC 18 Constitution saving throw. On a failure, the target's flesh begins to wither and rot. The target becomes vulnerable to bludgeoning damage and is afflicted with the *contagion* spell.

Random Properties

The Morningstar of Malady has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental property
- 1 major detrimental property

Minor Beneficial Properties

- 01-20 While attuned to this artifact, you have resistance to cold damage.
- 21-30 While attuned to this artifact, you have resistance to necrotic damage.
- 31-40 While attuned to this artifact, you can use an action to cast the *bane* spell.
- 41-50 While attuned to this artifact, you have resistance to poison damage.
- 51-60 While attuned to this artifact, you gain proficiency with the Deception skill. If you already have it, you gain expertise in it.
- 61-70 While attuned to this artifact, you cannot be frightened.
- 71-80 While attuned to this artifact, you gain the ability to cast *disguise self* once per long rest.
- 81-90 While attuned to this artifact, you cannot be charmed.
- 91-100 While attuned to this artifact, you gain a +1 bonus to Armor Class.

Major Beneficial Properties

- 01-20 While attuned to this artifact, one of your ability scores increase by 1, to a maximum of 25.
- 21-30 While attuned to this artifact, your walking speed increases by 10 feet.
- 31-40 While attuned to this artifact, you gain advantage on saving throws against poison.
- 41-50 While attuned to this artifact, you can't be blinded.
- 51-60 While attuned to this artifact, you can use an action to cast the *rot** spell.
- 61-70 While attuned to this artifact, you have the tough feat.
- 71-80 While attuned to this artifact, you have advantage on Constitution saving throws.
- 81-90 While attuned to this artifact, you gain darkvision out to 60 feet. If you already have darkvision, your vision extends to 90 feet.
- 91-100 Roll again, you cannot gain the same benefit twice.



Minor Detrimental Properties

- 01-20 While attuned to this artifact, every time you take a long rest, all plant and animal life within 10 feet of you begins to wither and rot. This effect lasts for 1d6+2 days.
- 21-30 While attuned to this artifact, your skin turns pale and scaly. This effect lasts for 1d6+4 days.
- 31-40 While attuned to this artifact, a slight odor of death follows you. This effect lasts for 1d8+2 days.
- 41-50 While attuned to this artifact, your eyes turn a milky white with yellow pupils. This effect lasts for 1d10+2 days.
- 51-60 While attuned to this artifact, your fingernails grow long black and become razor sharp. They cause 1 point of damage to any creature you "accidentally" strike with them. This effect lasts for 1d4+2 days.
- 61-70 While attuned to this artifact, you gain another flaw determined by the GM, which is amplified, and can emerge during play at any time. This effect is permanent.
- 71-80 When you first attune to the artifact, you gain one of the following phobias for one month, determined by the GM. Phobias: Ablutophobia, Agliophobia, Batophobia, Chionophobia, Decidophobia, Eosophobia. This effect lasts for 2d10+5 days.
- 81-90 When you first attune to this weapon, the magical nature of the weapon drains you. Your Strength ability score decreases by 2 for 1d4 days. You also gain 1 level of exhaustion for 1d6 days.
- 91-100 Roll again, and that effect becomes permanent.

Major Detrimental Properties

- 01-20 While attuned to this artifact, you have disadvantage on Charisma (Persuasion) checks.
- 21-30 While attuned to this artifact, you become paranoid by anyone who asks you more than two questions and become instantly hostile towards them.
- 31-40 While attuned to this artifact, your paranoia increases and you become hostile toward anyone who seems untrustworthy toward you or your allies. To determine this, make a Wisdom (Insight) check with disadvantage. On a failure, the target's intentions seem untrustworthy.
- 41-50 When you attune to this artifact, you take 6d10 necrotic damage.
- 51-60 While attuned to this artifact, you attract humanoids with evil or malicious intentions. For example, criminals, orcs, friends, devils, etc. They seek you out for assistance with their evil plans. The type and intention of this humanoid is to be determined by the GM at any time during play.
- 61-70 When you first attune to this artifact, you age for 2d10 +10 years.
- 71-80 When you first attune to this artifact, you gain an evil familiar with a CR equal to your Charisma modifier. The familiar is determined by the DM.
- 81-90 While attuned to this artifact, and you reduce a creature to 0 hit points. There is a 15% chance (roll percentage) you become attracted to the smell of flesh and begin eating the flesh of your victim even if you are in the middle of combat.

- 91-100 Once attuned to this artifact, you attract the attention of Batara Kala (From Gods & Goddesses) who sends one of his minions after you to retrieve this weapon. The minion is a 20th level half-orc, chaotic evil paladin who follows the Oath of Ruination (Gods & Goddesses). You can supplement the Oath of Ruination for another Oath.

Effects of Corruption. While attuned to this artifact, one ability score of your choice other than Charisma increases by 2, to a maximum of 25. Your charisma decreases by 2, to a minimum of 3. This can only happen when you first attune to the artifact.

Minions of Chaos. While attuned and wielding the morningstar, you can use your action to summon a devil, fiend, or aberration with a CR equal to half your level. You can't use this property for another 1d4 days.

Command Evil. While attuned to this weapon, all humanoids CR 1 or lower and who have evil alignments are automatically in awe of your presence. You may use your action to command up to a number of humanoids equal to your charisma modifier. You can't use this property again for a number of days equal to your charisma modifier.

Spells. The Morningstar has 7 charges. While wielding the artifact, you may use an action to expend 1 or more charges to cast one of the following spells from it: *polymorph* (2 charges), *finger of death* (3 charges), *rot** (3 charges), *blight* (2 charges), *power word stun* (3 charges), and *enlarge/reduce* (1 charge). The artifact regains 1d4+3 expended charges daily at dawn.

Destroying the Artifact. In order to destroy this artifact, you must gain the aid of an angel who is willing to shed their blood, coating the whole weapon. This process must be done each day for 3 days where the weapon was first crafted. It must remain there during the whole process. Additionally, 5000 gold worth of diamond dust must be spread over the artifact.

Cleansing the Artifact. The process for cleansing the artifact is the same. However, the properties for the artifact change which are then determined by the GM. A suggestion would be to change the poison damage to radiant damage. The *contagion* spell could be replaced with *sunbeam*.

Rot

7th-level necromancy

Casting Time: 1 Action

Range: 30 feet

Components: V, S, C (1 piece of dried flesh, vial of fresh blood)

Duration: 1 minute

Your spell inflicts a wave of necrotic destruction upon your target, cursing them and causing their flesh to rot. The creature must make a Constitution saving throw. On a failed save, the target is cursed and takes 3d8 necrotic damage causing the targets flesh to rot and become vulnerable. On successful saving throw, the target takes half damage, and is not cursed.

A cursed creature must make a Constitution saving throw at the end of each of its turns. If it successfully saves against the spell, the curse ends. If it fails, the takes 3d8 necrotic damage each turn and becomes vulnerable to fire, cold, piercing, bludgeoning, and slashing weapons. This spell has no effect on undead or constructs.



NECKLACE OF FEARLESSNESS

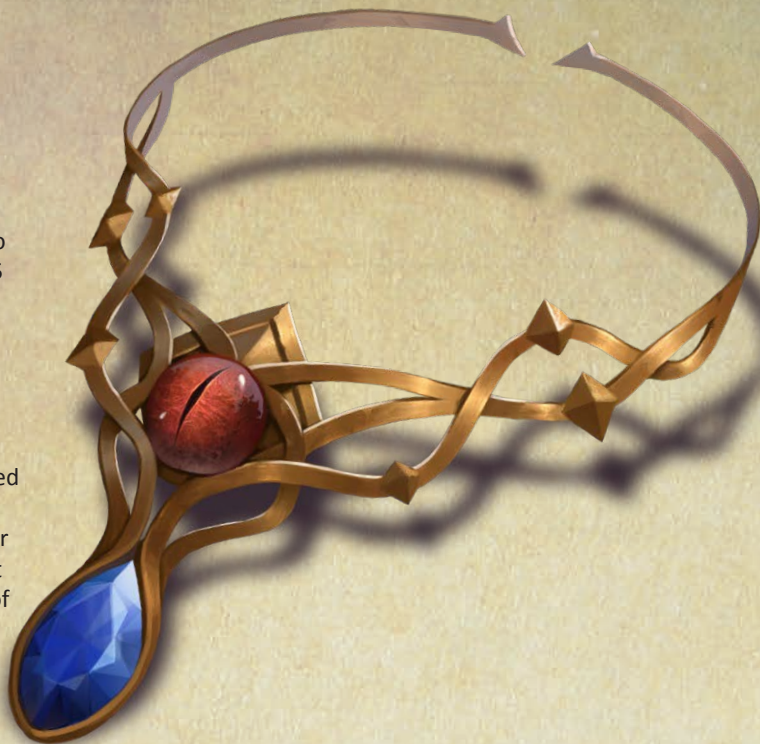
Wondrous item, rare (requires attunement)

This necklace grants the wearer protection from a dragon's Frightful Presence. While wearing the necklace, they are immune to the effect. The necklace also grants advantage to saves against a dragon's fearful presence to anyone within 5 feet of the necklace.

RING OF DRAGON ARMOR

Ring, rare (requires attunement)

This metal ring is decorated as the type of dragon it is intended to protect the wearer from. A red ring protects the wearer from a red dragon's fire breath, a white ring protects a wearer from a white dragon's cold breath, etc. The ring is ornate, but the distinctive feature is the scales which immitate the hide of a dragon. While you are wearing the ring, the breath weapon damage that you take is reduced by 10.



TAPESTRY OF PRESERVATION

Wondrous item, rare

These tapestries are usually found as a set of 4. Each tapestry is 4 feet wide, 6 feet tall, and weighs 4 pounds. The artwork on the tapestry is usually dragon related, depicting epic battles and sometimes ancient airships. When the tapestries are hung and activated, it will fill the space with preservation magic. A 40 x 40-foot room with solid walls is required.

While the magic of the tapestries is activated, the room stays at a consistent temperature that is comfortable to most living creatures. Magical light is also present, lighting a 40 x 40-foot room with the equivalence of daylight. Any item or creature within the space will not age or spoil.

If PCs discover tapestries that are not already hung, they will be bundled together. Within the bundle will be a key attached to a string that is connected to one of the tapestries via a string. A successful Arcana check of DC 19 will reveal how to use them.



LAIR ACTIONS

FURY'S LAIR

Fury may be encountered scheming within her lair in Hell's deepest fiery circle, or elsewhere in the Multiverse as she hunts for allies in her battle against Asmodeus.

Outside of her lair, Fury rarely picks a fight herself. Centuries of navigating the courts of Hell have taught her that lies, subterfuge, and charm are her greatest assets. She maintains her attractive, fiendish form at all times when outside of Hell, except when she is forced to fight for her life, or when she must assume draconic form to fly from plane to plane.

Within her lair, Fury lounges in her fiendish form upon her burning throne. This seat of fiery gold stands atop a mountain of treasure that forms a 120-foot radius island in an infernal sea of crackling flames. A creature takes 5 (1d10) fire damage if it begins its turn on this island of red-hot metal.

Lair Actions

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

- Fury causes a jet of molten gold to burst from the ground at a point she can see within 120 feet of her. The gold fills a cylinder that is 50 feet tall with a 10-foot radius, centered on that point. Each creature in that area must succeed on a DC 22 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one. On a failed save, a creature is also encased in solid gold, granting it total cover, and is restrained until the casing is broken. The casing has AC 18, 50 hp, and is immune to poison and psychic damage. The casing shatters when Fury uses another lair action.
- Fury's eyes flash gold, and all creatures that can see her must succeed on a DC 22 Wisdom saving throw or be charmed by her until she uses another lair action. An affected creature can repeat this save at the end of each of its turns, ending the effect on itself on a success.
- Fury chooses the corpse of a creature that she can see who died within the last minute. Its soul materializes as a lemure; at this point, the creature cannot be resurrected until the devil it was transformed into is killed, and its soul is repaired by a wish.
- Fury promotes a lemure she can see into a more powerful devil. Roll 1d6 to determine what kind of devil the lemure is transformed into:

1d6	Devil
1	Imp
2	Spined Devil
3	Bearded Devil
4	Barbed Devil
5	Chain Devil
6	Bone Devil

GOLTHAARIUS'S LAIR

Golthaarius's lair is an expansive demiplane called Refuge, nestled within the silver clouds of the Astral Plane. The lair is a sprawling space with an all-around sky of purple, red, blue, and pink, dotted with glittering golden stars in continually changing constellations. Silvery clouds drift through the demiplane and solidify into floating silver islands and mountains. Time doesn't pass for creatures in the demiplane, age doesn't touch them, and hunger and thirst are distant memories.

Golthaarius's home proper is on a spire of silver and stone in the "center" of the demiplane. The spire hovers in space like a great spindle. The interior holds chambers and tunnels so vast they couldn't possibly fit into the outer dimensions of the spire.

Lair Actions

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

- Golthaarius creates a magical Scything Blade Of Misty Silver at a point within 100 feet. The blade lasts for 1 round. Each creature within 15 feet of that point must succeed on a DC 15 Dexterity saving throw or take 13 (3d8) slashing damage and take 7 (2d6) necrotic damage at the start of its turn from bleeding essence. Any creature can take an action to staunch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.
- Golthaarius suddenly, but momentarily reinstates the flow of time in a 30-foot cube he can see. Each creature in the area suffers disadvantage on attack rolls until initiative count 20 on the following round from disorientation, and must make a DC 15 Wisdom saving throw. On a failed save, a creature takes 11 (2d10) necrotic damage and gains 1 level of exhaustion. A creature's exhaustion levels can't be increased above 3 by this action.
- Golthaarius forms a wall out of misty silver within 100 feet of him. The wall is 20-feet high, 60-feet long, and 2-feet thick, has AC 17 and 20 hit points per 5-foot section. The wall is immune to force, psychic, and poison damage. A creature in the wall's space when it appears is pushed to one side of its choice. The wall lasts until Golthaarius uses this action again, or until he dies.

Regional Effects

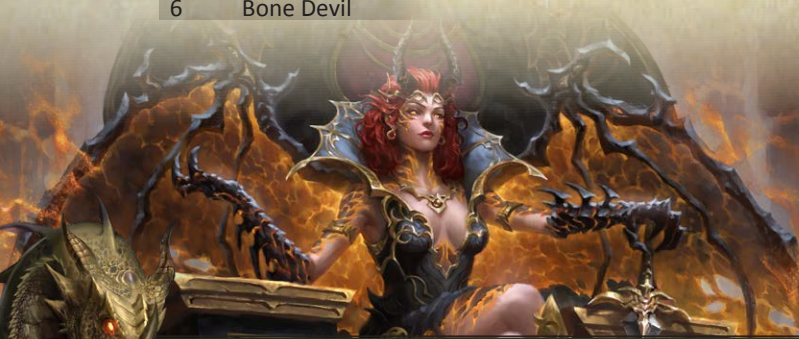
The region containing Golthaarius's lair is warped by the dragon's magic, which creates one or more of the following effects:

Golthaarius can create stable gateways from his lair to other planes. It takes Golthaarius 8 hours of concentration while within his lair to create a gateway, and he can maintain up to 9 gates at a time. If he creates a 10th gate, the oldest gate collapses. Gates are swirling discs of color that range from 5-feet to 20-feet across. A creature that moves into one side of the gate appears at the other immediately.

The demiplane is linked through the Astral to every corner of the multiverse. A creature in the lair is considered to be on the same plane as any other creature or object in existence. Sending spells cast while within the lair have no chance of failing, a succubus can communicate telepathically with a charmed thrall on any other plane, etc.

- Creatures in the lair don't age and don't require food or drink.
- Creatures in the lair can move by thought, essentially hovering in any direction with a speed equal to 3 x its Intelligence score.

If Golthaarius dies, the demiplane collapses in 1d4 hours. Any creatures or objects still in the demiplane at that time are ejected into random locations on the Astral Plane. If Golthaarius returns to life, a new demiplane forms in 1d10 days.





GLITZ'S LAIR

Glitz can be encountered in his vast brew making lair under The Dragon's Tavern.

The Lair can be mistaken for a massive alchemist's hall, built with care and details that only a dwarf can appreciate. With closer examination, it becomes clear that all the equipment and areas are filled with dedicated brewing kettles, burners, large spoons, mash containers, clamps, etc. Everything is meticulously maintained, and organized. The entire space is well lit, and the aromas of various brews fill the air.

Lair Actions

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

- Thick steam fills the lair in a 60-foot radius around Glitz. Other than Glitz or his allies, each creature starting their turn in the steam must succeed on a DC 15 Constitution saving throw or be Blinded. Creatures that succeed on their saving throw experience a mild alcoholic buzz. The steam lasts for 2 rounds and then fades away. This action may not be used again until the steam dissipates.
- Hot liquid begins to pour from kettles, filling the area with boiling hot water. Each creature within a 30-foot radius of Glitz must succeed on a DC 15 Dexterity check, taking 3d6 of damage. Creatures that succeed take half damage.

Regional Effects

The region containing Glitz's lair is blessed with good fortune, creating one or more of the following effects:

- Farmers within 10 miles of the lair receive double the average crop yields.
- Vendors who sell locally grown fruits and vegetables receive 25% more revenue compared to other towns.
- Citizens who live within 10 miles of the lair live 2d6 years longer than if living in comparable lands and also benefit with a +1 bonus to their Charisma and Constitution stats.

If Glitz dies, conditions of the area surrounding the lair return to normal after 1d10 days.

VANADON-NECROTH'S LAIR

The archive-lair of Vanadon-Necroth floats amidst the islands of planar detritus adrift in the cosmic oceans of the Astral Plane. Its crumbling stone structure is perched atop the skull of a dead god.

The remains of Vanadon's castle are labyrinthine and laden with magical traps, but the dragon itself rarely leaves the archive's heart. This central library is a massive circular chamber, nearly one thousand feet in diameter and rising over five hundred feet up. Its walls are covered from floor to ceiling with bookshelves, each one crammed full of arcane and esoteric texts, and relics of bygone ages.

Dozens of galleries curl around the outer walls, each fifteen feet above the other, and floating staircases drift idly throughout the library, connecting the different levels of the archive together at a whim. Some stairs spin lazily in midair as if to encourage visitors to defy gravity and climb them upside-down or at an angle perpendicular to the ground.

Vanadon-Necroth has not left his astral domain in the five decades since he first settled there. He spends his endless days in meditation at the center of his archive.

Lair Actions

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

- Vanadon-Necroth regains a spell slot of 8th level or lower. Roll a d8 to determine the level of the spell slot regained. If he has no spent slots of a level equal to or lower than the result of the roll, nothing happens.
- Vanadon-Necroth randomly casts a spell from the 20 spells he has prepared. Roll 1d20 and count up from the lowest-level spell he currently has prepared with his Spellcasting feature (starting with his 4th-level spells). Once a spell has been selected, he chooses its target or where the spell's area effects. Casting a spell in this way does not consume a spell slot.
- Vanadon-Necroth chooses a bookcase or floating staircase within his lair and telekinetically hurls it at a creature that he can see within 120 feet of him, making a ranged weapon attack with a +12 bonus to hit. On a hit, the creature takes 35 (10d6) bludgeoning damage and must succeed on a DC 25 Strength saving throw or fall prone.



XAVOUR'S LAIR

Approaching the home of Xavour is no easy feat, as an individual or adventuring party will have to traverse corrupted ground filled with decaying black and petrified trees and swampland filled with all sorts of undead and necrotic infused creatures.

Stories speak to the diseases that infest all manner of undead that roams the land surrounding his lair as well as the dense smell of death that fills the air. Black clouds and deadly mist float through the trees and hills that lead to his throne of corpses.

Upon reaching his lair, the view is intense and disgusting. Bodies forever in a perpetual state of decay are piled around the base of a black wood and yellow bone throne. Sitting on the throne with his glowing, yellow eyes is the half-orc form of Xavour with a midnight black cloak draping down to the floor. Swarms of insects buzz throughout the air, accompanied by the smell of rot and small black clouds.

Lair Actions

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

- **Clouds of Infestation:** Black clouds rise up from the ground within 120 feet of Xavour, obscuring the surrounding area. Creatures in the affected area are considered blind while the cloud persists; the cloud negates darkvision. At the beginning of each of their turns while in the cloud, every creature within range must make a DC 18 Constitution saving throw. On a failed saving throw the creature is poisoned and takes 55 (5d10) poison damage. The cloud lasts for 2 rounds and then fades away. This action may not be used again until the cloud dissipates.
- **Rise of the Dead:** Xavour uses his magical connection to the corrupted land around him forcing multiple undead or ghostly minions to rise up from the pile of corpses surrounding his throne. Roll 1d4 per adventurer to determine how many undead creatures rise. You may use zombies, ghosts, ghouls, and even vampire spawn! However, you are the DM you may choose any kind of undead you heart desires! You may not use this lair action two rounds in a row.
- **Deadly Swarm:** A black swarm of undead insects erupts from behind his throne filling the air, biting and scrapping at all living creatures within 120 feet.

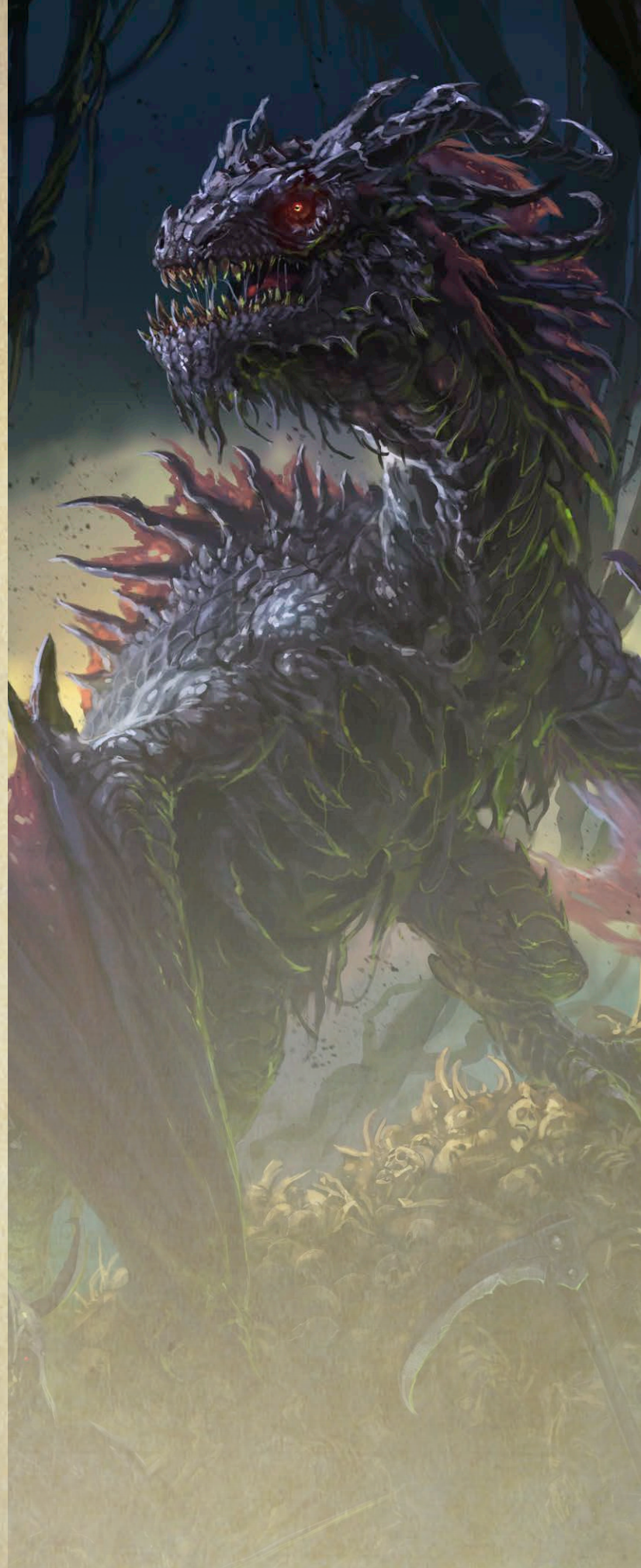
Melee Weapon Attack: +8 to hit, reach 10 ft., one target.
Hit: 14 (4d6) piercing damage, plus 14 (4d6) poisoned damage. If the target takes damage, the creature must make a DC 18 Constitution saving throw. On a failed save, the creature becomes poisoned and blind until the end of Xavour's next turn. If the creature rolls 10 or under, they gain 1 level of exhaustion.

Regional Effects

The area surrounding Xavour is corrupted by his presence creating one or more of the effects below:

- The land within 10 miles is corrupted, all life is withering or dead, and all water has turned to black ichor. If a creature drinks the water, it becomes poisoned.
- Black clouds are scattered through the land, obscuring the area within 5 miles of his lair.
- Travelers who sleep within 1 mile of his lair have terrible nightmares and are unable to achieve a long rest.

If Xavour is defeated, the land will be to slowly return to its original state, which may take centuries. If the PCs wish to restore the lands, it must be consecrated by a follower of a good-aligned god to purify the area. The process should take time as it has been corrupted for very long, requiring a considerable amount of effort. Once this is complete, the land will begin to regrow in 1d12 weeks.



PUGGON

It is an inarguable fact that the Elves of Sinfarel are master dragon breeders. Not only have they created various dragonoids with which they can bond and ride upon, but they have also created many different breeds of dragons — including the puggon. First conceived as companions to children, these adorable creatures soon became highly sought-out status symbols in the rest of the realm.

Eventually, some puggons made their way into the world outside Sinfarel by trade and even through theft. Once loosed upon the outside world, animal breeders soon created their own versions of this unique dragon. They bred new types of puggons, many times smaller and more charming than their original counterparts. Soon, they were sold as pets to the wealthy and as lifetime companions to noble children.

Generally, wealthy females often keep them as pets and as a status symbol, for they are as exotic as they are cuddly. They are a fashionable accessory as much as they are a companion, often carried beneath an arm or in a special box with a shoulder strap.

The bearer of a puggon receives a bonus to their Charisma, as the critters are quite appealing to those who behold them. Usually when a person sets eyes upon this cute and cuddly dragon, they will have a hard time resisting the urge to pet it.

Puggon

Small Dragon, Alignment - same as owner

Armor Class 11 (Natural Armor)

Hit Points 5 (1d8 +1)

Speed 30 ft., fly 10 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	12 (+1)

Skills Perception +3

Senses passive Perception 13

Languages understands basic common but can't speak it.

Challenge 1/8 (25 XP)

Adorable. If a puggon is within 10 feet of its owner, it provides them with +2 bonus to Charisma (Persuasion) checks.

Compelled Petting. Any non evil humanoid with an Intelligence of 5 or more that is within 20 feet of a puggon and can see it, must make a DC 13 Wisdom save, or be compelled to pet it.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, one target.
Hit: 2 (1d4+ 1) piercing damage.



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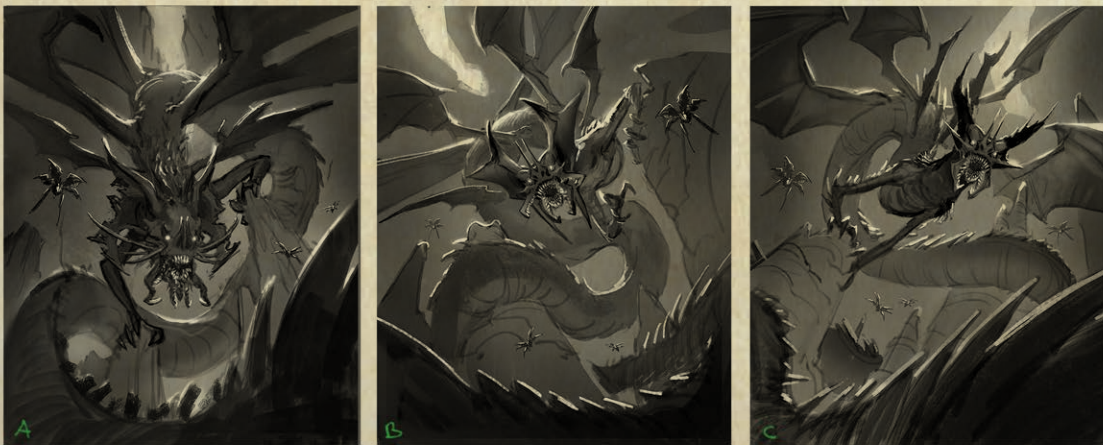
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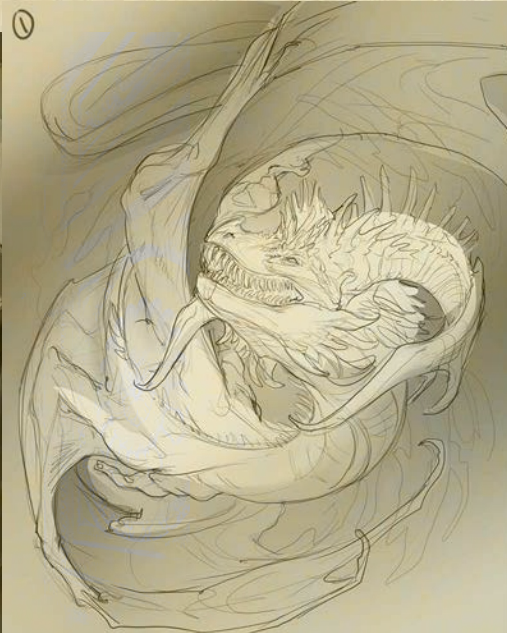
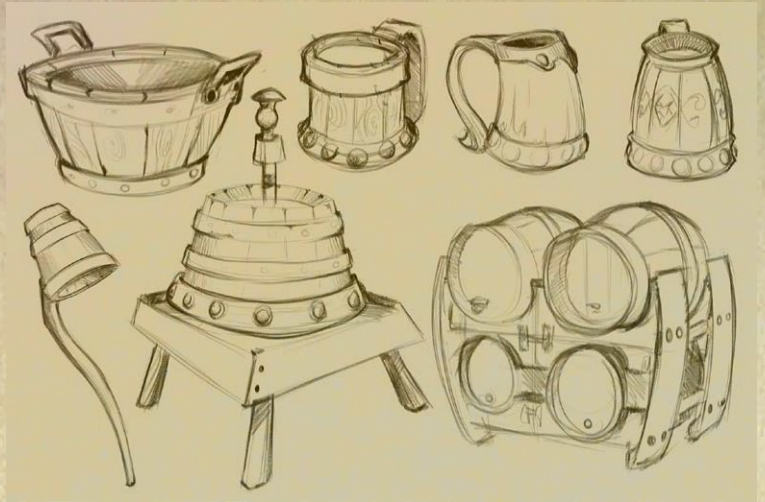
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