

THE KHYBER KHRONICLE

VOLUME 5

ARGONNESSEN ISSUE



NEW DRAGON PLAYABLE RACE

**LEARN MORE ABOUT
THE DRACONIC PROPHECY**

**TRAPS, TRAPS,
AND MORE TRAPS**



PRE-GENERATED DRAGON PCs, ENCOUNTERS, MONSTERS, AND MORE

THE KHYBER KHRONICLE

VOLUME 5



Lead Production: Dave Morris at Mount Ogden Gaming Company

Lead Designer: Dave Knighton at Under the Wing Gaming

Contributing Authors: Matthew Booth, Dave Knighton, Jeremiah McCoy, Kenny Morris, Zach Pickett, Joe Raso

Layout and design: Shani Knighton at Raven and Moon

Art Attributes: All artwork presented in this adventure is provided by Wizards of the Coast, and CC0 licensed art, and used with permission.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, Player's Handbook, Monster Manual, Dungeon Master's Guide, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2016 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

TABLE OF CONTENTS

4 SOLDIERS OF THE LIGHT

Written by Dave Knighton

Discover the land of Argonnessen and face encounters designed for your player's dragons.

7 DRAGON CHARACTERS

Written and Designed by Joe Raso

Create and play as your own dragon PC. Included are pre-generated dragons for levels 1-4.

25 THE LOST JOURNAL

Written by Matthew Booth

Found off the coast of Xen'drik, the remains of this journal records an unknown adventure brave enough to explore the continent of Argonnessen.

29 THE DRACONIC PROPHECY

Written and designed by Jeremiah McCoy

Learn more about the Draconic Prophecy and what it means for Eberron. Included is a new school option for your wizard.

34 TRICKS AND TRAPS FOR TWISTED DUNGEONS

Written and designed by Zachary Pickett

Add more depth and design to your traps. Ideas and examples for bringing more fun to your game, for you as a DM and for your players.

47 MONSTERS OF ARGONNESSEN

Written and designed by Kenny Morris

Here Be Dragons!





ARGONNESSEN: A LAND OF DANGER

Argonnessen is a vast continent, rivaling Khorvaire itself in size, and dragons aren't the only creatures inhabiting its varying terrain. From the war-torn lands of the Light of Siberys, to open freedom of the Vast, the home of thousands of flights within the Thousand.

Argonnessen is home to every terrible creature on Eberon. The dragons collected these monsters themselves to serve as both a threat to any unwanted travelers and as a way for young dragons to prove themselves worthy to either serve within the armies of the Light of Siberys or to claim a lair of their own within the Thousand.

The following adventure encounters are designed to be run using dragon PCs. The players can create their characters or use the pregenerated characters found within this issue. Each hook is built around the APL (average party level) of the table. As the DM, feel free to use these encounters as starting points for a longer adventure within Argonnessen as soldiers within the Light of Siberys, or as a quick one-shot session.

SOLDIER OF THE LIGHT

There is no greater honor than to be called a soldier within the Light of Siberys. We alone have the will to call forward the force of all of Argonnessen.

THE LIGHT OF SIBERYS

During the elf-dragon wars, the dragons fought, not as individual lords of the sky, but as one, disciplined force. They learned to put past their isolationist ideals and work together as an army. This change was due to the Light of Siberys. These highly trained soldiers that bare the namesake of their region origin have stood ready since the end of the old days and the Age of Demons. When war does arrive, the Light of Siberys organizes the dragons of Argonnessen to present one unified force with tactics and strategy required to dominate any threat.

Rankings within the Light of Siberys

Rarely is the entirety of a battalion required to stave off threats to Argonnessen. Typically, small units of 5-6 are sent out to address most matters. However, the Light does have a rank-and-file system for times when larger responses are required. The following table shows the ranks and names associated with each level of your dragon within the Light as found within [Dragons of Eberron](#). Because all dragons have to spend 50 years surviving within the Vast before joining the ranks of the Light, PCs aren't eligible to become a Soldier of Siberys till level 13.

Level	rank	name
13	0	Soldier of Siberys
14	1	Lantern of Siberys
15	2	Guiding Light of Siberys
16	3	Beacon of Siberys
17	4	Radiance
18	5	Radiant Flame
19	6	Glorious Flame
20	7	Eternal Flame

For those young dragons, some just wyrmlings, that wish to train as soldiers within the Light of Siberys, life is extremely trying. Every day is spent learning strategy and tactics. For those hatched within the Light of Siberys, or the “trueborns,” this life is thrust upon them. All young dragons spend 50 years in the Vast working to prove themselves. Those that return can take rank 0 within the Light. Those hatched within the Thousand are also forced to the Vast if they wish to gain their place within society and their lair.

Life in the Vast is meant to push dragons to their limits. The following encounters can be used to test your party and force them to work together to survive. These encounters are deadly for this reason. As the DM you have the prerogative to change the difficulty by adjusting HP or damage output.

LEVEL 1

Xerkoris the Old Green One was sent to the Vast over 150 years ago from the Thousand, like so many others, to prove that they were worthy of taking their place and own lair. However, after the required 50 years, Xerkoris became fond of the freedom and growing hoard they had acquired on their own. Included in this hoard was several creatures, including a small pack of gnolls.

ENCOUNTER

Two days ago, a few of their possessions were able to escape their overlord's watchful eye. Xerkoris, furious of this loss, has been scouring the area. Upon spotting the young party of dragons attempting to prove themselves, the Old Green One figures this party can do the leg work.

Xerkoris tells the party that three **gnolls** have escaped and he demands they return them, preferably alive, but if not, that's fine too. They offer gems worth 50 gp for the group's effort. Any attempt to negotiate a higher price fails, the fact that this dragon even offers anything should be good enough.

TREASURE

Upon returning the gnolls, Xerkoris rewards the party with the 50 gp as promised.

LEVEL 2

Throughout the centuries, dragons have collected beasts from around the world of Eberron as a way to enhance their skills and test their might. Everything from gnolls, to orcs and goblins, trolls and ogres, and bulettes. These monsters can be found anywhere within Argonnessen but are especially prevalent within Vast. It is here where dragons are forced to fight, and win, against any creature.

ENCOUNTER

Within a large swath of flat land, the party spots the remains of a young silver dragon. A successful DC 10 **Wisdom (Medicine)** check reveals that the death of this dragon was due to several large, deep bites. Any dragon that has a **Passive Perception** of 14 or higher begins to feel a rumbling in the ground. If no one notices this, a **bulette** burrows from under one of the dragons, surprising them.

TREASURE

The silver dragon carries a small pouch of gems and gold pieces worth 100 gp.

LEVEL 3

Dragons are not the only creatures that claim the sky of Argonnessen as their domain. A pride of griffons can easily take down groups of young dragons. Battling these flying creatures is one sure way for any dragon to gain respect and learn the skills of aerial combat.

ENCOUNTER

As the party approaches a cliffside while flying, the party member with highest **Passive Perception** notices a pride of three **griffons** feasting on the remains of a gold dragon wyrmling. If the party wishes to sneak up on the pride, have them make a group **Dexterity (Stealth)** against the griffons **Passive Perception**. If at least have roll higher, the party successfully takes the griffons by surprise.

TREASURE

The gold dragon wyrmling has 150 gp worth of coins and gems.

LEVEL 4

Throughout the Vast, packs of displacer beasts hunt everything for food, including young dragons.

ENCOUNTER

As the party settles in for the night, a pack of three **displacer beast** begins to surround the sleeping party. If a dragon is on watch, a successful DC 15 **Wisdom (Perception)** check notices the threat. If no one notices the creatures, they attack with surprise before dawn.

TREASURE

One of the displacer beasts was a pet to one of the dragon overlords and has a gem-encrusted collar worth 200 gp.





CREATING A DRAGON CHARACTER

WRITTEN AND DESIGNED BY JOE RASO

DRAGON CHARACTERS

The dragon’s green mottled scales blended perfectly with the underbrush as it crept towards the goblin encampment. It quietly inhaled a deep breath and prepared to unleash a poisonous blast at the unsuspecting creatures.

The silvery dragon’s eyes glowed with arcane enchantment as it magically probed the ruins for a long-lost relic.

A flair of holy light burst from the gold dragon’s amulet, and a surge of holy energy poured outward overwhelming the approaching army of skeletons.

DRAGONS AS CHARACTERS

Making a dragon class available for players had several challenges. The dragon class represents the characters class and race options. Dragons have many extraordinary abilities that can be challenging to balance against the character options in the *Player’s Handbook*.

An obvious task was the need to work through a dragon’s racial mechanics, but how would character class fit with a dragon character? Should the dragon character advance as a normal PC or require special rules to mimic its growth into a powerful creature?

Role-playing dragon characters isn’t a new idea. Council of Wyrms was a major inspiration for the dragon class. The *Council of Wyrms* was a product published by TSR during Dungeons & Dragon’s 2nd Edition. Originally released as a boxed set, these rules allowed gamers to run a full campaign using dragon PCs. A .pdf version of the hardcover revised version that was released by Wizards of the Coast is available for purchase on the DM’s Guild. If you’ve considered running a dragon campaign, I’d highly recommend reading it for further inspiration.

RACE AND CLASS MERGED

Much like the non-human classes presented in Dungeons & Dragon’s basic rules of the early 1980s, the dragon player character rules described herein merge the concepts of class and race. You as a player may choose your dragon color from one of the ten chromatic and metallic varieties presented in the Monster Manual, but there is only one dragon class described.

I have tried to include a variety of character options to enable the creation of a full mix of character types. First, all dragon characters access to draconic feats, which are abilities similar to the Feat rules presented in the Players Handbook. Second, dragon characters must select one of three distinct dragon archetypes, either Iconic, Arcane or Divine.

Also, note that there is no reason why you couldn’t multi-class into traditional character classes after the first level. However, as of this writing, I’ve had limited ability to validate that the power levels of these builds remain balanced with characters built using standard Players Handbook rules.

BACKGROUNDS SCALED BY LEVEL

Recognizing that the goal of this article was to provide rules for creating hatchling dragon characters, a challenge arises when considering backgrounds. Backgrounds are a key piece of 5th edition’s character build process. They provide ties to backstories and can help explain a character’s motives for becoming an adventurer. It’s hard to understand how a hatchling dragon might start the game with a character background. They just haven’t lived long enough to have life events implied by the typical backgrounds. Described in the Player’s Handbook.

One way to address this issue is to provide scaled backgrounds for new dragon characters. As a dragon character advances beyond 1st level, they would gradually gain knowledge and experience implied by backgrounds in the standard character creation process.

The following table provides one recommendation for implementing scaled backgrounds.

BACKGROUNDS SCALED BY LEVEL

Level	Background Benefit Gained
1	Racial Based Benefits Only
2	One Background Skill
3	One Background Skill and Choice of Background Tool or Language
4	Choice of Background Tool or Language, plus Background Feature

As an example, if you wish your dragon character would develop into having a Sage background (page 137 of the Players Handbook), then you could use the following progression:

SAMPLE SAGE BACKGROUND SCALED BY LEVEL

Level	Background Benefit Gained
1	Draconic Language, Perception and Stealth skill proficiencies (received by all dragon PCs)
2	Arcana Skill Proficiency
3	History Skill Proficiency plus one language of your choice (Common suggested).
4	One language of your choice and the Sage feature: Researcher.

Of course, you might decide that the scaled backgrounds unnecessarily complicate characters. If so, ignore this background mechanism and apply character backgrounds as normal, dragons are sometimes said to possess hereditary memories when they hatch. Do what makes the most sense for your game and have fun with it!

QUICK BUILD

You can make a dragon character quickly by following these suggestions. First, Strength should be your highest ability score, followed by Constitution. Second, choose a Silver Dragon as your racial sub-type. Third select *draconic vitality* as your 1st level draconic feat. Finally, consider the soldier background for later levels using the scaled background progression described above.

DRAGON TRAITS

All dragon player characters start with the following characteristics.

Ability Score Increase. Your Strength score increases by 2, and your Constitution score increases by 1

Age. Young dragons grow quickly. They are mobile hours after hatching and are immediately able to defend themselves. For this player class option, 1st level dragon characters are assumed to be hatchlings that will grow until they are considered adults at 20th level.

Alignment. In contrast to other campaign settings, the dragon's of Eberron may be of any alignment. Their draconic sub-type has no impact on your choice of alignment.



Dragon Age and Level

Dragon Challenge Rating. As I worked through the challenge of creating these rules, I tried to stay true to the vision of dragons as presented in the Monster Manual. In doing so, I recognized that even wyrmling dragons were significant threats to low-level PCs.

Wyrmling dragons described in the Monster Manual have challenge ratings that range from 1 to 4. I chose to assume that level 4 characters were roughly equivalent to a single wyrmling dragon, while a 20th level character was close to the challenge presented by an adult dragon. This approximation doesn't accurately reflect the variance between the various dragon sub-types - red dragons are typically more dangerous than equivalently aged brass dragons. However, I wanted players to be able to choose any chromatic or metallic dragon without that choice affecting the effective power level of their character.

Using my character level and dragon age approximation as a starting point, I crafted an ability progression taking characters from newly hatched dragons at the 1st level all the way to 20th level adult dragons.

Dragon Age. This ability progression brought a second issue into focus – the dragon's age. Player characters can advance to 20th level in much less “game time” than it might take a dragon to mature to adulthood. Accepted D&D lore states that adult dragons are at least 100 years old. How could I account for this discrepancy?

I decided not to try. My rationale was that if you were already playing a dragon in a fantasy game why did you need to worry about its age? Unless there were some compelling story element in the adventure or campaign tied to dragon ages, I'd recommend ignoring this dragon age/class level discrepancy all together. Hey, it's a fantasy game.

Optional Level Limits. However, if the idea of ignoring a dragon's age troubles you, you could place limits on the level advancement for dragon characters. You might allow dragon PCs to advance to the last dragon level of a given tier or age category but prevent any further increases until the character's age met the minimum age for the next tier or category.

As an example, you might allow dragon characters to freely advance in dragon class levels as Wyrmlings (level 1 to 8), but prevent further advancement until they met the minimum age of a Young dragon - 16 years. Perhaps the dragon character could multi-class into other standard character classes until they meet the age prerequisites.

The following table provides a comparison of PC levels, years and dragon age categories that can be used to define these optional level limits.

DRAGON PC TIERS AND AGE

tier	levels	age in years	monster manual age category
1	1 to 4	1 to 4	Wyrmling
2	5 to 8	5 to 15	Wyrmling
3	9 to 12	16 to 50	Young
4	13 to 16	51 to 100	Young
5	17 to 20	100+	Adult

DRAGON CLASS PHYSICAL ATTRIBUTES

Dragon Level	Natural AC	Size	Base/Swim/Climb Speed (ft.)	Fly Speed (ft.)	Burrow Speed (ft.)	Blindsight (ft.)	Darkvision (ft.)
1 to 4	16	S	25	50	10	5	30
5 to 8	17	M	30	60	15	10	60
9 to 12	18	L	40	80	20	20	120
13 to 16	18	L	40	80	30	40	120
17 to 20	19	H	40	80	30	60	120

Natural Armor Class. Tough scales that become stronger with age cover the dragon's body. Dragon characters have an Armor Class equal to their Natural Armor Class rating plus their Dexterity Modifier. Refer to the Dragon Class Physical Attributes table for Natural Armor Class ratings.

Size. A dragon character's size is dependant on their level, growing from small size at 1st level to huge size by 20th. Refer to the Dragon Class Physical Attributes table to determine your character's size.

Speed. All 1st level dragons have a flying speed. Different dragon racial sub-types may have a third movement type as identified on the Dragon Sub-types table. Movement speeds depend on the dragon character level. Players should consult the Dragon Class Physical Attributes table for their character's speed.

Blindsight. A dragon's magical nature allows it to perceive its surroundings even when no light exists. Consult the Dragon Class Physical Attributes table to determine the range of their Blindsight.

Darkvision. Born with keen senses, dragons can see even in dark or dim conditions. Consult the Dragon Class Physical Attributes table to determine the range of your Darkvision.

Languages. Dragons begin the game able to speak, read and write Draconic. At 9th level, dragons gain proficiency with one additional language of their choice.

Racial Sub-type. The ten most common dragon racial sub-types are described herein, though other dragon types do exist. Each sub-type has their combination of abilities.

Damage Resistance. You have resistance to the damage type associated with your dragon racial sub-type as shown in the Dragon Sub-types table. This resistance improves to Damage Immunity at level 4.

Draconic Limitations. Dragons do not possess any armor or weapon proficiencies. They cannot benefit from wearing armor, nor can they effectively use weapons presented in the Player's Handbook.

RACIAL SUB-TYPES

A full description of each dragon sub-type is beyond the scope of this article. The Monster Manual provides fantastic descriptions of the most common chromatic and metallic dragon breeds should players need inspirations for how to run their characters.

The following Dragon Racial Sub-Type table provides a summary of the benefits provided by each of draconic sub-types.

Breath Weapon. The table shows the type of damage, shape, and saving throw ability for breath weapon attacks for each draconic sub-type.

Extra Bite Damage. Chromatic dragons can deal bonus damage on bite attacks with a damage type equivalent to that dragon's breath weapon.

Extra Movement Type. This column identifies any additional types of movement available for each dragon sub-type.

Additional Features. Any other abilities possessed by the dragon sub-type.



DRAGON RACIAL SUB-TYPES: BREATH WEAPON

Racial Sub-Type	Damage Type	Shape	Saving Throw Ability	Extra Bite Damage	Extra Movement Type	Additional Features
Black	Acid	Line	Dexterity	Yes	Swim	Amphibious
Blue	Lightning	Line	Dexterity	Yes	Burrow	n/a
Brass	Fire	Line	Dexterity	No	Burrow	n/a
Bronze	Lightning	Line	Dexterity	No	Swim	Amphibious
Copper	Acid	Line	Dexterity	No	Climb	n/a
Green	Poison	Cone	Constitution	Yes	Swim	Amphibious
Gold	Fire	Cone	Dexterity	No	Swim	Amphibious
Red	Fire	Cone	Dexterity	Yes	Climb	n/a
Silver	Cold	Cone	Constitution	No	n/a	n/a
White	Cold	Cone	Constitution	Yes	Swim & Burrow	Ice Walk

CLASS FEATURES

As a dragon player character, you gain the following class features.

HIT POINTS

Hit Dice: Dragon's hit dice varies with their dragon level. At first level, you have 1d6 as hit die which gradually increases to 1d12 at higher levels. Consult the Dragon Class Level Summary table for the hit dice received at each level.

Hit Points at 1st Level: 6 + your Constitution modifier

Hit Points at Higher Levels: Varies by Level as follows:

- Levels 1-4: 1d6 (or 4) + your Constitution modifier
- Levels 5-8: 1d8 (or 5) + your Constitution modifier
- Levels 9-16: 1d10 (or 6) + your Constitution modifier
- Levels 17-20: 1d12 (or 7) + your Constitution modifier

PROFICIENCIES

Armor: none

Weapons: none

Tools: none

Saving Throws: Dexterity, Constitution, Wisdom, Charisma

Skills: Perception and Stealth.

EQUIPMENT

It is assumed that 1st level Dragons are hatchlings who have no equipment.



DRAGON CLASS LEVEL SUMMARY

Level	Proficiency Bonus	Hit Dice	Features
1	2	1d6	Breath Weapon (1/long rest), Bite Attack, Claw Attack, Draconic Feat
2	2	2d6	Breath Weapon (1/short rest), Draconic feat
3	2	3d6	Draconic Archetype
4	2	4d6	Draconic Vitality, Damage Immunity
5	3	4d6 + 1d8	Size Change, Breath Weapon (Recharge 5-6)
6	3	4d6 + 2d8	Extra Attack (two attacks)
7	3	4d6 + 3d8	Draconic Cunning, Draconic Archetype Ability
8	3	4d6 + 4d8	Draconic Vitality, Maximum Ability Increase (22)
9	4	4d6 + 4d8 + 1d10	Size Change, Bonus Language, Bonus Skill Proficiency
10	4	4d6 + 4d8 + 2d10	Draconic Archetype Ability
11	4	4d6 + 4d8 + 3d10	Extra Attack (three attacks)
12	4	4d6 + 4d8 + 4d10	Draconic Vitality, Maximum Ability Increase (24)
13	5	4d6 + 4d8 + 5d10	Tail Attack, Draconic Feat
14	5	4d6 + 4d8 + 6d10	Draconic Archetype Ability
15	5	4d6 + 4d8 + 7d10	Draconic Cunning, Bonus Skill Proficiency
16	5	4d6 + 4d8 + 8d10	Draconic Vitality, Maximum Ability Increase (26)
17	6	4d6 + 4d8 + 8d10 + 1d12	Size Change, Frightful Presence
18	6	4d6 + 4d8 + 8d10 + 2d12	Multi-attack, Draconic Feat
19	6	4d6 + 4d8 + 8d10 + 3d12	Draconic Vitality, Wing Attack, Maximum Ability Increase (28)
20	6	4d6 + 4d8 + 8d10 + 4d12	Legendary Resistance 1/day, Legendary Action

BREATH WEAPON

You can use your action to exhale destructive energy. Your dragon racial sub-type determines the size, shape and type of damage for your exhalation (see Dragon sub-types table).

When you use your breath weapon, each creature in the area of exhalation must make a saving throw, the type of which is determined by your racial sub-type. The DC for the saving throw and the size of your breath weapon attack advance as you gain levels, as shown on the Dragon Class Breath Weapon table.

Damage. Base breath weapon damage for dragon characters is a pool of d6 die. The number of die in your damage pool is equal to one half the character's level plus two (rounded down). A failed saving throw will result in the total rolled amount of damage, while a successful saving throw results in half of that amount.

Example, a 3rd level character, would deal 3d6 damage with their breath weapon to targets who fail their saving throw (3/2+2=3).

Maximum Uses. Breath weapons attacks are physically taxing on the dragons who use them. The maximum number of times that you can use your breath weapon is equal to your Constitution Modifier, after which you must complete a long-rest to be able to use it again. The draconic feat Copious Breath, if taken, increases the number of times you may use your breath weapon before a long rest is required.

DRAGON CLASS BREATH WEAPON

Dragon Level	Cone Size (ft.)	Line Size (ft.)	Saving Throw DC
1 to 4	10	15	10
5 to 8	15	20	11
9 to 12	20	30	13
13 to 16	30	40	15
17 to 20	40	60	18

MELEE ATTACKS

At 1st level, you may choose between a bite attack that deals piercing damage and a claw attack that deals slashing damage. Chromatic dragons gain a bonus to their bite attack with a damage type that is the same as their breath weapon attack. On reaching 13th level, you gain a tail attack that deals bludgeoning damage.

DRAGON CLASS MELEE ATTACKS

Level	Attacks Per Turn	Bite Damage	Bite Reach	Bonus Bite Damage	Claw Damage	Claw Reach	Tail Damage	Tail Reach
1 to 4	1	1d8	5 ft.	1d4	1d6	5 ft.	n/a	n/a
5 to 8	2	1d10	5 ft.	1d6	1d8	5 ft.	n/a	n/a
9 to 12	2	2d10	10 ft.	1d8	1d10	5 ft.	n/a	n/a
13 to 16	3	2d10	10 ft.	1d8	2d6	5 ft.	1d8	10 ft.
17 to 20	3	2d10	10 ft.	1d10	2d6	5 ft.	2d8	15 ft.

Bonus Bite Damage. Bonus Bite Damage is only applicable for chromatic dragons (see dragon racial sub-types).

Attacks Per Turn. You may only make one Bite attack and one Tail attack with the Attack action regardless of the number of attacks you may take with that action.

DRACONIC FEAT

At 1st level, you may choose a draconic feat that expands some aspect of your draconic nature. Additional draconic feats are gained at higher levels as defined by the Dragon Class Summary table and possibly from your chosen Draconic Archetype. Some draconic feats have prerequisites that must be met before they can be selected. Once a draconic feat has been selected it cannot be changed. Unless otherwise specified, draconic feats may not be taken more than once.

Draconic feats are detailed at the end of this article.

DRACONIC ARCHETYPES

At 3rd level, you choose a draconic archetype that defines the future growth of your abilities. Choose to be an Iconic, Arcane or Divine Archetype, with each of these options detailed further below. Each Archetype grants features at 3rd level, 7th, 10th and, 14th levels.

DRACONIC VITALITY

Dragons are physically strong and tough. At 4th, 8th, 12th, 16th, and 19th levels, you gain the Draconic Vitality feat as detailed in the draconic feats section.

DAMAGE IMMUNITY

Starting at 4th level, you are now immune to all damage associated with your breath weapon attack damage type as appropriate for your draconic sub-type.

SIZE CHANGE

Your character grows as you gain experience. 1st level dragons begin as Small-sized creatures. At 5th level, you are considered Medium-sized. At 9th level, you are a Large-sized creature. At 17th level, you are a Huge sized creature. This size change coincides with increases to your hit dice and melee attack damage.

EXTRA ATTACKS

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn. The number of attacks increases to three when you become a 13th level dragon.

DRACONIC CUNNING

Dragons develop impressive mental powers as they age. At 7th level and also at 15th level, you gain the Draconic Cunning feat as detailed in the draconic feats section.

MAXIMUM ABILITY SCORE

Dragons can grow to become incredibly powerful creatures. At 8th level, your maximum ability score increases to 22. Further increases occur at 12th level (maximum of 24), 16th level (maximum of 26) and 19th level (maximum of 28).

BONUS SKILL PROFICIENCY

At 9th level and again at 15th level you gain proficiency in one of the following skills: Arcana, Deception, History, Insight, Intimidation, or Persuasion.

BONUS LANGUAGE

At 9th level you gain proficiency speaking, reading and writing one language of your choice.

FRIGHTFUL PRESENCE

By 17th level, your presence can strike fear in most creatures. As an action, each creature of your choice that is within 120 feet and aware of you, must succeed on a Wisdom saving throw or become frightened for 1 minute. The DC for this saving throw is 8 + your proficiency bonus + your Charisma Modifier. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success. If a creature's saving throw is successful or the effect ends for it, then that creature is immune to your Frightful Presence for the next 24 hours.

MULTI ATTACK

At 18th level, you are now adept at instilling fear in your opponents before you strike.

As an action, you can use your Frightful Presence ability and then make three melee attacks: one with your bite and two with your claws.

WING ATTACK

Once you reach 19th level, your wings have become so powerful that you can use them to knock over your opponents.

As an action, you beat your wings. Each creature within 10 feet of you must succeed on a Dexterity saving throw (DC=8 + proficiency bonus + Strength modifier), or they take 2d6 bludgeoning damage and be knocked prone. You can then fly up to half your flying speed. Opponents who successfully save do not take damage and are not prone.

LEGENDARY RESISTANCE

At 20th level your innate magical nature has grown to allow you to shrug off some effects that might harm you. Once per day, if you fail a saving throw, you can choose to succeed instead. Once used, you must complete a long rest to use this ability again.

LEGENDARY ACTION

Once you've reached 20th level, you can now take 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. You regain spent legendary actions at the start of your turn.

- **Detect.** You make a Wisdom (Perception) check.
- **Tail Attack.** You make a tail attack.
- **Wing Attack (costs 2 legendary actions).** You can take the Wing Attack action.

DRACONIC ARCHETYPES

ICONIC ARCHETYPE

The Iconic archetype represents the physically powerful dragon that most players recognize. They have a large number of Draconic Feats to choose from to augment their raw abilities.

DRACONIC FEATS

At 3rd, 7th, 10th, and 14th levels you may choose a draconic feat provided you meet the necessary prerequisites.

ARCANE ARCHETYPE

Dragons who choose the Arcane Archetype combine the awesome power of dragon-kind with a mastery of magic. These dragons are able to cast arcane spells and become skilled ritual casters.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. You must choose your magic discipline, choosing between either Bardic or Wizard magic. Once chosen, this magic discipline may not be changed.

Cantrips. You learn three cantrips: *mage hand* and two other cantrips of your choice from either the bard or wizard spell list as defined by your chosen magic discipline. You learn an additional cantrip of your choice from the appropriate spell list at 10th level.

Spell Slots. The Dragon Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

Spells Known of 1st-Level and Higher. You know three 1st-level spells of your choice, chosen from either the bard or wizard spell list as appropriate for your chosen school of magic.

The Spells Known column of the Dragon Spellcasting table shows when you learn additional spells of 1st level or higher. Each of these spells must be from your chosen magic discipline and must be of a level for which you have spell slots.

Whenever you gain a level in this class, you can replace one of the spells you know with another spell of your choice from your magic discipline's spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Your spellcasting ability is determined by your chosen magic discipline. If you cast Bard spells, you rely on Charisma to cast spells. However, if your selected Wizard magic as your discipline you use Intelligence to invoke your magic.

Spell save DC = 8 + your proficiency bonus + either your Charisma or Intelligence modifier

Spell attack modifier = your proficiency bonus + either your Charisma or Intelligence modifier

Spellcasting Focus. You can use an arcane focus as a spellcasting focus for your bard or wizard spells. You may gain the benefit of a spellcasting focus even if it is held by a *mage hand* spell that you have cast.

ARCANE WARDING

By 7th level, magical energies are now so innate to your being that arcane spells have trouble damaging you. You have resistance to damage from spells.

RITUAL CASTER

At 10th level, you have developed an innate sense of magic and can now cast ritual spells. You craft a ritual spellbook and inscribe two 1st-level spells that have the ritual tag from any class's spell list. The spells within this book do not count against the number of spells you know. When you have this ritual spellbook with you, you can cast any of the spells inscribed within as rituals. You can't cast these inscribed spells except as rituals unless you've learned them by some other means. You can also cast a dragon spell you know as a ritual if it has the ritual tag.

On your adventures, you can add other ritual spells to your ritual spellbook. When you find such a spell, you can add it to the book if the spell's level is one for which you possess spell slots. Each level of spell inscribed with your ritual spellbook requires 2 hours to transcribe and costs 50 gp for the rare inks needed to inscribe it.

ARCANE INSIGHT

Beginning at 14th level, you know the Legend Lore spell and are able to cast it once per day without expending a spell slot.

DIVINE ARCHETYPE

A few select dragons raise their awareness beyond the material plane and can channel divine power of the gods. Divine Archetype characters enhance their already formidable draconic powers with divine magic.

SPELLCASTING

When you reach 3rd level, you learn to draw upon divine magic through meditation and prayer to cast spells as a cleric does. You have dedicated yourself to divine powers, who intern grant you a modicum of divine abilities to further their cause.

Cantrips. You learn three cantrips of your choice from the cleric spell list. You learn an additional cantrip of your choice at 10th level.

Preparing and Casting Spells. The Dragon Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

You prepare a selection of cleric spells that are available for you to cast, choosing from the cleric spell list. When you do so, choose a number of cleric spells as shown in the Spells Known column. The spells must be of a level for which you have spell slots.

You can change your list of prepared spells when you finish a long rest. Preparing a new list of spells requires time spent in prayer and meditation: at least 1 minute per spell level for each spell on your list.

Spellcasting Ability. Wisdom is your spellcasting ability for the spells you cast. Your spells come from your devotion to your deity or divine cause. You use Wisdom whenever a cleric spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a cleric spell you cast and when making an attack roll with one.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier = your proficiency bonus + your Wisdom modifier

Ritual Casting. You can cast a cleric spell as a ritual if that spell has the ritual tag and you have the spell prepared.

Spellcasting Focus. You can use a holy symbol as a spellcasting focus for your cleric spells.

CHANNEL DIVINITY – TURN UNDEAD

At 3rd level, you gain the ability to channel divine energy directly from your deity, using that energy to Turn Undead as described in the Players Handbook (PH 59)

After using your Channel Divinity, you must finish a short or long rest to use it again. Your DC equals your spell save DC. Beginning at 10th level, you can use your Channel Divinity twice between rests.

LAY ON HANDS

At 3rd level, you gain the Paladin ability to Lay On Hands (see page 84 of the Players Handbook). However, your “effective” paladin level for this ability is equal to ½ of your Dragon Level rounded down.

TRUTH SENSE

At 7th level, your growing divine nature gives you an ability to discern truth from lies. You always have the Zone of Truth spell prepared, and it does not count against the number of spells you can have prepared each day. Once per long rest you may cast Zone of Truth without expending a spell slot.

DIVINE SMITE

Starting at 10th level, you gain Divine Smite ability of a paladin (see page 85 of the Players Handbook).

DIVINE PURGE

At 14th level your attunement with the divine allows you to purge magical effects. You can use your action to end one spell on yourself or on one willing creature that you touch.

You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain expended uses when you finish a long rest.

DRAGON SPELLCASTING

Dragon Level	Cantrips Known	Spells Known	- Spell Slots Per Spell Level -			
			1 st	2 nd	3 rd	4 th
3 rd	3	3	2	-	-	-
4 th	3	4	3	-	-	-
5 th	3	4	3	-	-	-
6 th	3	4	3	-	-	-
7 th	3	5	4	2	-	-
8 th	3	6	4	2	-	-
9 th	3	6	4	2	-	-
10 th	4	7	4	3	-	-
11 th	4	8	4	3	-	-
12 th	4	8	4	3	-	-
13 th	4	9	4	3	2	-
14 th	4	10	4	3	2	-
15 th	4	10	4	3	2	-
16 th	4	11	4	3	3	-
17 th	4	11	4	3	3	-
18 th	4	11	4	3	3	-
19 th	4	12	4	3	3	1
20 th	4	13	4	3	3	1



DRACONIC FEATS

If a draconic feat has prerequisites, you must meet them to learn it. You can learn the draconic feat at the same time that you meet its prerequisites. You may only take a draconic feat once unless stated otherwise.

CHANGE SHAPE

Prerequisite: 9th level metallic dragon, or 13th level chromatic dragon.

In Eberron, any dragon may learn to change their form to hide their draconic identity. As an action, you magically polymorph into a humanoid or beast that has a challenge rating no higher than your dragon level, or back to your true form. You revert to your true form if you die. Any equipment you are wearing or carrying is absorbed or borne by your new form (your choice).

In a new form, you retain your alignment, hit points, Hit Dice, ability to speak, proficiencies, any Legendary Resistance, and Intelligence, Wisdom, and Charisma scores, as well as this Change Shape draconic feat. Your statistics and capabilities are otherwise replaced by those of your new form, except any class features or legendary actions of that form.

COPIOUS BREATH

Prerequisite: level 5

Taking this draconic feat allows you to use your breath weapon more often. The maximum number of Breath Weapon uses per long rest you may use becomes your Constitution Modifier + 2.

CRUSHING ATTACK

Prerequisite: Size Large or Larger

If you jump or fly as part of your move, you may use an action to land on top of one or more creatures who are at least one size smaller than you. All creatures underneath you must make a Dexterity saving throw vs. your breath weapon DC or be crushed taking 2d6 points of bludgeoning damage, become prone and grappled underneath you (escape DC = 8 + your proficiency bonus + your Strength modifier). A successful save results in 1/2 damage and not being prone or grappled.

DRACONIC CUNNING

Your draconic heritage allows you to enhance your mental abilities. You may choose one of the following benefits:

- add +2 to one of Intelligence, Wisdom, or Charisma
- add +1 to each of Intelligence, Wisdom, and Charisma

This feat may be taken multiple times. However, none of your ability scores can exceed your maximum ability score as identified on the Dragon Class Summary Chart.

DRACONIC TOUGHNESS

You are exceptionally tough. Each of your existing dragon class hit die, and all future dragon class hit dice you receive when you gain a level are increased by one dice category up to a maximum of a d12. As an example, if you are an 18th level dragon, your pool of hit die would normally consist of:

- 4d6 + 4d8 + 8d10 + 2d12.

After taking this feat your new pool of hit dice would become:

- 4d8+4d10+10d12.

The hit points you gain for each new level increases appropriately to be consistent with your new hit dice. As an example, if your newly increased hit dice is a d8, then you would gain 5 + Constitution modifier hit points for that level.

You may take this feat multiple times; however, your hit dice can never increase beyond a d12.

DRACONIC VITALITY

Your powerful physical draconic is enhanced. You may add +1 to both your Strength and Constitution ability scores. This feat may be taken multiple times, however, your ability score cannot exceed your maximum ability score as determined by from your Dragon Class level (see Dragon Class Summary Chart).

FIERCE BREATH

Your breath weapon is particularly dangerous. Your Breath Weapon DC increases by +2.

FEARSOME COUNTENANCE

Prerequisite: Frightful Presence ability

The Saving Throw DC for your Frightful Presence ability increases by +2.

FORCEFUL BREATH WEAPON

Prerequisite: Bronze Dragon Subtype

In addition to your normal breath weapon, you gain a Repulsion Breath Weapon attack. You exhale a cone of repulsive magic. Each creature in the area of effect must succeed on a Strength saving throw. On a failed save, the creature is pushed away from you a distance equal to the Breath Weapon Line Size as for your Dragon character level as shown on the Dragon Class Breath Weapon Table.

FLYBY ATTACK

If you make a melee attack against a creature while you are in flight, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.

GUSHING BREATH

Your breath weapon attacks extend farther than normal. The range of your breath weapons as shown on the Dragon Class Breath Weapon Table is increased by 1.5 times for cone breath weapon attacks and doubled for line breath weapon attacks.

As an example, a 5th level dragon would have a cone breath weapon of $15 \times 1.5 = 22.5$ feet, and a line breath weapon size of $20 \times 2 = 40$ feet.

HASTENED BREATH

Prerequisite: level 5

You are able to attack more often with your breath weapon. Your breath weapon attack now recharges on a 4, 5, or 6.

IRON HIDE

Prerequisite: Level 7, Tough Scales draconic feat.

All bludgeoning, piercing and slashing damage you take from non-magical weapons is reduced by 2.

NOBLE PRESENCE

Prerequisite: Level 3.

You inspire confidence in your allies. Creatures of your choice within 60 feet who can see or hear you have advantage on saving throws versus fear and charm. As an action on your turn, you may inspire one creature within 60 feet who can hear you to make a saving throw to end a fear or charm effect. They may not benefit from this ability again until completing a short rest.

PARALYZING BREATH WEAPON

Prerequisite: Silver Dragon Subtype

In addition to your normal breath weapon, you gain a Paralyzing Breath Weapon attack. You exhale a cone of paralyzing gas. Each creature in the area of effect must succeed on a Constitution saving throw. On a failed save, creatures are paralyzed for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself with a success.

PERCEPTIVENESS

Your senses can detect things other dragons may miss. You have advantage on all perception checks. The range of your blindsight and darkvision are doubled.

POLYGOT

Prerequisite: level 3

Your Intelligence score increases by 1, but may not exceed your maximum ability score. You learn new languages easily. You learn three languages of your choice. You may take this feat multiple times, learning new languages each time.

RUINOUS BREATH

Your breath weapon attacks become deadlier if this draconic feat is taken. The damage die of your breath weapon attack increases by one dice category. (d6 -> d8 -> d10 -> d12)

Example a 1st level dragon character normally has 2d6 for breath weapon damage. However this would increase to 2d8 by taking the ruinous breath feat.

You may take this draconic feat multiple times. However, your breath weapon damage dice may never exceed the d12 dice category.

SERPENT'S PROWESS

Choose one of your skill proficiencies. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiency. You may take this draconic feat multiple times, choosing a different skill each time.

SLEEP BREATH WEAPON

Prerequisite: Brass dragon subtype

In addition to your normal breath weapon, you gain a Sleep Breath Weapon attack. You exhale a cone of sleep-inducing gas. Each creature in the area of effect must succeed on a Constitution saving throw. On a failed save, creatures fall unconscious for 10 minutes. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

SLOW BREATH WEAPON

Prerequisite: Copper dragon subtype

In addition to your normal breath weapon, you gain a Slowing Breath Weapon attack. You exhale a cone of gas and each creature in the area of effect must succeed on a Constitution saving throw. On a failed save, creatures can't use reactions, their speed is halved, and they can't make more than one attack on their 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.

SNATCH ATTACK

Prerequisite: size large or larger

While flying, when you take the Attack action you may use one or more of your melee attacks to make a claw attack against a target whose size is smaller than you. You don't provoke opportunity attacks from the target of this attack for the rest of your turn. On a hit, you deal no damage with that claw attack and instead grapple the target, capturing it in your talons. While grappled in this way, targets have disadvantage on attacks against you.

TAIL SWEEP

Prerequisite: Level 13

When taking the attack action, you may use one of your attacks to perform a tail sweep attack. Your tail makes a 180-degree arc in the direction of your choice. All creatures within reach of your normal tail attack and who are within this arc must make a Dexterity saving throw (DC = 8 + proficiency bonus + your Strength modifier). On a failed saving throw, a target takes 1d6 + Strength modifier bludgeoning damage and falls prone in its space. On a successful save targets take only half damage and are not prone.

TOUGH SCALES

Prerequisite: Level 3

Your scales have become very tough. You have resistance to all non-magical bludgeoning, piercing, and slashing damage.

WATERBREATHING

You are amphibious and are able to breathe both air and water.

WEAKENING BREATH WEAPON

Prerequisite: Gold dragon subtype

In addition to your normal breath weapon, you gain a Weakening Breath Weapon attack. You exhale a cone of gas and each creature in the area of effect must succeed on a Strength saving throw. On a failed save, creatures have disadvantage on Strength-based attack rolls, Strength checks, and Strength saving throws 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.

WRITHING FORM

You are difficult to hit with attacks. Your Armor Class increases by 2.

WYRM'S TONGUE

Prerequisite: Level 7

Your draconic nature allows you to transcend normal speech occasionally. Once per long rest you may cast the Tongues spell on yourself.



DRAGON PRE-GENS

The following pages have been designed in a more print friendly format for easy distribution to your players.

“THE WARRIOR”

1ST LEVEL GOLD DRAGON, SOLDIER BACKGROUND

Small, dragon (gold), lawful neutral

Armor Class 16 (natural)

Hit Points 9 (1d6+3)

Speed 25 ft., fly 50 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	10 (+0)	10 (+0)	13 (+1)

Saving Throws Dex +2, Con +5, Wis +2, Cha +3

Skills Perception +2, Stealth +2

Damage Resistance fire

Senses Passive Perception 12, Blindsight 5 ft., Darkvision 30 ft.

Languages Draconic

Amphibious. Can breathe air and water.

Draconic Feat (*Draconic Vitality*). Increased ability scores already included in statistics.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 9 (1d8+4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5ft., one target. Hit: 8 (1d6+4) slashing damage.

Fire Breath Weapon (1/long rest) 10 ft. cone, DC 10 Dexterity Saving Throw 7 (2d6) fire damage.

Level 2 Changes:

- Draconic Feat (*Draconic Toughness*)
- HP 19, Hit Die 2d8
- Breath Weapon may now be used 1/short rest (max 3/day)
- Fire Breath Weapon 3d6 fire damage.
- Proficiency in athletics +6

Level 3 Changes:

- Iconic Archetype
- Hp 27, hit die 3d8
- Draconic Feat (*Tough Scales*) – resistance to non-magical bludgeoning, piercing, slashing damage
- Proficiency in Intimidate +3, common language

Level 4 Changes:

- Damage Immunity to Fire
- Hp 35, hit die 4d8
- Strength 19, Constitution 17
- Proficiency with gaming set (dice) background feature Soldier: Military Rank

“THE ROGUE”

1ST LEVEL GREEN DRAGON, CHARLATAN BACKGROUND
Small, dragon (green), lawful evil

Armor Class 18

Hit Points 7 (1d6+1)

Speed 25 ft., fly 50 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	12 (+1)	12 (+1)	14 (+2)

Saving Throws Dex +4, Con +3, Wis +3, Cha +4

Skills Perception +3, Stealth +6

Damage Resistance poison

Senses Passive Perception 13, Blindsight 5 ft.,
Darkvision 30 ft.

Languages Draconic

Amphibious. Can breathe air and water.

Draconic Feat (Serpent's Prowess). Double proficiency bonus for one skill (Stealth) already included in statistics.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 6 (1d8+1) piercing damage plus 1d4 poison damage.

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

Poison Breath Weapon (1/long rest). 10 ft. cone, DC 10
Constitution Saving Throw 7 (2d6) poison damage

Level 2 Changes:

- Draconic Feat (Flyby Attack) – if making a melee attack against a creature while in flight, you don't provoke opportunity attacks from that creature for the rest of the turn, whether you hit or not.
- HP 12, Hit Die 2d6
- Breath Weapon may now be used 1/short rest, unfortunately, low Constitution limits to a maximum number of uses to be 1/day.
- Poison Breath Weapon 3d6 poison damage
- Proficiency in deception +4

Level 3 Changes:

- Iconic Archetype
- Hp 17, hit die 3d6
- Draconic Feat (Perceptiveness) – advantage on all perception checks. Blindsight and darkvision range are doubled.
- Proficiency in sleight of hand + 4, common language

Level 4 Changes:

- Damage Immunity to Poison
- Hp 22, hit die 4d6
- Strength 13, Constitution 13
- Proficiency with gaming set (cards), feature Charlatan (false identity)

“THE WIZARD”

1ST LEVEL BLUE DRAGON, SAGE BACKGROUND

Small, dragon (blue), lawful neutral

Armor Class 16

Hit Points 8 (1d6+2)

Speed 25 ft., burrow 10 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	15 (+2)	12 (+1)	10 (+0)

Saving Throws Dex +2, Con +4, Wis +3, Cha +2

Skills Perception +3, Stealth +2

Damage Resistance lightning

Senses passive Perception 13, Blindsight 5 ft., Darkvision 30 ft.

Languages Draconic

Draconic Feat (Ruinous Breath). Increased breath weapon damage already included in statistics.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 7 (1d8+2) piercing damage plus 1d4 electricity damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 6 (1d6+2) slashing damage.

Lightning Breath Weapon (1/long rest). 15 ft. line, DC 10 Dexterity Saving Throw 9 (2d8) lightning damage.

Level 2 Changes:

- Draconic Feat (Gushing Breath) – Lightning Breath Weapon Range Doubled (30 ft.)
- HP 14, Hit Die 2d6
- Breath Weapon may now be used 1/short rest (max 2 /day)
- Lightning Breath Weapon 3d8 lightning damage
- Proficiency in arcana +4

Level 3 Changes:

- Arcane Archetype (wizard)
- Hp 20, hit die 3d6
- Spellcasting. Spellcasting ability is Intelligence (spell save DC 12; +4 to hit with spell attacks). Has the following wizard spells prepared:
 - Cantrips (at will): light, mage hand, ray of frost
 - 1st level (2 slots): color spray, grease, magic missile
- Proficiency in history +4, common language

Level 4 Changes:

- Damage Immunity to lightning
- Hp 26, hit die 4d6
- Strength 15, Constitution 15
- Spellcasting
 - 1st level (3 slots): color spray, grease, magic missile, unseen servant
- Proficiency in goblin language, sage – researcher feature

“THE BARD”

1ST LEVEL COPPER DRAGON, ENTERTAINER BACKGROUND

Small, dragon (copper), chaotic good

Armor Class 17

Hit Points 8 (1d6+2)

Speed 25 ft., climb 25 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	14 (+2)	14 (+2)	8 (-1)	15 (+2)

Saving Throws Dex +3, Con +4, Wis +1, Cha +4

Skills Perception +1, Stealth +3

Damage Resistance acid

Senses passive Perception 11, Blindsight 5 ft., Darkvision 30 ft.

Languages Draconic

Draconic Feat (Slowing Breath). New breath weapon attack already included in statistics.

ACTIONS

Bite. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 6 (1d8+1) piercing damage.

Claw. *Melee Weapon Attack:* +3 to hit, reach 5ft., one target. Hit: 4 (1d6+1) slashing damage.

Breath Weapon (1/long rest): May use one of the following breath weapons.

- Acid Breath. 15 ft. line, DC 10 Dexterity Saving Throw 7 (2d6) acid damage.
- Slowing Breath. 10 ft. cone, DC 10 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 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.

Level 2 Changes:

- Draconic Feat (Writhing Form) – AC +2 (19)
- HP 14, Hit Die 2d6
- Breath Weapon may now be used 1/short rest (max 2 /day)
- Acid Breath Weapon 3d6 acid damage
- Proficiency in Perform +4

Level 3 Changes:

- Arcane Archetype (bard)
- Hp 20, hit die 3d6
- Spellcasting. Spellcasting ability is Intelligence (spell save DC 12; +4 to hit with spell attacks). Has the following bard spells prepared:
 - Cantrips (at will): mage hand, minor illusion, vicious mockery
 - 1st level (2 slots): charm person, faerie fire, healing word
- Proficiency in Acrobatics +3, common language

Level 4 Changes:

- Damage Immunity to acid
- Hp 26, hit die 4d6
- Strength 13, Constitution 15
- Spellcasting
 - 1st level (3 slots): charm person, faerie fire, healing word, silent image
- Proficiency musical instrument (drum), entertainer – by popular demand feature

“THE CLERIC”

1ST LEVEL BRONZE DRAGON, ACOLYTE BACKGROUND

Small, dragon (bronze), neutral good

Armor Class 16

Hit Points 8 (1d6+2)

Speed 25 ft., fly 50 ft., swim 25 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	10 (+0)	16 (+3)	14 (+2)

Saving Throws Dex +2, Con +4, Wis +5, Cha +4

Skills Perception +5, Stealth +2

Damage Resistance lightning

Senses passive Perception 15, Blindsight 5 ft., Darkvision 30 ft.

Languages Draconic

Amphibious. Can breathe air and water.

Draconic Feat (Draconic Cunning). Increased ability scores already included in statistics.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 7 (1d8+2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. Hit: 5 (1d6+2) slashing damage.

Lightning Breath Weapon (1/long rest). 15 ft. line, DC 10 Dexterity Saving Throw 7 (2d6) lightning damage.

Level 2 Changes:

- Draconic Feat (Forceful Breath Weapon). Gain Repulsion Breath Weapon attack. You exhale a 10 ft. cone of repulsive magic. Each creature in the area of effect must succeed on a Strength saving throw. On a failed save, the creature is pushed 15 ft. away from you.
- HP 14, Hit Die 2d6
- Breath Weapon may now be used 1/short rest (max 2 /day)
- Lightning Breath Weapon 3d6 lightning damage
- Proficiency insight +5

Level 3 Changes:

- Divine Archetype
- Hp 20, hit die 3d6
- Spellcasting. Spellcasting ability is Wisdom (spell save DC 13; +5 to hit with spell attacks). Has the following cleric spells prepared:
 - Cantrips (at will): guidance, sacred flame, spare the dying
 - 1st level (2 slots): bless, cure wounds, protection from evil and good
- Channel Divinity – Turn Undead 1/short rest, DC 13
- Lay on Hands – 5 hp
- Proficiency religion +2, common language

Level 4 Changes:

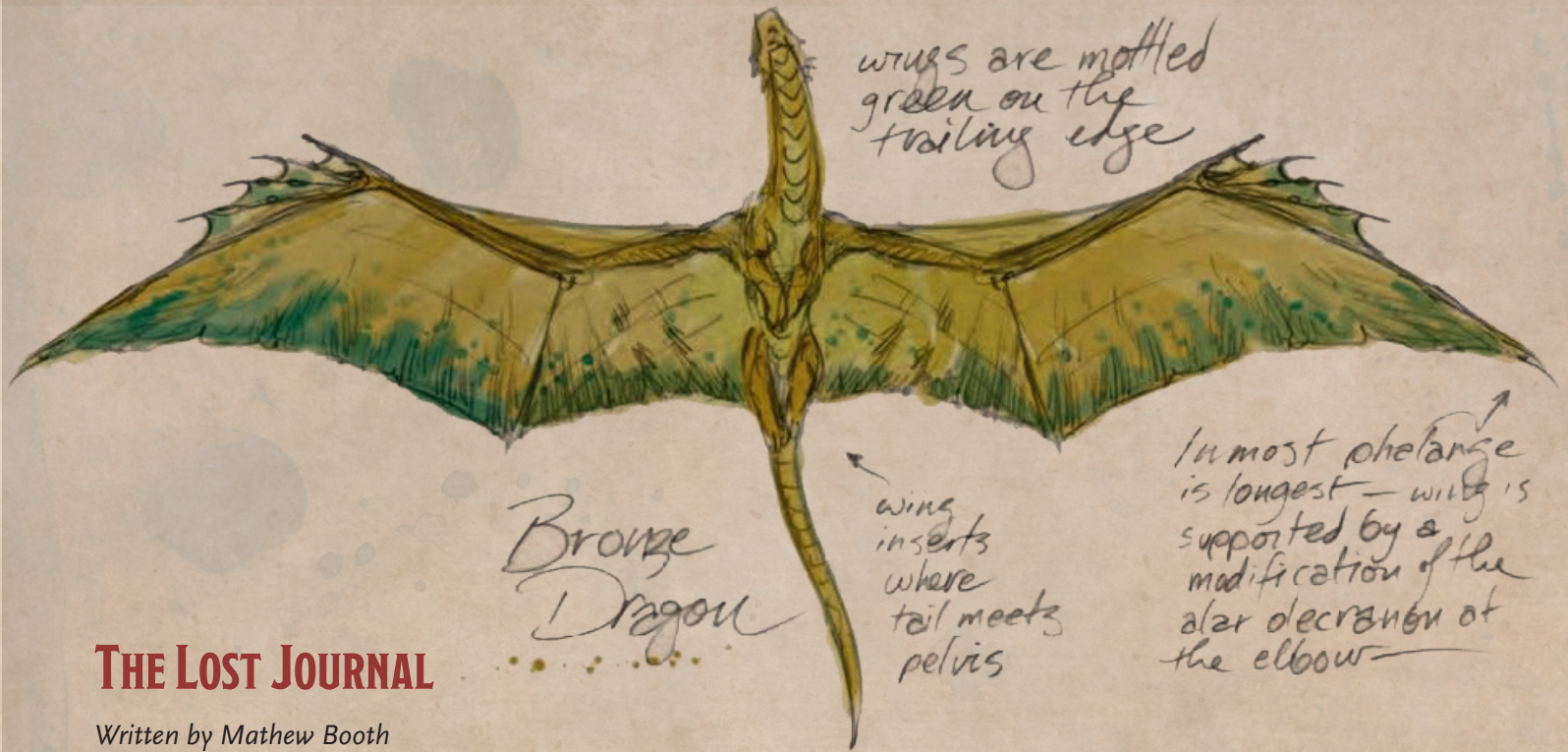
- Damage Immunity to acid
- Hp 26, hit die 4d6
- Strength 15, Constitution 15
- Spellcasting
 - 1st level (3 slots): bless, cure wounds, guiding bolt, protection from evil and good
- Proficiency in elvish language, acolyte shelter of the faithful background.

RESTORED BY THE LIBRARY OF KORRANBERG



LOST JOURNAL OF
ARGONNESSEN

WRITTEN AND DESIGNED BY MATTHEW BOOTH



THE LOST JOURNAL

Written by Mathew Booth

This document was recovered off the coast of Xen'drik during an exploratory survey of that continent's northern coastline. The unknown author must have used waterproof inks and paper for the surviving entries to be so legible. Unfortunately, damage has occurred in various places, likely due to the ocean creatures trying to eat the leather binding. This remains our most detailed source for information of the dragon continent, though there is no way of confirming its authenticity. - Professor Harrin Gyranix Sollarianimum, Library of Korranberg

Far, 13 Nymm 844YK

I have succeeded in entering Bronze Bay, just south and west of the barbarian-swarmed Totem Beach. By coming in on a raft and disguised by a specially-prepared cloak, I am the first recorded Khorvairan to penetrate the defenses of this land. Before me, the beach that heralds the start of my long trek to the fabled city of Io'lokar, and its wealth of knowledge, peoples, and wealth.

In my approach, I witnessed what must be one of the powerful magics that await me within this land; a sea storm making landfall to the west was stopped, as if by a pane of glass, and slowly turned aside to cross my path. I feel the first rain falling as I write. Soon I shall have to stow my quill and hope the waves blow me towards the beach. Olladra's luck and Devourer's gaze pass me by.

Sul, 15 Nymm 844YK

The storm has passed, and I am safely ashore. My feet are the first to touch Argonessen soil among all my peers,

and they said it was impossible. If only there were some way I could mark this spot for eternity, so that it may be acknowledged by future scholars as it should be. Pity that I must merely commemorate this location in my own memory. The first expedition into the heart of Argonessen begins here.

Yet my progress is blocked by cliffs on all sides. Were it that I was granted the money I requested, I would no doubt have some person skilled with this art to scale this obstacle and lower to me a rope. Nevertheless, the Hannerilim persistence will not be defeated here. I will find a path — Olladra's luck to me.

Wir, 18 Nymm 844YK

I lay bruised and bloody here as I write, my fingers aching to hold the quill after such an ordeal, but I have succeeded. The forest before me hides a mountain I only glimpsed coming in. Surely a place of such magnificence gazing out to sea should be the site of Io'lokas. I enter this forest now, its trees towering beyond those seen elsewhere, to discover the nature of that mountain and declare my name; Wrilltan Hannerlim; upon its peak. Olladra's luck and Balinor guide me.

(Pages are missing here. By the jagged nature of the remaining scraps, it appears to have been a violent encounter that lost these. Blackened markings, not of ink, are visible.)

Mol, 23 Nymm 844YK

By calling on infinite stores of fortitude and wisdom, I have found myself free of that abominable nursery. My prize is not an egg or wyrmling as I hoped, merely fragments of shell. Some fine scholars would claim that they bear no proof of having belonged to a dragon, but I myself can clearly see the shine that resembles the scales the barbarians wear proudly. Yet they hound me from the sky for even this small evidence. How must I document my journey if not with such items?

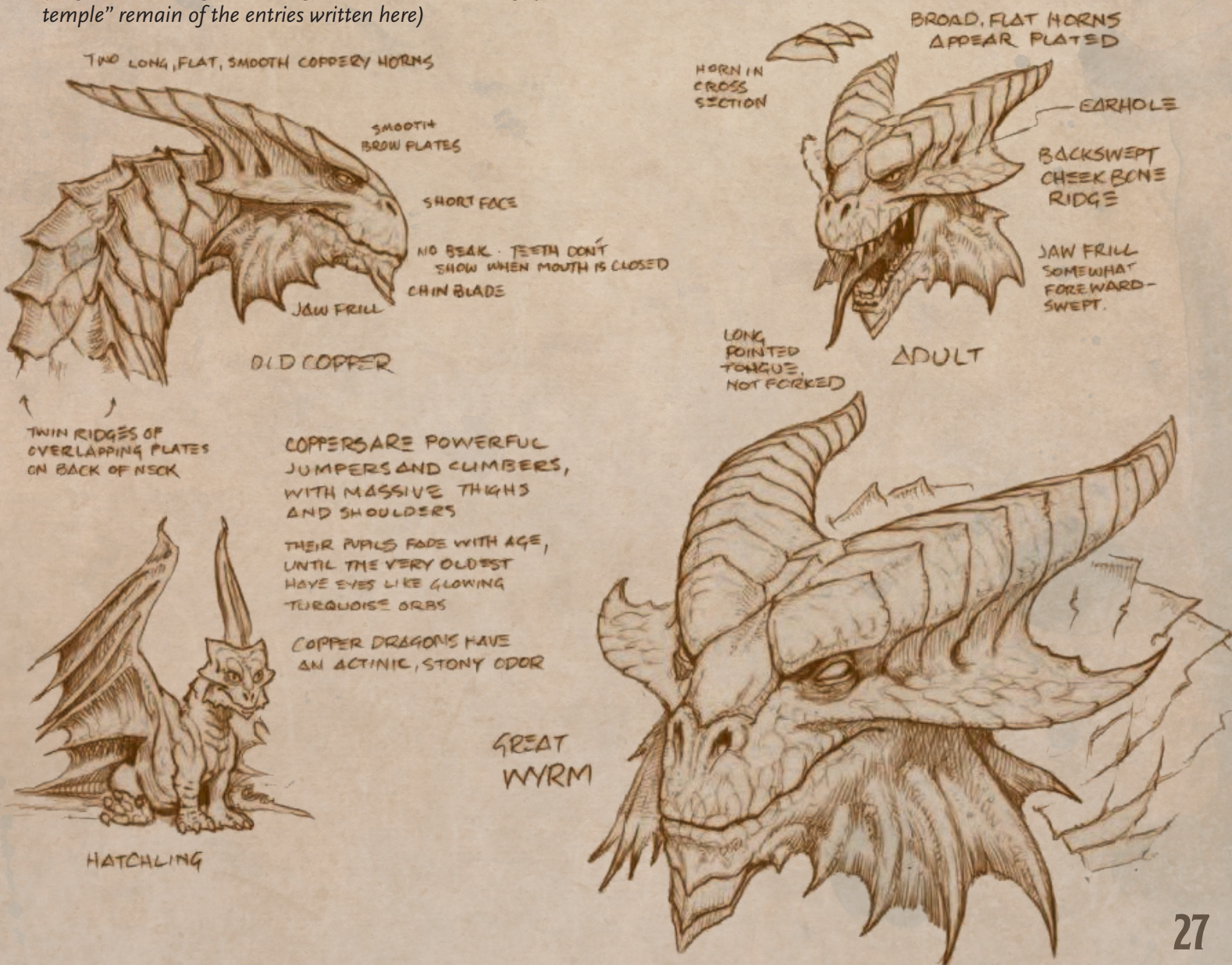
Still, I have learned one thing. The dragons are not alone on this continent. Versions of the Q'barran lizardfolk slavishly serve their masters here, resembling their nobility only in the slightest. They are too large for kobolds and lack tails. If I have the chance to overcome one, I must take it prisoner and interrogate its secrets.

(Pages are once again missing. Only the words, "magnificent temple" remain of the entries written here)

Mol, Lharvion 2, 944YK

Last few days have been spent observing the mountain around the entryway. It is largely unremarkable, but wouldn't that be precisely what the walls of Io'lokas must be? To avoid the sight of dragons, they clearly must have enchanted their city's defenses, and the magnificent columns must only be visible to humanoids. I have seen a tribe of goblins entering and leaving. Surely, these must be the guardians of the gate, their drab clothing meant to conceal them against the terrain.

I go in tonight. Io'lokas' secrets will not be hidden from me, from the world, for much longer. I will be known as the discoverer of the mythical city, and my colleagues will be forced to recant their words. I, Wriltan Hannerlim, will be famous until there is no soul left to speak my name!



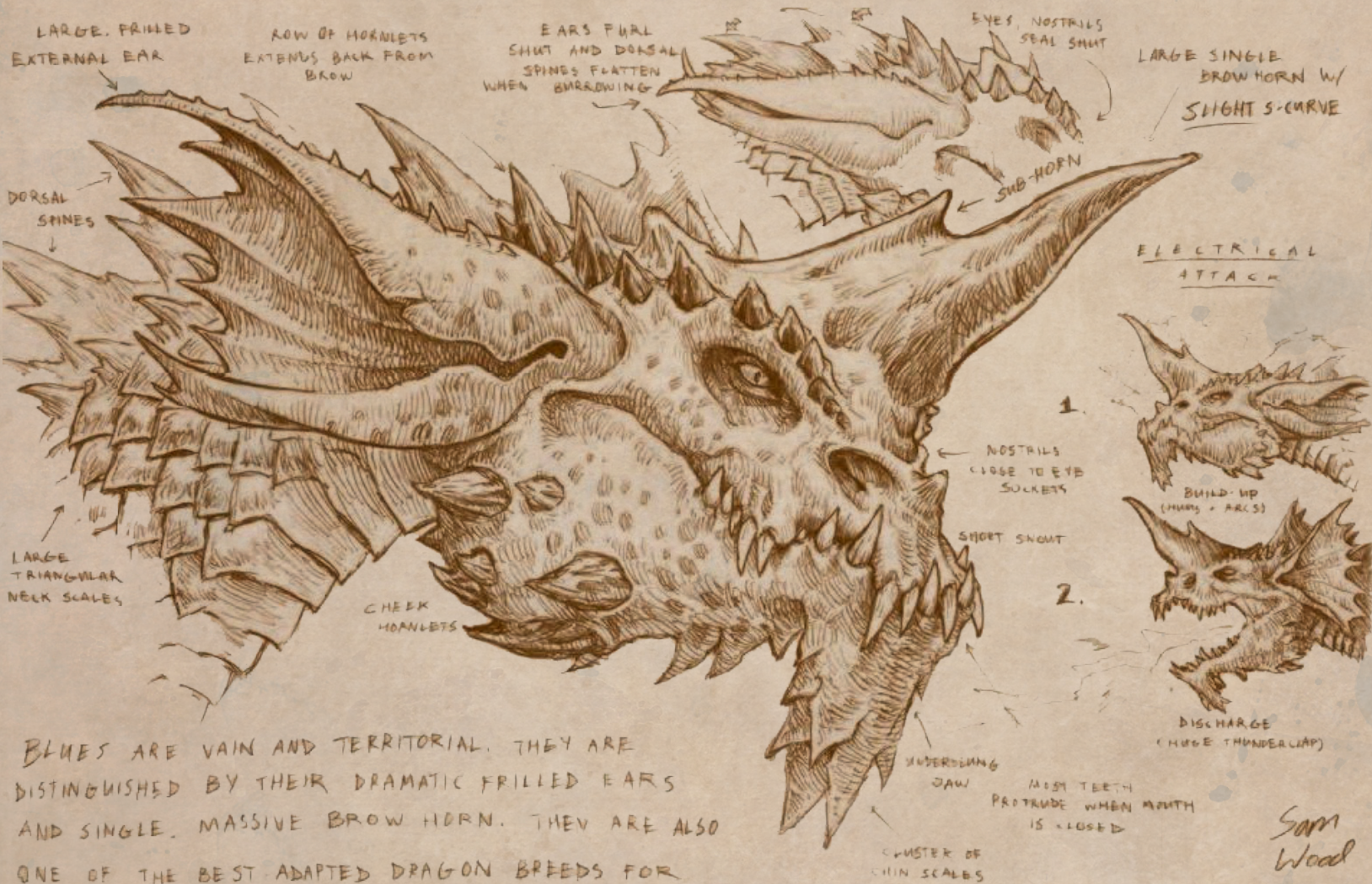
Wir, Lharvio

The text ends here. Near the end of the book, a message is hastily scribbled in an archaic form of Dar, the goblin language. Only recently was it translated. A transcript follows. The text has been edited for legibility.

"This is a message to (word untranslatable. Assumed to mean 'fellows') I know are out there past the (expletive) walls. I am Chak, and my tribe is forced by (word untranslatable. Closest approximate term is 'golden terror') to serve. My (fellows) can't think of freedom. I take this from the body of the (word unknown. Assumed to refer to the writer of previous sections) to send the message back to where it came from. I beg for help. May your lord be kinder than mine and make us free."

Finally, the words "dawn" and "wing" were found on a scrap of paper which had been lodged into the spine. The significance of these words is unknown.

(Discover more about Dawnwing and the enslaved goblins in [Dragons of Eberron](#), available on the DM's Guild.)



BLUES ARE VAIN AND TERRITORIAL. THEY ARE DISTINGUISHED BY THEIR DRAMATIC FRILLED EARS AND SINGLE, MASSIVE BROW HORN. THEY ARE ALSO ONE OF THE BEST ADAPTED DRAGON BREEDS FOR DIGGING INTO SAND. THEIR HIDES TEND TO HUM AND CRACKLE FAINTLY WITH BUILT-UP STATIC ELECTRICITY, AND TO EMIT SMALL ARCS OF ELECTRICITY. THESE EFFECTS INTENSIFY WHEN THE DRAGON IS ANGRY OR ABOUT TO ATTACK. THEY SMELL OF OZONE + SAND.

BLUE DRAGON 1/3 MM IDENTIFIERS



UNDERSTANDING THE
**DRACONIC
PROPHECY**

WRITTEN AND DESIGNED BY
JEREMIAH McCOY

DRACONIC PROPHECY

Written and designed by Jeremiah McCoy

Draconic prophecy is one of the most mysterious aspects of Eberron. What is it? Where did it come from? The nature of prophecy is to be strange. It is often only understood after the fact. Using it in your game can be daunting. There is a fear that you might be “doing it wrong” or you might step on some canonical land mine you were unaware of. Don’t worry. We can help.

THE HISTORY OF THE PROPHECY

The nature of the Draconic Prophecy is said to be the record of things yet to come. It was discovered in the early ages of the world when dragons were shackled and bound by fiends called Overlords. A couatl named Hezcalipa and a blue dragon named Ourelonastrix found patterns in the stars. What are the mysterious symbols on in the sky and on the stones? They began collecting these symbols. Eventually, the two of them realized the meaning. It was a map of fate. With this map, the Dragons could escape.

Ourelonastrix learned enough that he could use that wisdom to defeat the immortal Overlord but at a terrible cost. The couatls, led by Hezcalipa, managed the banish the Overlords from the world by sacrificing themselves. Almost the entire race was wiped out in that act. Did they know their race would be wiped out? Did the dragons? Much speculation has come and gone over the millennia.

Since then, Dragons have studied the prophecy. Thousands of years have been spent scouring the world for mysterious symbols, new astrological arrangements and the like. Any further sign is cataloged and translated. This prophecy has profoundly influenced the course of Dragon history. Dragons being dragons, that influence stretched well beyond Argonnessen.

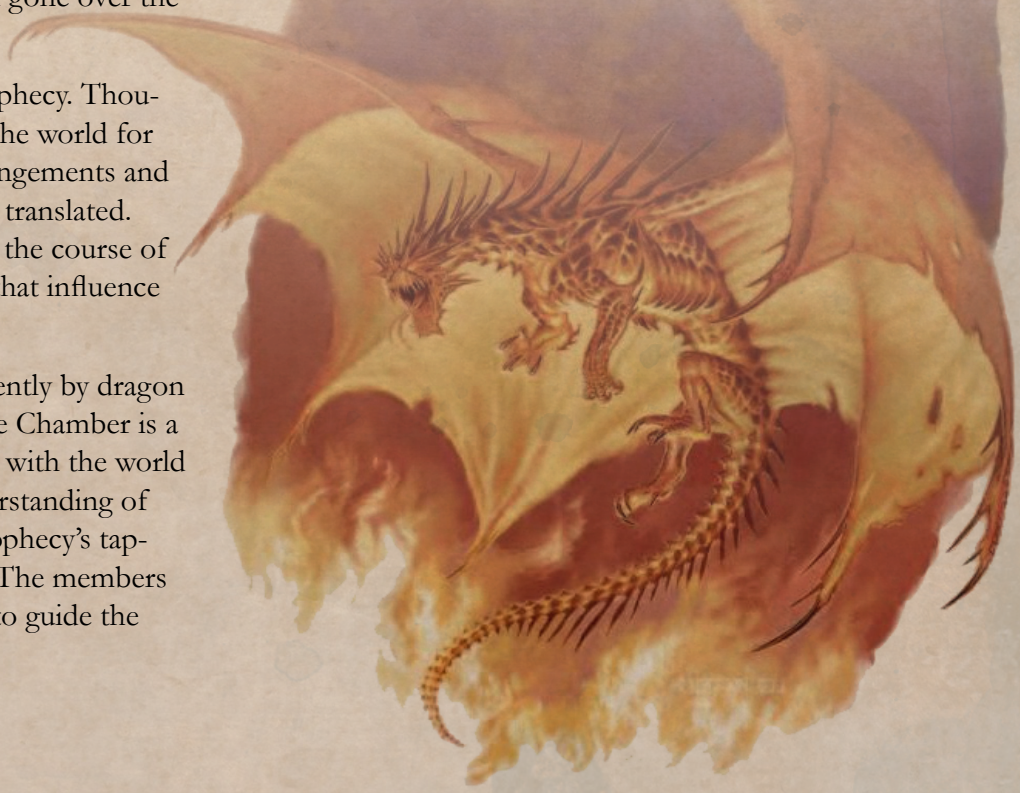
Four thousand years ago, so relatively recently by dragon standards, the Chamber was founded. The Chamber is a loose collection of dragons who interfere with the world outside Argonnessen based on their understanding of the Prophecy. Much of the Draconic Prophecy’s tapestry is found outside the dragon nation. The members seek out new pieces or use the prophecy to guide the

younger races. They are not selfless in that guidance, and it does not end well for those younger races. They are also not monolithic. Different members and factions have different interpretations, different goals. They are also not the only ones using the Prophecy to influence the other races.

The Lords of Dust have strived against Dragons since the fall of the Age of Demons. They use the same signs and portents. Rakshasa and other fiends learned to respect the same prophecy the dragons do. For 10,000 years the Lords of Dust have sought ways to return the fiendish Overlords to the world. How much suffering have the Rakshasas inflicted using the Prophecy? Even the dragons don’t know for sure.

It is a relatively recent occurrence that mortals began exhibiting Dragonmarks. Dragonmarks are written in the language of the Draconic Prophecy. Those who have been studying the prophecy for longer than any civilization, be they infernal or draconic, found this to be worthy of study. These new pieces to the Draconic Prophecy change things.

The heads of the Dragonmarked houses are aware they are under scrutiny. The Dragons of the Chamber have been noticed. This is not known by the rank and file, but the constant meddling or observation by vastly ancient and powerful beings can be cause for concern. This has caused many of the houses to begin their own investigations into the Prophecy, and what their place may be in it.



UNCERTAINTY

A common idea among the dragons is that the Draconic Prophecy is the result of the collective wisdom of the Progenitor Dragons, Siberys and Eberron. This idea holds that their plans for the world are written on their creation. Understanding the Prophecy is under is a step closer to understanding the Progenitors.

Another notion holds that the Prophecy is actually the result of the conflict between Khyber and Eberron. This idea holds that the conflict manifests as the competing desires for their creation. The Draconic Prophecy would then describe not one but two possible futures.

Still, another theory holds that Prophecy is a part of the fabric of magic in the world. This describes the Draconic Prophecy like a code underlying all magic. Translating it leads to understanding the magical flow of the world. This is supported by the fact that Dragons did not truly achieve mastery over magic until after they discovered the Prophecy

The truth is that the nature of prophecy is still unknown by those who study it. There are of course many who are entirely convinced their theory is correct, but how can they prove it?

DM's, what the truth about the Prophecy is will depend on your game. This is one of the many things that Eberron does not take a canonical stand on. You may decide it is the will of primordial dragons, or the language of magic, or some other thing you come up with on your own. The version in your game is the right answer. Maybe the PC's will come up with their own theory, and you like it better? Go with that. If you and your players are having fun with the mystery, then that is the right answer.

THE SIGNS ALIGN

So, DM's will ask, "that is all well and good, but how do I use the Prophecy in my game?" The answer to that varies but think of the Draconic Prophecy as a universal plot tool. It is a swiss army knife of plot devices.

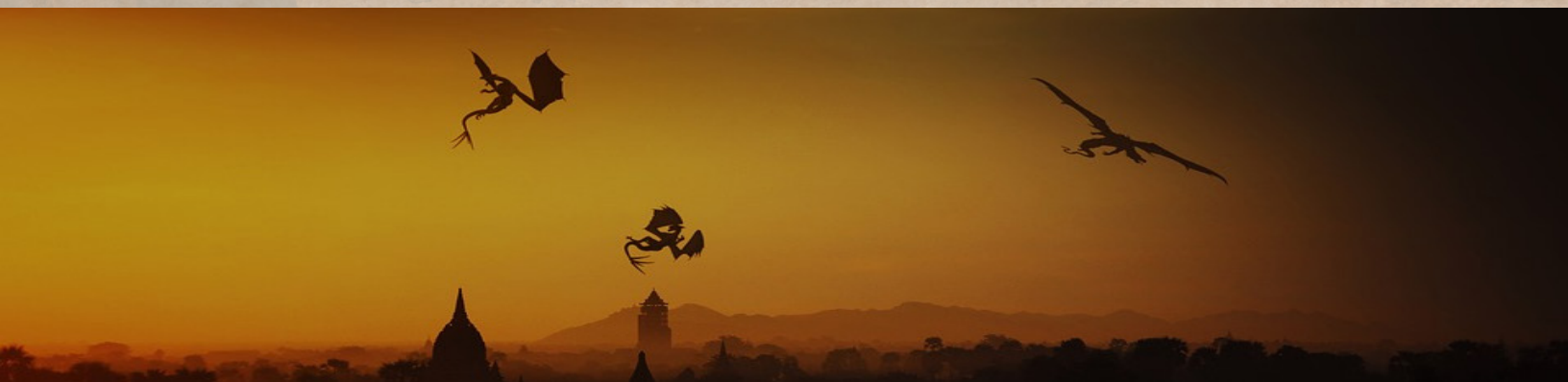
Do you need to plant an interest in saving a king? Have the Prophecy warn of the fall of a king. Do you have an enemy you want to foreshadow? Have the prophecy mention a shadow storm on the horizon. It says what the plot demands that it means.

The in-world explanation says the Draconic Prophecy is an indecipherable collection of arcane symbols, astrological arrangements, and seemingly coincidental events. Translating these things can take years just to understand a tiny piece of a pattern. What is more, the Prophecy often is a series of warnings. They warn of events that, if they happen, will lead to other events. It is a series of signs rather than a single "this is what happens" statement. Dragons have spent thousands of years studying the Draconic Prophecy, and even they don't know it all for sure.

When providing a piece of the Prophecy to the PC's you can you use a few methods.

An ancient text: It is not just the Dragons who have studied the Draconic Prophecy. Many a scholar, sage, and mad prophet has tried to understand its nature. The PC's find a worn old text which speaks in cryptic phrases about events which lead to other events. Sometimes it is an ancient spell shard or written on some temple walls. The PC's should be allowed to realize it is a piece of the Draconic Prophecy. "Who wrote it?" might be a vital question to answer.

A convenient prophet: Dragons have been known to wander the world looking for signs of the Prophecy. They will often do this disguised so you may not know you are talking to someone who has studied the prophecy for longer than the lifespan of human civilization. They are not the only ones. The Lords of Dust also wander the world in disguise. They are very aware of the Prophecy and will often use that knowledge to influence things to suit their goals. There are ancient elves who have studied the Prophecy or simply madmen gifted/cursed with a burst of understanding. Each prophet has their own interpretations, goals, and perils.



WHAT IS THE THEME?

A key point when using a Draconic Prophecy is knowing what theme you want to use important. Prophecies usually fall into a few topics. Selecting one will tell you how you want to use the prediction.

Destiny

Destiny is a tricky thing. People often don't know their future until they reach it. Others will uncover their fate and, by learning it, it becomes a self-fulfilling prophecy. It can be tricky. That said, it can also give a powerful motivation to PCs. Telling them that there is a destiny they are involved in makes them unique. Introducing them to the idea that they are destined for a terrible end can give them a sense of tragedy. It can be used as a mechanism for controlling a group, but you should resist using it that way too much. No one enjoys feeling like they have no control. Don't do that.

Manipulation

Many of the beings who know the Draconic Prophecy will use it to manipulate the world. The Prophecy can be seen as a big series of if/then statements. *If the thorn pricks the son of thunder, then the horde will ride to war.* Most people will not understand those words, but the people who do can begin or prevent a war. Knowing these secrets can let someone influence, maybe even control events. The PC's can be in that position if you allow them. They can also be in a position to oppose those manipulations. It becomes about control and power at that point.

Mystery

The truth of the Draconic Prophecy's origin and purpose is a question hotly debated by sages. It is more than just a series of omens. The Dragonmarks are part of it, and they grant power. Symbols of the prophecy have been used to power ancient artifacts and arcane machinery. There is something old and compelling to the Prophecy. Finding out the nature of the Prophecy can be a goal. Is it the language of magic? Is it warnings sent from the future by arcane means? Does it have anything to do with the disaster that created the Mournland? Let your PC's search for answers to these questions. I would advise not answering too quickly. Make it a quest worth following.

Examples:

Here is an example piece of Draconic Prophecy verse.

Sand will smother the flame. If the winds come from the west, the flame will never burn again.

The Bone King will ride to war when his true heart reaches the giant's throne. Beware the Bone King's wrath. It will create its bane, and the farmer will know its name.

Tiamat's Talons will find the stone from which the key to her prison must be hewn. Only the farmer's blade may carve it free.

This bit of prophecy is seeming disconnected, but this is what a small part of the policy might look like, and it covers a range of subjects. The verse is cryptic and will only make sense with more information. What is the sand that smothers a flame? Is it someone from a desert? Is it some elemental? The flame the Prophecy speaks of, is that literal? Is that the Silver Flame?

Assume a dragon has been watching the Dragonmarks for more clues. The dragon could decide, based at looking at someone's aberrant Dragonmark, that the sand, in this case, is a specific time. He knows the flame in this passage is the Silver Flame. He could tell the PC's that the time is when the stars alignment matches the Dragonmark, an alignment that is coming soon. Now all they have to do is figure out what the "winds come from the west" means.

Following the verses could lead the PC's to stop King Kius from going to war, or a long Dead Lich from rising and wreaking havoc. Do they allow the verses in the middle to happen to create a situation where they find the farmer, who later stops the Tiamat cult from releasing her from her prison? That is the sort of thing that can happen in following the Draconic Prophecy. What sort of theme you are emphasizing determines how you might reveal that. You might have the PC's discover the Lords of Dust are using this passage to manipulate events so they can free Tiamat. Alternatively, you could have the PC's discover they are the "farmer," or the "wind." This revelation would frame them as having a destiny, important to the world. The symbols are not often literal, and some metaphor is at work. The point is, the DM has a lot of options in how to present this bit of Prophecy and the way it is presented will affect the theme and how the PC's perceive it.

SCHOOL OF DRACONIC PROPHECY

The study of Draconic Prophecy can be seen as a fool's pursuit. Many learned scholars would say so. Those who are interested often find the prophecy to be obscure and any truth in it is obfuscated. That said, the dragons and fiends are not the only races to study the Draconic Prophecy. A few wizards managed to push through those obstacles. There is a faction of elves who have made progress. Their long lives and society make that more feasible, but the other races have studied it as well. Younger races often have moments of insight and inspiration. Prophets come and go. A few wizards begin to understand what Dragons might see in the obscure, arcane script. Their understanding of magic is changed in the process.

Divination Devotee

Beginning when you select this school at 2nd level, each time you gain a wizard level, you can add an additional divination wizard spells to your spellbook for free. These spells must be of a level for which you have spell slots.

The Language of Prophecy

If the caster does not already speak it, they gain Draconic as a language. They also may cast Comprehend Languages without expending a spell slot up to three times. This ability is refreshed after a long rest.

Prophetic text

Starting at 2nd level when you choose this school, you begin to record draconic prophecy in your spellbook. After studying your spellbook during a long rest, you gain the ability to grant the ability to allow someone to reroll an initiative check. This can only be done once per initiative phase.

Prophetic Spell Shaping

Beginning at 6th level, your understanding of Draconic script and the Prophecy slips into your spellcasting. When you cast a damaging spell, you may expend an extra spell slot of that spell's level or greater. If you do, the spell's damage type automatically changes to a type the target is more vulnerable to. If the target has a Vulnerability, then it becomes that damage type. If not, if the target has Damage Resistance or Immunity, the spell will change to a type not covered by those Immunities or Resistances.

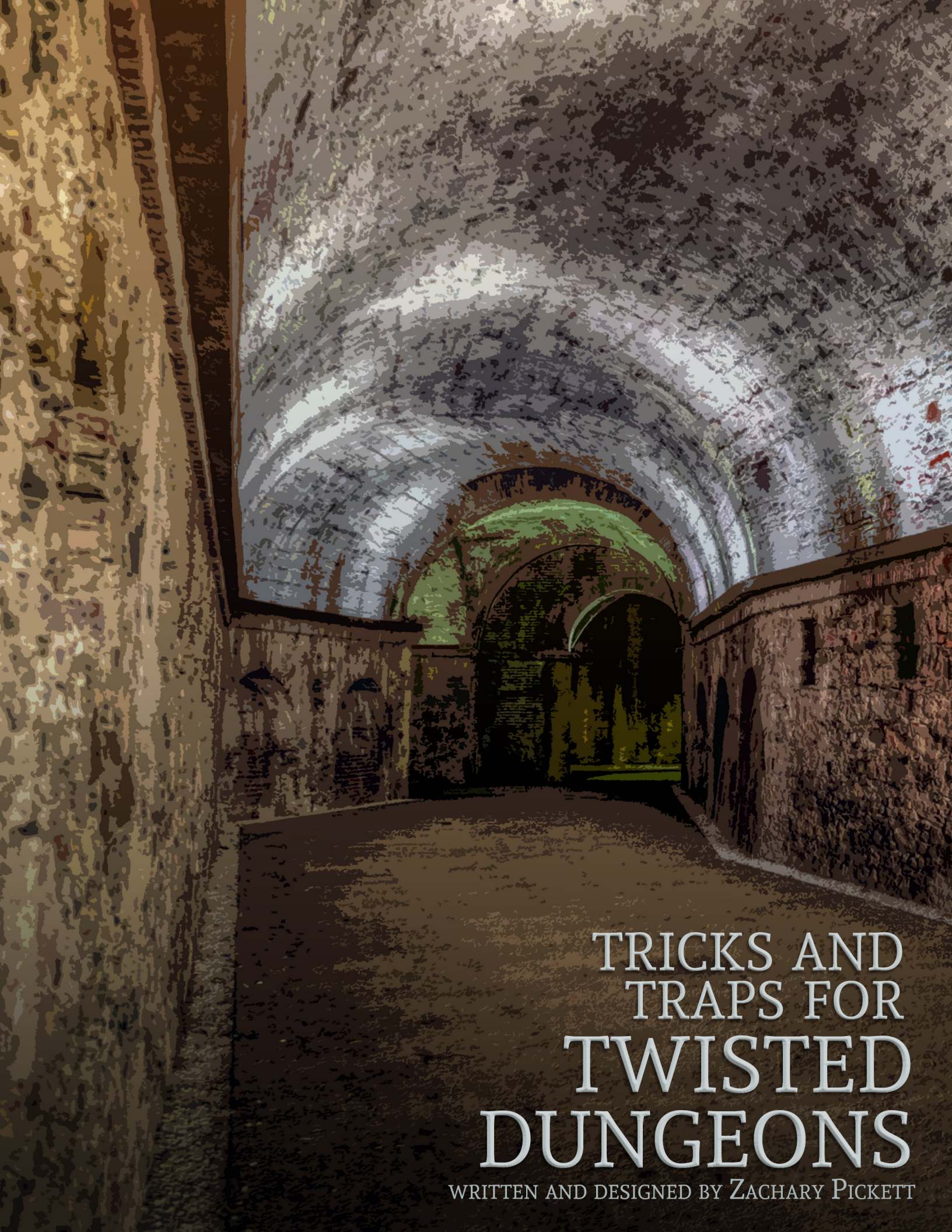
The Prophecy Guides

Starting at 10th level, your understanding of the Prophecy helps guide you through the world. You gain advantage on Wisdom (Perception) checks. Also, you gain advantage on any save up to three times per long rest or you can, as a reaction, grant that advantage to an ally once per long rest.

The Seeing the Prophecy

Starting at 14th level, the shape of the Prophecy is made clearer to you. You can sense its presence. As a result, pieces of it shine for you. After a minute of concentration, you can sense Dragonmarks within 30 feet of you. You know the location, and which mark it is. This does include aberrant marks and the ability senses through any sort of illusion, though it does not stop the illusion. For example, you may detect an invisible person's Dragonmark, but they still are invisible and have all the advantages provided by that.





TRICKS AND
TRAPS FOR
TWISTED
DUNGEONS

WRITTEN AND DESIGNED BY ZACHARY PICKETT

TRICKS AND TRAPS FOR TWISTED DUNGEONS

Written and designed by Zachary Pickett

Ever since the beginning of Dungeons and Dragons, players and characters alike have had to grapple with the traps and trickery which filled the dungeons we so love. From the minds of people like Gary Gygax and characters like Grimtooth the Troll, we have been given a whole slew of death rooms, exploding idols, and other horrors which we, as dungeon masters, have perused in our unending search for challenges and pitfalls with which to fill our hours of running.

In this article, I am sharing just a small portion of my accumulated ideas in regards to tricking and trapping dungeons and other portions of one's campaign. As a tremendous fan of dungeons, it often saddens me to think that the proud tradition of dungeon crawling is falling out of favor. In order to fight off such thoughts, I have delved head first into the tremendous history of dungeons from all editions of this game.

There is no singular piece of literature which could completely cover the infinite complexities of dungeon design, the sky is the limit (past it, even). What I am offering is a series of ideas, suggestions, and fully function pieces with which to build a better, more treacherous, dungeon.

TRICKS

"What do you mean 'my armor turns to rubber'?" – confused player

The 5th edition Dungeon Master's Guide mentions tricks in a single paragraph on pg. 297, buried amongst the charts of dungeon creation. They describe them as being weird things less dangerous than traps. This is true but dissatisfying, as is the effort put forth to capture how important these things can be to the flavor of a dungeon! They aren't even mentioned in the Index for Kord's sake!

Tricks are the little weird things which are added to a dungeon to give players and characters something to look forward to that isn't a trap, combat, or the fiftieth-word search in a row. They are pieces which grab interest and do something interesting or cause the party to make decisions they wouldn't usually make.

How about I use a magical fountain as an example; its water has any number of unpredictable magical powers. Perhaps it freezes a person's head in a block of ice, gives the barbarian a large nose, or changes your armor into rubber for a while? This is a trick because it's placed in the dungeon to break the monotony and pique the interest of the slowly tuning out players, it is not aimed at their complete and utter annihilation.

Hundreds of examples can be drawn from dungeons of the past:

- Fountains which spew forth alchemist's fire once a day
- Magical idols which perpetually flee the party
- Golden skulls which follow characters, whining constantly
- Crystal rods which swap people's souls
- Forbidden altars whose rites can be completed for an unknown "reward."

To describe every possible trick would be an exercise in futility, as I would run out of time, space, and patience. Instead, I have chosen a few categories which should provide a good idea of what a "Trick" can be. These are illusions, oddly placed treasures, and strange room effects.

USING ILLUSIONS

Illusion is an underrated school of magic which is incredibly useful when it comes to tricking and trapping up a dungeon, stronghold, or even a home. They can even trick the standard forms of detection. The illusion spells within the player's handbook are a good starting point when getting ideas for using illusions in dungeons, but don't limit yourself with those! You are the DM, not the book.

Let's start with a rough overview of the stages of illusory power and complexity.

LESSER ILLUSIONS

Lesser illusions are limited to creating sound or making images. Such illusions cannot make light, smell, or stimulate the other senses. The lack of these can prompt an individual to attempt an investigation check to disbelieve. Physical interaction with lesser illusions also reveals them to be illusory.

Lesser illusions are probably the first illusions the party will encounter. These are the bread and butter of trickery, be sure not to forget about them! A *minor illusion* of a man's scream can trick a fighter of almost any level.

INTERMEDIARY ILLUSIONS

Intermediary illusions have greater possibilities as they can create a greater range of sounds as well as smells and temperatures. These illusions can vary their sounds. One so made can carry on a conversation; though, to do so, the caster or another designated creature must be nearby to direct such activity. These added effects are unable to reach harmful levels but often prove realistic enough not to prompt a check to disbelieve. As with lesser illusion, these illusions are revealed by physical interaction. A small subset of these illusions can deal damage or influence the emotions of creatures. Emotions typically made are simple at best, such as fear, and lack the controlling nature which enchantment magic has. This is not to say that enchantment magic can't be added to the desired effect.

Intermediary illusions come into play around the third level. The party will likely deal with an annoying trickster who will approach them in the guise of a merchant, swindle them of coin or information, then slip away while invisible. These are the main course of the illusion world, and a hearty meal for most dungeon crafters with any sort of budget.

GREATER ILLUSIONS

Greater illusions cross the threshold of creating tactile sensations as well as causing damage. Illusions of this complexity can carry out detailed scripts which can be programmed to respond to a set array of triggers. A greater illusion might be able to answer questions to a certain extent, drawing on the knowledge it was designated by its caster. Objects created by this level of illusion can be very real, insomuch that a sword made in

this way deals real damage. Mind effects become truly deadly at this point of illusory power as well. Powerful images and hallucinations can trigger madness and seizure, in addition to fear and mental pain.

At this point, determining what is an illusion and what is real relies upon what the illusion is. An illusory ballor's flames may cause pain but attacking it will show it to be an illusion. Disbelieving a "benign" illusion or successfully saving throw for an "aggressive" illusion shows it to be illusory and sometimes frees the subject from continuous effects the illusion is causing. This does not heal them of damage caused or remove any mental disturbance which has taken hold; those are still very much real. Physical interaction with creatures and environments made with these illusions reveal their nature, but objects made by this powerful illusion have attained a form of reality.

Greater illusions start to tread in the realm of plot and major skullduggery. Groups are less likely to encounter these forms of illusion unless someone has a larger budget and access to a skilled illusionist or are a skilled illusionist. At this point, a DM can get away with highway robbery on some of the most observant parties. That holy avenger you rolled on a chart by accident? A thoughtful lich slips in under the guise of a trusted companion and replaces it with an illusory replica which he also shrouds to detect as a holy avenger. The paladin wouldn't know (until he goes to make use of the sword), even if he was in the habit of using his Divine Sense at the oddest times.

MASTERFUL ILLUSIONS

Masterful illusions are truly the most dangerous of illusions. These illusions can create "real" structures, deal damage in huge swaths, and cause illusory creatures to act and be as if they were real. Such creatures are by no means perfect copies. Their creation is time-consuming and expensive, and the result is a less sturdy being unable to heal, regain, or increase its power. Nevertheless, a dragon made by a masterful illusion still has claws like steel and ruinous breath. Masterful illusions can alter landscapes in dramatic ways, making labyrinths, flattening hills, bridging chasms, creating whole forests and even more! A dungeon could, in fact, lie beneath a thin layer of such a mirage and an army seeking it could tread across the illusion searching for it for days without any luck. At this point, almost all illusory effects cannot

be seen through except by those possessing true sight, and even then, the illusion still poses an obstacle.

Masterful illusions have a tremendous effect on worlds and are only available to the fabulously wealthy or the most powerful of casters. The king of the greatest kingdom could be an illusory copy of himself, and under the complete control of the wicked sorcerer, his kingdom is at war with. The queen would never know. In fact, he might not even know that he was a creation of magic, fully believing that he is the true king of the realm.

LAYERS OF DECEPTION

Illusory effects of all sorts still can be detected as magical, their entire purpose foiled at the hands of a simple spell. Illusionists have fortunately developed a counter to this strategy. Illusion spells have been developed which can mask or create the presence of magic, monsters, and even races! Use that trick next time the party is in a treasury and want to make a quick grab. They might think they are walking away with a powerful artifact, only to realize soon that the severed hand they grabbed is just as useless as their magical detection!

Nystul's magic aura is a trickster's best friend.

PUTTING ON YOUR FALSE CLOTHES

There is an infinite number of uses for illusory magic in dungeons. Make those seams which indicate pit traps look like the normal floor. Got a swinging pendulum blade of doom? Make it invisible and make an illusion to hide its home as well! Cause an entire room to be blurry and watch the party puke themselves like drunkards at the tavern while grimlocks club them over the back of the head without a problem! Hide a line of archers behind an illusory wall, or make a room look bigger or smaller than it really is. Make them question reality.

Does your fiend themed dungeon have a problem with *detect good and evil*? Paladins? Shroud some imposter fiends from detection, disguise them as humanoids and throw some actual hostages into the mix! That's going to leave them paranoid for a while. While you are at it, make the head demon appear to explode at a certain point in the final battle, giving him just enough time to make a clean getaway with his prized relic. After all, there is a demon lord of lies and illusion, and he absolutely loves a well-played deception.

REIGNING IN REALITY

Using illusions too much will lead to frustration and disinterest in the players, so I advise using them only in appropriate situations where an individual could reasonably access the appropriate level of magic. *Invisibility* and *silent image* are lower level spells, a kobold sorcerer could still play some quite nasty tricks on the party, especially with an entire warren of master diggers backing them up.

STRANGE TREASURES IN THE STRANGEST PLACES

Adventurers will go to crazy lengths to get an extra bag of gold, or something shiny. Is there a large, gilded statue in the middle of an obviously trapped room? The party will sit and scheme for hours as they look it over, or the fighter will say "screw this" and run out, grabbing it, and activating whatever unfortunate experience you had in store.

YOUR COIN IS OUTDATED

Adventurers are used to looking at interesting objects and then expecting them to be valuable. Where it not for how easy it is to tell the party the exact gold piece value an art piece is worth, we would have tremendous space for trickery and mystery. Perhaps one must have the required proficiency and tools on hand to discover the worth of a gem, statue, or vase. Maybe a check using that skill and Intelligence will give an estimation of worth? Why do I bring this up? Not everything is visibly valuable or has its price tag still glued onto it from the day it was purchased. And not all coins are created equal, nor accepted globally.

Strange forms of treasure can really challenge a party's resourcefulness. This ancient ruin whose age surpasses written history likely doesn't have the same style of currency that the current kingdom does. Its bits of odd, pyramidal "coinage" would never be accepted by anyone save an avid collector or historian. They would only be worth the material they could be melted down for, and even then, you'd have to have the tools and expertise for that. No, what's really of value in this ancient ruin is the art pieces and gems! Pieces of exceptional beauty, age, or craftsmanship are the prime prize of ancient society. Bring them to auction and the party will be able

to spend some of their potential profit to have an easily accessible pool of buyers. And just think of the drama you could include!

WE SHOULD PROBABLY BUY WAGONS

Transportation of valuable pieces is now important to the party. Every crack and chip significantly lower the values, so they will think twice before tossing those stone statuettes into a bag for the barbarian to carry. Perhaps a large tapestry is only accessible through a hallway littered with dripping magma. A single drop will set it alight, ruining what it could be worth. Bags of holding are going to be sought out by the party quite soon after they realize how hard treasure transportation really is, don't give it to them easily or at all if you plan on having interesting situations involving strange treasure. Then again, bags of holding can only hold so much; the party will have to decide for themselves what pieces to place in their safest storage. Getting back to town will also be an adventure in and of itself. The weight of equipment and treasure will slow them down and make them ripe targets for ambush and assault. Teleportation can only handle those who aren't over-encumber (if you decide such, and I advise that you do). Now the wizard will have to find a new way to move those hundred or so porcelain pots from point A to point B.

Natural elements become a new type of obstacle. What the party could once easily circumvent is now a risk to their pocketbooks. The risk of a ripped bag while climbing a cliff should weigh upon everyone's mind after losing their first few bags to sharp rocks. Every misstep and risky attempt could cost the party not only hit points and serious injury, but the potential for gold and profit. Let that soak in. You can now place tons of valuables in your dungeons and challenge to party with its transport. Depending on the party's skill, the journey ahead, their resources, and the mass and style of the treasure, you can whittle down how much money they end up walking away with, especially if you make use of an auction house. Soon enough, you'll have professional looters on your hands and an entirely new way to challenge them.

THAT'S A STRANGE PLACE FOR GOLD PLATING

"We had blasted our way through hall after hall of minions and undead, and our wizard was top notch by his performance, I reckon. But what really stopped us in our tracks was the 'prize' we were after..." - Dragol Winsteel, Dwarven Battlerager

Sometimes the prize at the end of the tunnel is a giant gilded golem intent on smashing you into tiny, fist-sized pieces. Other times it's a horrific scorpion like monstrosity with a giant gem for a stinger. Perhaps that statue hidden behind a waterfall is in fact made of solid sodium (my thanks to Grimtooth for this gem).

When the treasure the party seeks is also part of a dangerous situation, things get interesting. Gold melts at low temperatures, so any structural value the troll's golden breastplate had is now significantly diminished by the mage's *fireball*. Just because many players assume that one's bag shouldn't go up in flames after a BLAST OF INTENSE HEAT AND FLAME doesn't mean that it isn't fair game for you, the All-Powerful DM, to implement and enforce. Perhaps they will think twice before smashing their mauls into the glass golem whose body is covered in the very intricate instructions on how to disable the 'end of times, McGuffin.' Give them a reason to use their imaginations in battle.

PUZZLING SITUATIONS

Strange rooms come in every shape and size. The variety of effects one could place upon a room are only limited by how silly we want to make them. Rooms without gravity; caverns where spells appear as bubbles filled with light; rooms with giant, floating brains whose presence causes the thoughts of one's mind to wander outside one's head. Strange rooms can really take you down a rabbit hole, perhaps that's the best place to find them...

SUCH AN ODD WORLD

Why would somebody go to the intense expense of time, effort, and money in the pursuit of strange rooms whose entire purpose is to break the 'laws of physics' (in-game physics)? Are they compelled by personal enjoyment? Madness? Obscure purpose? Or is it the whimsy of some otherworldly being that there is a room in this particular dungeon which turns everyone into rabbits? Perhaps they just enjoy making people experience the same sort of trauma that 'Watership Down' caused them in the past.

Whatever sort of strange room you wish to include in the Lich King's underground stronghold of terror, death, and minor inconveniences, there is always a reason. And sometimes that reason is "This is a game,

don't get caught up on this weirdness." I understand that some people enjoy immersion, but they often accept the fact that magic exists while, at the same time, getting up in arms about the hopscotch, death ball court in the ogre den. Dungeons & Dragons has always had room for whimsy, and trick rooms are where whimsy can really shine.

OCHE'S CAVE OF CONFUSION

This trick can be placed in any sort of very spacious room or closed area where echoes are bound to happen. While within this room, individuals cannot hear their own speech or that of others. In fact, the only speech they will hear are strange distorted voices whose words are intelligible. These voices seem to only speak from the darkness soon after a creature attempts to speak.

What is happening in this room is simply explained. Creatures can only hear the echoes of speech. The echoes are their voices, just reversed and changed to sound otherworldly.

One can come to the realization that this is so after spending time messing with words in the room and succeeding on a **DC 15 Wisdom (Insight)** check.

Understandably, this makes conversation and spell casting difficult. An Intelligence check is required to cast a spell with a verbal component successfully. The DC is 10 + the spell's unmodified level. On a failed check, the spell is not cast or expended. Every subsequent casting attempt of the same spell decreases the DC by 1 to a

maximum decrease of 5. On a failure by 10 or more, the spell is cast, but it goes awry. Its intended effect does not happen, and a completely different effect is produced which is not under control. Perhaps one should roll on the wild magic table when this happens (with added, detrimental effects).

This room is a great place for a verbal riddle puzzle. It is also highly advantageous for mass combat where the enemies aren't reliant on communication between each other.

When using this room during initiative, one's distorted and reversed words take until that creature's next turn to be heard.

TRAPS

Who doesn't love sending their party into a situation where their very lives hinge on recklessness, bad decisions, and sheer luck? Traps are one of the most polarizing pieces of dungeons, some people love them, and others hate them with burning passions. One problem which often sets both player and DM against traps is how they are used.

Most of us have had an experience where traps were just a tax on our time and resources. The poison dart trap whose only purpose is to drop the party a few hit points in order for the healer to use up a spell is a prime example. We have also met that trap's entire family which has turned the dungeon into a literal minefield or familial drama. And much like being thrown into another



er person's family drama, the best response is to leave by any means possible.

Then there are the loner traps which exist to strike from nowhere with devastating efficiency. Enough of these can cause parties to *really* slow down and pull out several 10-foot poles to prod every nook and cranny twice.

Using a trap without anything else thrown into the equation is like eating ramen without flavoring, it's boring, and it makes you feel sad inside. To really get the most out of a trap, one should throw in a few onions, meats, and side dishes (figuratively speaking). Add a monster which lures the party into the trap. Those goblins know this dungeon far better than the party ever will make that clear. Other things one can add include time restraints, rewards, and interesting twists to the usual boring design. The party will be far more interested in risking life and limb in the "grinding hallway" to grab that expensive looking gem embedded in the floor.

One problem which can arise from a cleverly designed trap is that someone put a lot of time and effort into it. You wouldn't want that amazing crushing, sawblade room to be foiled by a simple *fly* spell, would you? Sometimes a trap is over-designed to negate every possible way it can be circumvented. Antimagic? Check. Rope cutter? Check. A suspicious object which negates class feature? Check. Making a trap challenging is a challenge in and of itself. Making it fair is even harder.

When a trap only says no to the ways the players try to deal with it, we are breaking the spirit of the game. This is a roleplaying game where creativity and clever thinking should be rewarded, not punished. That's what public school is for.

Don't fall into the trap of being a "No" DM. I am not innocent of making this mistake and have taken great strides to avoid doing so again, I hope....

Did your party find a truly ingenious way to conquer and bypass the trap you worked so hard on? Reward them with experience, pack up the trap, and use it in a later campaign with some modifications. Somebody out there made it, and customer reviews are probably a thing which they should fear, especially when their customers are liches and doomsday cults. Flaws will be hammered out, and improvements will be made as part of the ever-expanding war of looters and trappers.

The following traps fall on the more complicated side

of the trapping scale, as I am a tremendous fan of the large, encounter in and of itself traps. And as always, tinker with the numbers and themes. Make them your own! What I have provided you is a framework with which to terrorize and toy with the adventuring parties who thought they came prepared.

STONY LANES

"A long hallway with black and white checkered tile stretches out before you. At the edge of your torchlight, you can just see the outline of a heavy, ironbound door...." – me, waiting with bated breath to reveal my 3-pound bowling ball mini I bought exclusively for tonight.

This is a large, complicated trap which fits in well alongside powerful mages and valuable items. Stony Lanes requires a sense of humor from all parties for it to be enjoyable.

If you aren't comfortable with a certain amount of complicated wackiness, this is not the trap for you.

If you want a Rube Goldberg style trap with over the top themes and plenty of steps, this is the trap for you!

GENERAL WORKINGS

This trap works best in long corridors or halls, preferably 15 feet wide and quite long (maybe 60 to 100 feet long), which end in small to medium-sized rooms. The floor of the hall should be tiled in some way. These 1-foot-wide tiles are peppered with pressure plates, in so much as a passing creature has a 35% chance (as you, the DM, dictate) of activating one for every 10 feet it moves down the hallway.

WALKING THE MINEFIELD – PLATES

The pressure plates are difficult to detect (**20 Passive Perception, DC 15 Wisdom (Perception)** check). Any who are actively searching roll separately for every 10-foot square portion of the hall. This is not foolproof; however, as there will inevitably be a few tiles missed in a section unless a DC is exceeded by 5 or more. In such a case where only most of the plates are disabled, reduce the chance of activation to 5%.

TRIGGERED SOCIETY – PLATES

When a plate is depressed by 15 or more pounds of force (more than a standard 10-foot-pole), the floor underneath the pressure plate opens up, revealing the cleverly hidden pit beneath it. An unknowing or running creature of medium size or smaller plunges down the pit without allowance for a saving throw. A cautious creature is allowed a **DC 15 Dexterity** saving throw to avoid the fall and catch the side of the pit. This saving throw is made at disadvantage if the creature has only one hand free (equipped shields take up one's hand). A creature without free hands fails the saving throw if they don't drop what they are holding down the pit.

FINDING NEW HOLES – PITS

The presence of the pits can be determined with careful investigation, which will take time and put the party at risk of encountering wandering monsters.

The following details along with a successful **DC 15 Intelligence (Investigation)** (or a **20 Passive Investigation**) check will conclude the locations several pit traps in a 10 section of the hallway:

- There are some areas where the grout has been worn away (by the swinging of the pit trap lids)
- Some of the tiles are chipped along the edges (from previous attempts to jam the pit lids shut)
- There are very sparse patches dirt on the floor (from low foot traffic and individuals walking very deliberately around the pit traps)

HOLES AND STOPPERS – PIT

These pits are circular, 3 feet in diameter and 25-feet deep. The lids are spring-loaded and lock back into place after having opened. Prying the cover open requires some sort of leverage as well as a **DC 20 Strength** check made as an action. It can also be smashed open by dealing 20 bludgeoning damage to it with heavy hammers. The mechanism is located on the inside of the pit and can be disabled with a successful **DC 15 Dexterity** check using thieves' tools if one can somehow reach and see it.

IN THE PITS – PIT BOTTOM

The bottom of a pit is completely clean (a clue that

should scare the players), and there is a shelf which sinks four inches into the wall ringing it. At the back of this shelf, there is an intricate lattice of runes which hold teleportation magic. When an individual, or a significant number of objects, arrives at the bottom of the pit, the runes will faintly flicker and teleport the creature (or objects) to the glass jar which will shortly be mentioned. This teleportation is abrupt and leaves a foul-smelling fog at the bottom of the pit. The fog dissipates after a few minutes. Those skilled in Arcana can discern with a successful **DC 15 Intelligence (Arcana)** check that the subject was indeed teleported, not disintegrated.

RUINED MAGIC – RUNE DISABLING

The runes can be suppressed for 10 minutes by the equivalent of a level 5 *dispel magic*. Manual disablement is possible but must be done in such a way that the individual doing the deed doesn't pass into the area between the shelf and the bottom. To sufficiently mar the runes, one who has seen them must succeed on a **DC 15 Intelligence (Arcana)** check to determine which runes must be marred. Then, an individual who can both see the runes and remotely control a set of thieves' tools must succeed on a **DC 15 Dexterity** check with said tools.

Suggestions

Why would they do so? Perhaps at the bottom of the pit, there is a trap door which leads to another part of the dungeon and all attempts to pass through it result in teleportation? Why don't the monsters have to deal with this trap? They have their own ways in and out of that level, or perhaps those who lurk there have the exclusive pass cards for this VIP room. Maybe one of those "cards" gets found before the party knows about this level....

A Brief Aside

At this point, this trap is complicated and will have likely been discovered and ignored or have been recklessly triggered. A lot of effort or a memorable experience will come from it, especially with these next few details. Be sure to put something really nice on the other side of it for the party, they earned it, either through hilarity or effort.

SPEAK FRIEND AND ENTER - THE DOORS

The heavy, ironbound double doors at the end of the hall are barred on the other side by a moderately complicated mechanism. Opening it requires the activation of a mechanism hidden near the start of the hall. Be it a keyhole or a lever; it will be well hidden from casu-

al viewers, requiring a **DC 20 Wisdom (Perception)** check or a **25 Passive Perception** to discover amongst the carvings or growths in the area. When the mechanism is activated, the doors swing open (inwards and away from the hall) and the trap doors lock shut, making the trap effectively disabled (for now). A timer which is built deep in the wall then counts down 10 minutes, after which, the mechanism reverses. The doors slam shut and are barred once more; the trap doors are armed. Opening the doors in any way other than this mechanism causes the bowling ball portion of the trap to activate.

BREAKING AND ENTERING – THE DOORS

Bypassing the doors is also possible. There is a crack beneath the door through which air, or a tiny creature known for squeezing such as a mouse, can pass. A *knock* spell cast upon the doors also unbars them (as well as attracting a wandering monster). The doors can take 40 points of damage from axes or hammers (though axes used in this way dull and chip to the point of becoming useless) before breaking down. Magic which effects objects also adds to this total. A successful **DC 22 Strength** check can force the doors open, breaking the bar. Loud methods will certainly attract wandering monsters who are eager to prey upon the party in the wake of the trap's inevitable activation.

GLASS JARS AND BOWLING PINS – THE ROOM

The Room Beyond the Doors! This room should be at least ten feet wider than the hallway and at least as deep. The first someone will hopefully see of this room is from the inside of a comically oversized, upturned jar. Arranged in this room, in a suspicious triangular formation, are six of these jars. These are arranged in the following pattern:

		1		
	2		3	
4		5		6

LIKE A BUG – JAR

The jars are 7 feet tall, 4 feet in diameter, and 3 inches thick. They have an AC of 13 and can take 20 points of bludgeoning damage before shattering. If one takes 10 points of thunder damage in one blow, it explodes. Medium creatures held in the jars are restrained due to the small space. A jar can be tipped over with a successful **DC 17 Strength** check. This check is made at disadvantage by a creature within a jar.

Roll 1d6 to determine which jar a creature gets teleported into, rerolling jars which are already occupied.

STONE AND GLASS – JAR

The ground around the jars is covered in broken glass and shattered stone, the remains of previous victims of the trap. There is also a runic circle on the floor where the jar opens to the stone. These runes are carved deeply into the stone and appear to the naked eye to be decorative. A successful **DC 15 Intelligence (Arcana)** check will determine, alongside the evidence in the room, that the runes are made to petrify things.

The runes can be suppressed for 10 minutes by the equivalent of a level 6 *dispel magic*. Manual disablement is possible as well. To sufficiently mar the runes, one who has seen them must succeed on a **DC 16 Intelligence (Arcana)** check to determine which runes must be marred. Then, an individual must succeed on a DC 16 Dexterity check with thieves' tools.

PINING FOR FREEDOM – JAR

When a creature starts their turn inside a jar after being teleported there by the runes at the bottom of one of the many pits, they start to petrify. They must make a **DC 15 Constitution** saving throw at the beginning of their turn. If the saving throw fails by 5 or more, the creature is instantly petrified. Otherwise, a creature that fails the save begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the creature is freed by the *greater restoration* spell or other magic.

Once a creature has succeeded on its saving throw against this effect, they are immune to it for the next 24 hours.

Unworn, nonmagical items within the jar also turn to stone when they arrive.

Suggestions

Perhaps some of the jars are inhabited by previously petrified adventurers or monsters who failed to escape and avoided destruction. Interesting items might be strewn about; after all, magic items wouldn't be petrified. Maybe add some monsters to the room. They lounge about, discouraging victims from escaping the jars. Perhaps they spend their time taking bets on the next result of triggering. They would likely have a bowling frame painted on the wall where they keep track of the score.

WISHING FOR STONE – TRAP TRIGGER

When a creature arrives in a jar, roll initiative, as David Bowley the bowling ball makes an appearance. By that time, a creature within a jar should hope to be free, or stone.

LET'S BOWL!

The proverbial cherry on top of this trap is big, round, and heavy. Meet the bowling ball of Stony Lanes, David Bowley. Bowley weighs in at a couple of tons and is a solid granite sphere whose 10-foot diameter body is bound to leave the party shaken. He's been given some sentience, and oh boy he is hoping for a strike at the end of a hard work day.

Bowley has a movement speed of 90 feet, blindsight for 60 feet, a Strength score of 30, an Intelligence of 10, and a Charisma score of 18. His motivations are high scorecards, crushing intruders, and following his ambitions to become a famous actor and singer. He is treated as an object for all purposes. We think that a goblin named him and wrote this previous bit in. We'll let it slide.

KING OF THE LABYRINTH – BOWLEY

David spends his time waiting for intruders to trigger the trap. This can be done by forcing the doors open, or by falling down a pit and getting teleported into a glass jar. He lies in wait within an entirely separate area of the dungeon, a perpetually sloped, infinite room where he is always at maximum velocity and peak physical condition.

When the trap triggers, David Bowley is teleported to the beginning of the hallway. Everyone rolls initiative, including Bowley. He has an initiative bonus of +10. On

his turn, he moves down the hallway 90 feet, swerving to strike creatures and dodging around obstacles. He can move through creatures' spaces, and creatures can move through his space, treating it as difficult terrain. Whenever David enters a creature's space, or a creature enters his space while he is rolling, that creature must succeed on a **DC 17 Dexterity** saving throw or take 55 (10d10) bludgeoning damage and be knocked prone.

Bowley stops when he hits a wall or a similar barrier. His movement is reduced to 10 feet when navigating sharp corners. He does not trigger the pressure plates; though, people attempting to dodge and avoid him still can!

As an action, a creature within 5 feet of Bowley can attempt to slow him down with a contested Strength check (+10 for Bowley). On a successful check, Bowley's speed is reduced by 15 feet for 1 minute. If his speed is reduced to 0, Bowley is teleported back to his momentum room.

Bowley only goes down his designated hallway and only in one direction. When he reaches the double doors, they spring open automatically, letting him through. Once through the doors, Bowley smashes through the jars in the next room, hopefully crushing all that was within them.

Roll 2d6 to determine the results of Bowley's attempt:

2	Gutter Ball	Bowley misses all of the jars
3-4	Left Three	Bowley hits jars 1, 3, and 6
5-6	Split	Bowley hits jars 1, 2, 3, and 5
7	Strike!	Bowley hits all of the jars
8-9	Split	Bowley hits jars 1, 2, 3, and 5
10-11	Right Three	Bowley hits jars 1, 2, and 4
12	Gutter Ball	Bowley misses all the jars

All jars which Bowley hits are instantly destroyed. All creatures within them must make Dexterity saves against his damage with disadvantage, and all unworn items (magic or not) are destroyed.

On a Strike, anything in jar number 1 takes 100 damage on a failed save.

No matter the result, Bowley stops and teleports back to his momentum room.

HARD RESET – OVERALL TRAP

24 hours after this trap is triggered, new jars are magically created, rubble and glass are swept away (for the most part), and the scoring marks on the floor made by Bowley's passage fade.

FRYING TIMES

“Does anyone else smell fried chicken”- an unsuspecting player upon catching a whiff of the fry oil I brought to add to the ambiance of tonight's game.

This particular trap is a wonderful little idea which came to me one hungry night as I sat down to write. Nothing quite stirs the mind like food, unfortunately for my adventuring party.

This is a trap that functions best when some sort of giant folk is in the area or those who are fans of fried troll. It involves a lot of fry grease, heat, and breading, so avoid this trap if you are on any sort of diet which denies you the delicious, greasy, tender taste of fried chicken.

THE SET UP

The beginning of this trap should be near a high traffic area of the dungeon, ideally as part of a body dump for dead monsters and adventurers. Whatever it is, it should be able to attract all sorts of hardy scavengers, such as trolls, oozes, and best of all, adventurers.

CORPSE DIVING

This trap begins with a dead-end tunnel terminating in a small pit. This pit should have shear walls and be at least 10 feet wide, 20 feet long and 15 feet deep. The bottom of this pit should be filled (about 5 feet worth) with relatively fresh bodies which have their equipment still on them. Some of the higher quality items in the pit have fake magical auras cast upon them which causes them to show up as magical items when the pit is observed with *detect magic*. If that doesn't happen to catch their interest, then the smattering of a few hundred gold coins (painted lead) within the pit won't come close to being good bait.

Should the party stand at the edge of the pit, sending a *mage hand* or familiar down to slowly dig up the "valuables," it's going to take a while. Sure enough, a few of

the stronger monsters of the dungeon will come by to check on their food chute and find the party twiddling their thumbs. Being not entirely stupid creatures, the monsters will quickly gather a small horde to lay siege upon the party. This is the dungeon dwellers' chance to finally be rid of the armed and dangerous intruders and gain a nice meal, all at once!

Bottles of oil and alchemist's fire will rain upon the party until the adventurers take shelter in the pit. The rock and the hard place they earned with their tremendous caution is quite the predicament, so now let's deep fry ourselves an adventuring party!

AW CHUTE!

The trap triggers once a good number of creatures enter the pit. You don't really need to keep track of weight, as the master trapper of the dungeon has calculated the weight required to trap a troll or the new party of adventurers which has entered her domain. Never underestimate a hill giant who can do math and make approximations.

However big the adventuring party, once every one, or almost everyone has entered the pit, the floor drops out and a swinging, horizontal log falls from the cobweb-covered ceiling. All within 15 feet of the pit must succeed on a **DC 19 Dexterity** saving throw to avoid being thrown into the now extended pit by a piece of equipment made to throw trolls like ragdolls.

Everything within the pit plummets down a funnel-shaped chute which quickly becomes 10 feet by 5 feet wide after a 50-foot drop. There is no need to worry about clogging the chute with bodies or people with *feather fall*, as the mass of corpses moves quite smoothly down the heavily greased chute. Nothing quite like dead weight to pull a wizard out of the air.

THE BATTERFALL OF WONDER

After another 30 feet, the chute begins to gain a gentler slope along its wider axis. Here it intersects with another chute which holds a staple of deep fry food, the batter. A slurry of thick batter has flowed downwards to meet the flow of corpses and adventurers covering one and all with the delicious dough lovingly prepared by the pilfered chefs of the dungeon kitchen. What? Dungeon dwellers like to eat good food as well.

All who pass beneath the slurry are utterly covered in batter. This has the following repercussions:

- A creature is blinded until it can clear their eyes by wiping them thoroughly as an action
- Dexterity checks, and other ability checks which require any sort of tight gripping are made with disadvantage
- Weapons slip from one's hands easily. On a roll of 5 or less on the die, a weapon slips from one's hand. This interrupts the Attack action, causing all remaining attacks to be lost
- Unless wiped clean with an action, ammunition is completely useless
- Spells with somatic components fail 50% of the time, wasting and consuming all resources used, and material components are inaccessible unless an action is spent cleaning them off

Once a creature spends at least 10 minutes cleaning off (this assumes mundane cleaning methods), they are completely free of the batter.

It looks like everyone is going to be clambering for the mage to cast *prestidigitation*.

INTO THE FRYER!

10 feet of the chute after the batterfall, everything is dumped into a massive, tubular chamber made of metal. The chamber is 30 feet in diameter and 20 feet tall. The bottom 6 feet of the chamber is filled with boiling fry oil and the extremely crispy grits of what was the last victims.

The fall is cushioned by the corpses and the boiling oil, dealing only 21 (6d6) bludgeoning damage.

The oil is not a very nice thing to be in. A creature which enters the oil for the first time on its turn or starts its turn in it takes 10 (3d6) fire damage. Creatures not within the oil take 3 (1d6) fire damage at the start of their turns as the oil pops and fizzes throughout the fryer.

GOLDEN BROWN

Those who are covered in batter also begin to crisp up. After two turns of immersion in the oil, a battered creature must succeed on a **DC 13 Strength** saving throw at the beginning of each of their turns or become restrained by crispiness.

A creature restrained by crispiness can only be freed by another creature within 5 feet of it who succeeds on a **DC 15 Strength** check made as an action. A creature freed in this way is no longer battered.

ELEVEN UNDEAD HERBS AND SPICES

When living creatures arrive in the fryer, the **crisp dead** and **fried to the bone** begin to rise from the grits.

Crisp dead are **zombies** (from the Monster Manual) with the following changes:

- Immunity to fire
- AC increased to 12 due to the natural armor their crispness provides

Fried to the bone are **skeletons** (from the monster manual) with the following changes:

- Immunity to fire
- Remove vulnerability to bludgeoning
- AC increased to 17 due to the natural armor their crispness provides

6 **crisp dead** and 5 **fried to the bones** arise from the bottom of the fryer and begin their assault upon the battered party.

These undead attack viciously, seeking to drag weak creatures under the oil and to foil any attempts to open the fryer.

Suggestions

This is a very cluttered battlefield. Thanks to all of the bodies piled in the fryer and the oil, movement via walking or swimming is halved. Any sort of *water walk* will allow creatures to walk along the surface of the oil. Those less fortunate must vie for a position above the oil as there can only be one king of corpse mountain. Those who become restrained in crisp are likely to boil to death while being beaten by the deep fried undead. This situation may call for some rescue in the end. As all hope seems lost, perhaps a mysterious stranger looking for some favors arrives just in time to save at least a few poor souls.

As one last note, I advise that you play the song “Kentucky Fried Death” if you are in a silly mood. It can be found with a quick internet search and is free.

OUT OF THE FRYING PAN

Escape should be the first thing on peoples’ minds at this point. There are several chutes which lead out of the fryer, all of which are 20 feet up, at the fryer’s top. The walls are heavily greased and climbing them without the aid of magic is impossible.

Should the party prove quite formidable and begin escaping in mass up a chute, feel free to send a fresh troll careening down it — nothing quite like a troll to liven up a party.

The second method of mundane exit is the fryer lid. This is a massive, 20-foot square, metal, sliding door at the very top of the fryer. To force it open, one must be able to reach it and have some sort of leverage or a tight grip on the door. They must then succeed on a **DC 20 Strength** check. A success indicates that the door has opened 2 1/2 feet, just enough for the medium creatures to squeeze through. The door won’t budge further due to a safety latch made to prevent trolls from escaping. The latch can be lifted as an action, allowing the door to open fully.

If the party chooses to bash their way out of this predicament, the only viable way is breaking down the door. The door has an AC of 19 and 50 hit points. It is immune to fire, necrotic, piercing, poison, psychic and slashing damage.

Too Many Cooks

The kitchen staff of the dungeon must be a formidable lot. After all, they are in the business of frying live trolls. I would advise including hill giants, ogres, as well as a head chef who may or may not be a fire giant. Any kidnapped, humanoid chefs will be present as well, adding a monkey wrench to any area of effect spells the party might unleash.

THE PRICE OF OIL

This trap is devastating to mundane (i.e., nonmagical) equipment. Anything with bits of leather, cloth, or paper is likely ruined by the experience, including all kinds of armor. Almost everything the party carries with them will be unsalvageable. Oil has exacted a heavy toll on them, be sure to make up for it with a hefty reward. The sooner, the better, as armor is not cheap, and one cannot afford to dungeon delve naked, except monks. Also, the wizard will probably have a heart attack if they didn’t zealously protect their spell book.

FURTHER READING

A great guide which caught my attention is: “Tricks, Empty Rooms, & Basic Trap Design” by Courtney C. Campbell. This PDF can be found for free online and is system neutral.

“Grimtooth’s Traps,” and “Grimtooth’s Traps Too” where what first sparked my interest in traps. Both can be found online.

The Hack & Slash blog on BlogSpot is also an excellent source of inspiration <http://hackslashmaster.blogspot.com>

DRAGONS OF ARGONNESSEN

Written and designed by Kenny Morris

FANG DRAGONS

Have you ever watched a cat cruelly play with its prey? Turn that cat into a giant winged lizard covered in boney spikes and blade-like protrusions. That's the Fang Dragon. Unlike most dragons, Fangs lack a breath

weapon. But they make up for that with overdeveloped claws, spikey bits, and a forked tail with 2 long blades at the ends. Their bites leave horrific, festering wounds that make even magical healing difficult. And they have the unnerving ability to mimic sounds and voices. You can try catnip if you want, and if it works, make sure to write me.

ANCIENT FANG DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 370 (20d20 + 160)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 +8	10 +0	26 +8	15 +2	18 +4	16 +3

Saving Throws Dex +7, Con +15, Wis +11, Cha +10

Skills Perception +18, Stealth +7

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

Languages Common, Draconic

Challenge 22 (41,000 XP)

Boney Spikes and Blades. Fang dragons deal one extra die of its damage when it hits with bite, claw, and tail attacks (included in the attacks).

Sound Imitation. Fang dragons can imitate any sound they have heard. Any creature that hears this imitation can make a DC 20 Wisdom (Perception) check to notice any discrepancies.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 15 ft., one target. **Hit:** 24 (3d10 + 8) piercing damage. The target must succeed on a DC 23 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 18 (3d6 + 8) slashing damage

Tail. Melee Weapon Attack: +15 to hit, reach 20 ft., one target. **Hit:** 21 (3d8 + 8) bludgeoning or slashing damage. If the target is a gargantuan or smaller creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon's choice 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.

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 15 (2d6 + 8) bludgeoning damage and be knocked prone.

ADULT FANG DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 +6	10 +0	23 +6	13 +1	16 +3	15 +2

Saving Throws Dex +5, Con +11, Wis +8, Cha +7

Skills Perception +13, Stealth +5

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 23

Languages Common, Draconic

Challenge 15 (13,000 XP)

Boney Spikes and Blades. Fang dragons deal one extra die of its damage when it hits with bite, claw, and tail attacks (included in the attacks).

Sound Imitation. Fang dragons can imitate any sound they have heard. Any creature that hears this imitation can make a DC 17 Wisdom (Perception) check to notice any discrepancies.

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

ACTIONS

Multiattack. The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +11 to hit, reach 10 ft., one target. **Hit:** 22 (3d10 + 6) piercing damage. The target must succeed on a DC 19 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. Melee Weapon Attack: +11 to hit, reach 5 ft., one target. **Hit:** 16 (3d6 + 6) slashing damage

Tail. Melee Weapon Attack: +11 to hit, reach 15 ft., one target. **Hit:** 19 (3d8 + 6) bludgeoning or slashing damage. If the target is a(n) huge or smaller creature, it must succeed on a DC 19 Strength saving throw or be knocked prone.

Frightful Presence. Each creature of the dragon's choice within 120 feet of the dragon and aware of it must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

LEGENDARY ACTIONS

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 19 Dexterity saving throw or take 13 (2d6 + 6) bludgeoning damage and be knocked prone.



YOUNG FANG DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d10 + 60)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 +4	10 +0	18 +4	12 +1	14 +2	13 +1

Saving Throws Dex +3, Con +7, Wis +5, Cha +4

Skills Perception +8, Stealth +3

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic

Challenge 7 (2,900 XP)

Boney Spikes and Blades. Fang dragons deal one extra die of its damage when it hits with bite and claw attacks (included in the attacks).

Sound Imitation. Fang dragons can imitate any sound they have heard. Any creature that hears this imitation can make a DC 14 Wisdom (Perception) check to notice any discrepancies.

ACTIONS

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

Bite. Melee Weapon Attack: +7 to hit, reach 10 ft., one target. **Hit:** 20 (3d10 + 4) piercing damage. The target must succeed on a DC 15 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claw. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 14 (3d6 + 4) slashing damage



FANG DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
14 +2	10 +0	15 +2	10 +0	12 +1	11 +0

Saving Throws Dex +2, Con +4, Wis +3, Cha +2

Skills Perception +5, Stealth +2

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 2 (450 XP)

Boney Spikes and Blades. Fang dragons deal one extra die of its damage when it hits with bite attacks (included in the attacks).

Sound Imitation. Fang dragons can imitate any sound they have heard. Any creature that hears this imitation can make a DC 12 Wisdom (Perception) check to notice any discrepancies.

ACTIONS

Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. **Hit:** 13 (2d10 + 2) piercing damage. The target must succeed on a DC 12 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

HALF – FANG DRAGON DERVISH

Medium humanoid (human), any alignment

Armor Class 17 (natural armor)

Hit Points 90 (12d8 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 +4	10 +0	17 +3	13 +1	15 +2	14 +2

Saving Throws Con +6, Wis +5

Skills Athletics +7, Perception +5

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15

Languages Common, Draconic

Challenge 5 (1,800 XP)

Brave. The dervish has advantage on saving throws against being frightened.

Boney Spikes and Blades. The dervish deals one extra die of its damage when it hits with bite, claw, and tail attacks (included in the attacks).

Sound Imitation. The dervish can imitate any sound they have heard. Any creature that hears this imitation can make a DC 15 Wisdom (Perception) check to notice any discrepancies.

ACTIONS

Multiattack. The dervish makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 15 (2d10 + 4) piercing damage. The target must succeed on a DC 14 Constitution saving throw, or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Claws. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 11 (2d6 + 4) slashing damage

Tail. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. **Hit:** 13 (2d8 + 4) bludgeoning or slashing damage. If the target is a medium or smaller creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.



DRAGON GOLEMS

In ancient ruins built by or for the dragons of this world, sit the wonders of magic and craftsmanship that are the dragon golems. Through rituals that I have been unable to unearth, these constructs have been granted the partial immunity to magic. Beware the monuments in these places. Any command words to control these golems are long gone. I would pay well for any information you could dig up.

DRAKESTONE GOLEM

Large construct, neutral

Armor Class 20 (natural armor)

Hit Points 299 (26d10 + 156)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 +7	9 -1	22 +6	3 -4	11 +0	1 -5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine

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

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages understands Draconic

Challenge 18 (20,000 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Limited Magic Immunity. The golem is immune to spells of 4th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. **Hit:** 18 (2d10 + 7) piercing damage.

Claw. Melee Weapon Attack: +13 to hit, reach 5 ft., one target. **Hit:** 17 (3d6 + 7) slashing damage

Petrifying Breath (Recharge 5-6). The golem exhales petrifying gas in a 30-foot cone. Each creature in that area must succeed on a DC 20 Constitution saving throw. On a failed save, a target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by a *greater restoration* spell or other magic.

DRAGONBONE GOLEM

Large construct, neutral

Armor Class 17 (natural armor)

Hit Points 207 (18d10 + 108)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 +6	9 -1	22 +6	3 -4	11 +0	1 -5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages understands Draconic

Challenge 14 (11,500 XP)

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Limited Magic Immunity. The golem is immune to spells of 3rd level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. The golem can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

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

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

Frightful Presence. Each creature of the golem's choice within 120 feet of the golem 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 golem's Frightful Presence for the next 24 hours.



IRONWYRM GOLEM

Large construct, neutral

Armor Class 21 (natural armor)

Hit Points 345 (3d10 + 180)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 +8	9 -1	22 +6	3 -4	11 +0	1 -5

Damage Immunities poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

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

Senses blindsight 10 ft., darkvision 120 ft., passive Perception 10

Languages understands Draconic

Challenge 24 (62,000 XP)

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

Immutable Form. The golem is immune to any spell or effect that would alter its form.

Limited Magic Immunity. The golem is immune to spells of 5th level or lower unless it wishes to be affected. It has advantage on saving throws against all other spells and magical effects.

Magic Weapons. The golem's weapon attacks are magical.

ACTIONS

Multiattack. It then makes three attacks: one with its bite and two with its claws.

Bite. Melee Weapon Attack: +15 to hit, reach 10 ft., one target. **Hit:** 24 (3d10 + 8) piercing damage.

Claw. Melee Weapon Attack: +15 to hit, reach 5 ft., one target. **Hit:** 18 (3d6 + 8) slashing damage

Fire Breath (Recharge 5-6). The golem exhales fire in a 90-foot cone. Each creature in that area must succeed on a DC 21 Dexterity saving throw. Taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.



THE KHYBER KHRONICLE

VOLUME 5

Welcome to The Khyber Khronicle; a collection of encounters and DM tools that can be used to enhance any adventure as the DM sees fit.

In this issue:

A series of encounters for levels 1-4 Dragon PCs

Information about the Draconic Prophecy

Ideas to enhance traps within your dungeons

All new player options including:

- Wizard School
- Dragon Playable Character
- Pregenerated Dragon Characters

And More!



raven+moon co.