

CORPUS DRACONIS



SE



DRS TEAM

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INTRODUCTION

Corpus Draconis is a love letter to dragons, to their glory, their terror, and their legend. Inside, you'll find new ways to play as them, worship them, fight them, and bring their presence into every corner of your world. This book is here to help you bring dragons back to the center of your stories, where they've always belonged.

CHAPTER I: CHARACTER OPTIONS

If you've ever wanted to play a character who *feels* like they belong in a dragon's tale, this is your chapter. Here you'll find new heritages like the proud dragonkin, the treasure-touched hoardborn, and the wild saterax. We've also forged three brand-new classes: Dragonheart, Scale Shaman, and Wyrmlord, each built to channel draconic might in their own way. Add to that 24 archetypes, six rich backgrounds like the Reincarnated Dragon and Dragon Whisperer, plus a whole bunch of feats designed to bring the power, mystery, and majesty of dragons right to your character sheet.

CHAPTER II: DRACONIC GODS AND ORDERS

Before the first hoard was gathered, before the first roar split the skies, the gods of dragonkind were already shaping the world. In this chapter, you'll meet them. From Kinarax, the Mother of Dragons, to Draconis, the Father of Flame, the draconic pantheon is ancient, vast, and full of stories waiting to be told. Each deity comes with lore, symbols, sacred places, legendary relics, and the kinds of followers they draw. But gods aren't the only ones weaving power behind the scenes. You'll also find five dragon-tied cults and organizations, from the Word Seekers, who hoard draconic language like gold, to the Scale Collectors, a sly network of treasure thieves and spies. Whether your character serves the divine or steals from the divine, this chapter is your gateway into the sacred, the secret, and the legendary.

CHAPTER III: DRACONIC OFFERINGS

This chapter is all about going *all in* on dragons. Want to play as a dragon? There's a full system for leveling one up. Want to ride one? We've got rules for bonding,

soaring, and growing stronger together. You'll also find rules for forging weapons from draconic bones, brewing potions from shed scales, and casting magic the way dragons do: with power, precision, and a little bit of awe. Whether it's dracomancy, dragon smithing, or simply letting your campaign breathe fire in new ways, this chapter is your toolbox. It's a collection of gifts from the dragons themselves: dangerous, powerful, and too tempting to ignore.

CHAPTER IV: DRACONIC MAGIC

Some say dragons are magic. Not just spellcasters, not just creatures touched by the arcane, but living wells of power, too ancient and immense to understand. This chapter cracks open that mystery, offering spells and items of draconic legacy. You'll find mauls made from dragon skulls, cloaks woven from shimmering scales, and necklaces that whisper to the winds as you fall. There's a spell that calls forth the gaze of an apocalypse, and a cantrip that summons a phantasmal wyrmling to fight by your side. Even fireballs burn differently when dragons are involved, they burn brighter, burn harder, burn until there's nothing left but dust. These are the tools and secrets passed down from the hoards and hearts of dragonkind.

CHAPTER V: DRAGONS, MONSTERS, AND CHARACTERS

In this chapter, you'll encounter dragons like the apocalypse dragon, whose very presence could shatter the world, and the war dragon, always battle-ready and ever fierce. These aren't just stat blocks; these dragons have hoards, goals, and stories to tell. Alongside them, you'll find strange beasts like the phoenix wyvern, bursting with elemental fire, and the dracomet, a flying goat with a fiery vengeance.

But dragons aren't the only stars here. Meet Denadra, the young soul dragon still searching for who he's meant to be. Discover Gem Knightblood, a warrior born from gold, honor, and magic. And then there's Xurka, a broken shaman carrying the weight of a dragon's future. These NPCs are more than just names, they're part of an epic story waiting to be told.



CHAPTER I
Draconic Character Options





his chapter is your invitation to step into scales of your own. Whether you were born of dragons, shaped by their magic, or driven by dreams of flight and flame, you'll find something here that calls to the soul. Choose from three powerful heritages; the dragonkin, the hoardborn, and the saterax, each with ancient ties to the draconic world. Reinvent yourself with the three brand new classes we've built for you; the dragonheart, the scale Shaman, and the wyrm overlord, or carry a draconic legacy with our 24 archetypes. Add to that the six rich backgrounds like the Dragon Whisperer or the Reincarnated dragons as well as the hoard of feats provided here, your adventures are bound to shine with draconic majesty.

HERITAGE OPTIONS

Dragonkin Template

Draconic ancestry has resonated within you since birth. Perhaps your parents, grandparents, or even distant ancestors carried the blood of dragons, or perhaps one of them had an affair with a dragon, passing its gifts down to you. As a result, you have some dragon-like features.

CREATING A DRAGONKIN

Dragonkin can have different draconic traits; some might have scales or claws, while others might not display any signs of their draconic heritage. The combinations are almost endless. Below, you'll find a list of traits you can choose when creating your dragonkin character, along with the points each one costs. You have 20 points to spend on these traits, which are added to your basic racial features. Just remember, these enhancements come with drawbacks explained in the *Dragon Physiology* section.

DRAGONKIN FEATURES

The list of features you can choose while creating a dragonkin character is provided below. Each feature can be chosen once, unless stated otherwise.

Breath Weapon (6 Points). You can use your action to unleash a blast of destructive energy with





nothing but an exhale. If you have the Draconic Resistance feature, your breath weapon must deal the same type of damage. Otherwise, you can choose any damage type except bludgeoning, piercing, or slashing when you gain this feature.

When you use your breath weapon, each creature in a 15-foot cone must make a saving throw. The DC for this save is 8 + your Constitution modifier + your proficiency bonus. On a failed save, a creature takes 2d6 damage, or half as much damage on a successful one. The damage increases as you gain levels: to 3d6 at 6th level, to 4d6 at 11th level, and to 5d6 at 16th level.

Once you use your breath weapon, you can't use it again until you finish a short or long rest.

Draconic Language (2 Points). You can read, speak, and write Draconic.

Draconic Perception (4 points). You gain proficiency in the Perception skill. If you're already proficient, you can add double your proficiency bonus to any Wisdom (Perception) checks you make.

Draconic Resistance (6 Points). You have resistance to a damage type of your choice except bludgeoning, piercing, or slashing. This damage type indicates the type of your ancestral dragon.

Draconic Sight (4 Points). You have the eyes of a dragon, you gain blindsight out to a range of 60 feet.

Dragon's Claws (6 Points). Draconic claws extend from your hands, allowing you to strike as an action. Make a melee weapon attack using Dexterity against a creature within 5 feet of you. If you have the Extra Attack feature, you can replace one of your attacks with this claw attack. On a hit, the creature takes 1d4 slashing damage.

This damage increases to 1d6 at 4th level, 1d8 at 8th level, 2d4 at 12th level, and 2d6 at 16th level.

Dragon's Face (6 Points). Your face resembles that of a dragon, much like the face of a dragonborn; the key difference being that you can use your jaw as a deadly weapon. You can bite a target as an action. Make a melee weapon attack using Strength against a target within 5 feet of you. If you have the Extra Attack feature, you can replace one of your attacks with this claw attack. On a hit, the creature takes 1d4 piercing damage.

This damage increases to 1d6 at 4th level, 1d8 at 8th level, 2d4 at 12th level, and 2d6 at 16th level.

Dragon's Scales (12 Points). You have scales on you resembling that of a dragon, the color of which is determined by you. You have a +1 bonus to AC. This bonus increases to +2 at 8th level and to +3 at 16th level.

Dragon's Tail (6 Point). You have a dragon's tail that you can use to make a tail attack. Make a melee weapon

attack using Strength against a target within 5 feet of you. If you have the Extra Attack feature, you can substitute one of your attacks with your tail attack. On a hit, the target takes 1d4 piercing damage. Additionally, you can use your tail to grapple a creature within 5 feet of you.

The damage increases to 1d6 at 4th level, 1d8 at 8th level, 2d4 at 12th level, and 2d6 at 16th level.

Dragon's Wings (12 Points). You have the wings of a dragon, the color of which is determined by you. As a result, your jump distance is doubled. When you reach 7th level, you gain a flying speed of 30 feet. This speed increases to 60 feet at 15th level.

DRAGON PHYSIOLOGY

Dragonkins have a unique physiology compared to other humanoid creatures. While they possess additional powers, their vitality is lower due to the clash between their draconic heritage and their other ancestry. When you reach 3rd, 6th, 9th, 12th, 15th, and 18th levels, you don't gain an additional Hit Die, nor do you add your Constitution modifier to your hit point maximum.

Hoardborn

When I first opened my eyes, I thought the cave was the whole world; the cave and the golden sea... Now I travel the deep blue towards horizons unknown, the sky, the endless cave roof, stretched out above me.

Horizon
Wanderer, a sailor hoardborn

The hoards of dragons are made up of a myriad of different things; from gold coins to ancient artifacts, from invaluable art pieces to magical gems. In their (usually) unorganized piles of treasure, it is common for magic items to interact, resulting in arcane anomalies that create a consciousness which makes a body for itself out of gold pieces, jewelry, and even weapons. The resulting creature is a hoardborn. A mindless being at first, they watch their "parent" dragon for direction. If a dragon notices a hoardborn wandering in its treasure, which is quite often the case, they make them couriers, envoys, or entertainers; although some have been known to let hoardborns go or kill them on the spot as well. Those who leave a dragon's domain live as free hoardborns; magical constructs made of treasure.



HOARDBORN IN SOCIETY

A hoardborn can be terrifying to some, as it is basically a walking dragon made of treasure. Others tend to focus on the fact that it is made of treasure, and are tempted by all that this entails. Many ill-intentioned creatures attempt to sever its parts to loot its riches, but this is futile as the parts magically reappear on the hoardborn's body. However, to religious individuals, a hoardborn may be seen as the envoy of a dragon or even a higher power. As a result, a hoardborn must be especially cautious about whom they speak to or befriend. In the end, they remain a golden opportunity for a thief waiting in the dark.

HOARDBORN NAMES

A hoardborn has no biological gender or features similar to other heritages. Their body, voice, and soul are created by magic. Because of this, many choose their names based on what they hope to achieve, their past deeds, or their personal preferences. Some might select a tune they enjoy as their name, while others may not understand the concept of a name at all.

Names: Abegil, Chicken, John, Mimi, Peanut, Shining Blade, Vandalugarxas, X, Yendil, Zetra

DRACONIC VISAGE

Since a hoardborn is created in a dragon's lair by magic, the first creature it encounters is usually a dragon. When forming a body for itself, most hoardborns choose to resemble a dragon, resulting in many hoardborns looking like bipedal dragons. Some even have wings or a tail, though they cannot fly or use their tails with the precision of a true dragon.

THOUSAND PIECES AS ONE

A hoardborn is made up of various treasure piles, held together by the magical force that created it. Due to this, their body parts can be severed easily but can also be replaced quickly. If a hoardborn's body is shattered, the pieces magically reassemble, reshaping its form, making the hoardborn an indomitable foe for many adversaries.

HOARDBORN TRAITS

Your hoardborn character has several traits inherited from the magical power within.

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

Age. A hoardborn comes into being as a fully grown adult, and can live up to 50 years. As they are constructs, their bodies do not age. Spending time in a magical place restores the magic within them, allowing them to regain their lost years. Because of this effect, some hoardborn have been known to live up to 200 years.

Alignment. Hoardborns' innate curiosity usually pushes them to become adventurers, travelers or merchants. Most hoardborns tend to be chaotic.

Size. A hoardborn's body is similar to that of an average human. Your size is Medium.

Speed. Your base walking speed is 30 feet.



Peculiar Construct. You are a combination of many items. Your creature type is Construct.

Hoardborn Nature. You are a construct created by pure magic. You have the following benefits:

- You are immune to disease.
- You have advantage on saving throws against being poisoned, and you have resistance to poison damage.
- You don't need to eat, drink, or breathe.
- You don't need to sleep and magic can't put you to sleep. You can finish a long rest in 4 hours if you spend those hours in an inactive state, during which time you look like a treasure pile.

Magic-Eating Body. Magic holds your body together, and this magic can't be suppressed by the *dispel magic* or *antimagic field* spells. Magic is your life force, and as a result, the magic inside magic items have medical properties for you. As an action, you touch an unattended magic item and consume the magic contained within. The amount of hit points regained in this way is 5 for common items, 10 for uncommon items, 20 for rare items, and 50 for very rare items. You can't consume legendary items in this way. Consuming a magic item in this way destroys the item.

Magical Life Form. The primary function of the magic that holds you together is to keep you alive. However, it can only sustain your body's endurance to a certain extent. Your hit point maximum cannot exceed 50. When you drop to 0 hit points, the items forming your body scatter, causing you to fail one death saving throw. At the start of your next turn, these items automatically reassemble, and you regain hit points equal to half your hit point maximum (rounded up).

You can benefit from this feature a number of times equal to half of your proficiency bonus (rounded down). You regain any expended uses when you finish a long rest.

Walking Treasure. Your body consists of countless items and coins that are magically fused together. They are your flesh and blood, and your consciousness is bound to them by strong magic. Naturally, you do not want them to be separated from your body. However, your body naturally creates a small treasure each day, which you can spend on important things or give as gifts to worthy friends. When you finish a long rest, you can take coins, jewels, and items out of your body, of which the total worth is equal to twice your proficiency bonus.

Vault of Temporary Magic. You can use the magic holding you together to temporarily turn regular items

into magic items. As a bonus action, you can take an item of common or uncommon rarity of your choice out of your body. The item's magic remains intact until the end of your next turn, after which the item disappears, returning the magic to your body.

The rarity of the item that you can take out of your body increases when you reach certain levels: 6th level (rare), 11th level (very rare), 16th level (legendary).

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Creative Magic. Originated from a magical anomaly, you may have different abilities than those with the same heritage. Choose from one of the following benefits, which can't be changed later.

- You emanate a 30-foot aura of magic. One of the allies of your choice within the aura has a +1 bonus to spell save DC and spell attack rolls as long as the ally is within the aura or until you choose another ally.
- You become Large when you reach 7th level, and Huge when you reach 15th level.
- You can enter a hostile creature's space and stop there. You can move through a space as narrow as 1 inch wide without squeezing.

Language. You can speak, read, and write Common, Draconic, and one other language of your choice.

Saterax

People tell dark tales of slaughter and fear when they speak of the winged devil leading the goblin army. They praise the traveling saint with decayed wings, who takes on others' illnesses and diseases, suffering in their place, or they whisper rumors about the winged emissaries of death, waiting for the moment when their poisoned blades will strike.

These winged figures are saterai, twisted hatchlings from mighty dragon eggs; destined for greatness when they were first laid, who later became subjects of magical experiments, lost their parents, or were captured and sold for great riches. Whatever the cause, the saterai are draconic creatures, who have all been cast aside before they breathed their first breath. Their forms are broken, and their fates stolen.



pupils that glow in the shadows. These features enhance their hearing and vision, helping them survive in their harsh reality.

Due to failed hatching, the bodily fluids within a saterax's egg are not fully consumed. The leftover fluid remains in their body, becoming part of their anatomy and causing them to secrete poisonous fluids, which the saterai use to fight their enemies.

WHERE THE NAME COMES FROM

Satera was not the first of the saterai, but she was the first to prove that a saterax could return to greatness and reclaim their stolen destiny. After a life as a mercenary, Satera found her parents, sought their guidance, learned what it was like to be a dragon, and set out to find the thieves who had stolen her while she was still an egg. She discovered that they were hags, and so she fought through their dark forest, took her revenge, and climbed the stairs of power one step at a time. Along the way, she embarked on many adventures and ultimately ascended to godhood. When she achieved divinity, she chose not to change her form, realizing that her broken saterax body was already perfect. She devoted her divine powers to helping other saterai find their purpose, whether they worshiped her or not.

After these events, both saterai and people began calling these botched hatchlings "saterai", meaning "Satera's Kin".

WRECKED MIGHT

A saterax appears to be a winged human from a distance, but upon closer inspection, their form is more slender and distinct.

Saterai are easily recognized by the dark, oily scales covering their bodies. Though their potential for greatness was stolen, they still carry the blood of mighty dragons, and their scales reflect the beauty of their draconic heritage. These scales are so delicate that they resemble skin from a few feet away. They can be a single color or adorned with colorful stripes or swirling patterns.

Their dysfunctional wings often give them the appearance of gargoyles under the night sky, especially when combined with their horns. These features often lead people to mistake a saterax for a fiend, making them feared and unwanted by common folk.

Saterai also have pointed ears and eyes without

PURPOSE OF LIFE

Saterai do not have cities or communities. They may choose to lead solitary lives, adventure with a group, choose to walk good, neutral, or evil paths, embrace their nature as outcasts and lead monstrous armies, or be found in any other aspect of life.

SATERAX TRAITS

Your saterax character has certain traits it has developed through its harsh battles of survival.

Ability Score Increase. Your Constitution score increases by 2 and Wisdom score increases by 1.

Age. Saterai mature at the same rate as humans but they live longer, averaging around 600 years.

Alignment. Most saterai are outcasts who have



experienced the loss of family and loneliness in the early years of their life. Such saterai are commonly recruited by evil organizations, cults, and deities, embracing the feeling of loss to the fullest to fuel their dark powers. They are especially sought out by assassins' guilds, or hunted by poison makers, because of their ability to produce poison naturally. However, a saterax can walk many different paths in life and become anything they want. Regardless of their way of life, they all feel a sense of being lost and have an urge to chase after their stolen destiny, at which point they are somehow guided by Satera's ageless wisdom. As a result, saterai have no known alignment tendency.

Darkvision. Your extraordinary physiology has granted you the ability to see in darkness. You have darkvision out to a range of 60 feet.

Size. Saterai weigh the same as humans. Your size is Medium.

Monstrous Posture. You have advantage on Charisma (Intimidation) checks.

Secreting Draconic Poison. Your body secretes a draconic poison. You can use your bonus action to coat a weapon or 10 ammunitions within your reach with this poison. A weapon or an ammunition coated in this way deals an extra 1d6 poison damage on a hit. The poison stays for 1 minute, and a weapon or an ammunition can be coated with this poison once at a time.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Survival of the Fittest. You are proficient in the Perception and Stealth skills.

DRACONIC CLASSES

Dragonheart

At the first beat of the universe's heart, magic was born, spreading its formless wings and flying to every corner of existence, filling the void like water pouring into an empty vessel. Light surged into the unknown, working its way through dimensions beyond comprehension. Magic began to weave itself into order, covering everything, up and down, left and right. When meaning met reason, the first impossibility collided with imagination, and obscurity vanished.

The first dragon emerged from the raw chaos, its wings unfurling as it landed atop a cloud, gazing across a world yet to be shaped. It did not understand what it saw. It could not predict what would come next. Overwhelmed by endless possibilities, the dragon roared into the void. And with that roar, the world took shape. Its immortal claws sculpted the land, raising mountains and carving valleys, shaping the terrain as easily as a baker plays with dough.

As time went on, the dragons that followed were both mesmerized and confused by this impractical, quixotic project called existence. One by one, they took to the skies, soaring across this new world, taking in its wonders, trying to make sense of it all.

Eras passed. And one dragon, its heart aflame with curiosity, descended from the clouds and touched the

earth. It curled up on the billowing grass, wrapped itself in its majestic wings, and began to sleep. But not just to sleep; to dream. A dream of the future, a dream of life, a dream of unity... a dream of mortals.

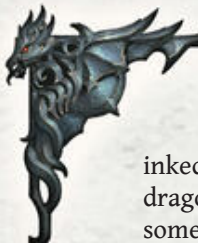
The indifferent centuries kept on passing as the dragon lay still, cradled by the grass. Hills swelled like waves around the creature, trees grew tall, their leaves whispering lullabies in the winds. As the mountains reached for the sky, casting their shadows on the sleeping giant, a cold breeze and a snowflake finally caressed it awake. It took a deep breath, feeling warmth return to its body, and stretching over the hills to shake off the languor.

The dragon raised its eyes to the dazzling white clouds and noticed columns of black smoke marring their purity. Not the smoke of wildfires or volcanoes, but something deliberate. Something made. The dragon followed the trails of dark mist downward and saw them; clusters of wooden nests at the foot of the hills. Settlements. Humans.

Its eyes widened and its heart started pounding with excitement. Then, on a whim, the dragon left its frighteningly majestic and glamorous body behind, walking out from the valley it had shaped long ago, disguised as a human.

This, the scholars say, was the first meeting between dragons and humankind. Of course, no one knows exactly when it happened. The tale is as much myth as it is history, passed down through mortal tongues and





inked onto ancient parchment. But one thing is certain; dragons began to walk among mortals long ago. And some never left.

Many draconic bloodlines were born from these ancient unions. Some dragons took humanoid form and never changed back. They lived, loved, and had children, their true nature buried beneath generations. Some forgot what they were, others never even knew.

However, the dragon within can never die. You know this all too well, for you feel it even now, stirring deep inside. Your lineage goes back to a dragon who once took humanoid form and never transformed back. Whether by luck, sheer will, or the whims of fate, you have awakened something ancient within you. Though your ancestors might have never realized their true natures, this power lay in each of their hearts. But you have realized that you carry immense power and have a forgotten heritage to unearth.

DRAGONHEART RACE

Only creatures that belong to the dragonheart race can gain levels in this class, as it means mustering strength from one's true dragon form. The more you advance in this class, the more you've reconnected with your dragon self.

SCATTERED AND FORGOTTEN

A dragonheart can look like any humanoid, just as their ancestors did before them. They don't have a shared homeland, a distinct culture, or even a common language. In fact, at first glance, there's nothing to set them apart at all. However, the usual traits of their supposed race don't manifest in them as one would expect.

DRAGONHEART TRAITS

Although waned, almost to the point of complete extinction, the last embers of your dragon essence still glow within you, granting the following traits.

Ability Score Improvement. Your Constitution, Intelligence, Wisdom, and Charisma scores each increase by 1.

Age. You age at the same pace as the race you appear to be, but the traces of your dragon essence grant you a slightly longer life than others of your kind.

Alignment. Dragonhearts tend toward no particular

alignment; however, whatever values they embrace, they usually feel them to the extreme.

Size. Your size is the same as the heritage you appear to belong to.

Speed. Your speed is the same as the race you appear to be.

Languages. You can speak, read and write the same languages as the race you appear to be. Additionally, you can innately understand spoken Draconic but you can't speak, read and write it unless you learn it.

Draconic Affinity. Whenever you make an Intelligence (Arcana) check to recall knowledge about dragons, or a Wisdom (Insight) check to empathize with a dragon, you are considered proficient in the relevant skill and your proficiency bonus is doubled for the check.

Frightful Aura. You gain proficiency in the Intimidation skill. You also have advantage on Wisdom saving throws made to resist a dragon's Frightful Presence.

Superior Vision. You have blindsight with a radius of 5 feet. Additionally, you can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

CLASS FEATURES

As a dragonheart, you gain the following class features.

HIT POINTS

Hit Dice: 2d12 per dragonheart level

Hit Points at 1st Level: 13 + your Constitution modifier

Hit Points at Higher Levels: 13 + your Constitution modifier per dragonheart level after 1st

PROFICIENCIES

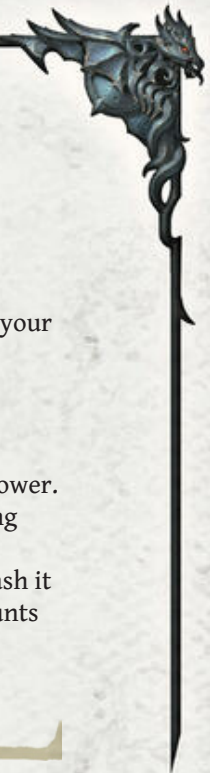
Armor: None

Weapons: Choose three from simple weapons

Tools: Choose any one

Saving Throws: Intelligence, Wisdom, Charisma

Skills: Choose any three



EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- Any two simple weapons you are proficient with
- Any one tool you are proficient with
- An explorer's pack
- A simple artwork no larger than your hand, featuring draconic aesthetics

ROAD OF SELF-DISCOVERY

At 1st level, you choose one of the following damage types: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. This damage type reflects what kind of dragon you and your ancestors originally were. Whenever a feature of the dragonheart class or any path of self-discovery refers to draconic damage, it denotes this damage type.

You also choose a path of self-discovery, which determines the methods you adopt to reveal your true nature. Your choice grants you features when you choose it at 1st level and again at 6th, 10th, 14th, and 18th level.

SPELLCASTING

By reconnecting with your draconic essence, you've awakened the magic that was always part of you. This magic now fuels your spells. The innate spellcasting abilities of your dragon ancestry have persisted in your person, but they have been reflected in a different way. As such, you possess the ability to transform cantrips into unorthodox spells that display dragons' mighty talent for spellcasting.

CANTRIPS

At 1st level, you know five cantrips that you can choose from any spell list. You learn additional cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Dragonheart table.

When you gain a level in this class, you can replace one cantrip you know with another of your choice.

SPELLCASTING ABILITY

Charisma is your spellcasting ability for your dragonheart cantrips. You use your Charisma whenever a spell refers to your spellcasting ability. You also use it to determine the saving throw DC and attack rolls for your dragonheart cantrips.

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

Spell attack modifier = your proficiency bonus + your Charisma modifier

SPELLCASTING FOCUS

Your breath carries the essence of your draconic power. As a result, you can use your breath as a spellcasting focus for your dragonheart cantrips, controlling it through steady inhaled and exhaled breath until you unleash it alongside your magic. This rhythmic breathing counts as a verbal component for your spells.

INNATE INFUSEMENTS

At 2nd level, you start to comprehend the very nature of magic; an arcane system that molds chaos into order. With this understanding, which comes to you through instinct rather than study, you can make changes in your cantrips to suit your needs. You achieve these changes by altering your cantrips with infusements.

The infusements available to you are detailed at the end of this class, in the *Infusements* section.

APPLYING INFUSEMENTS

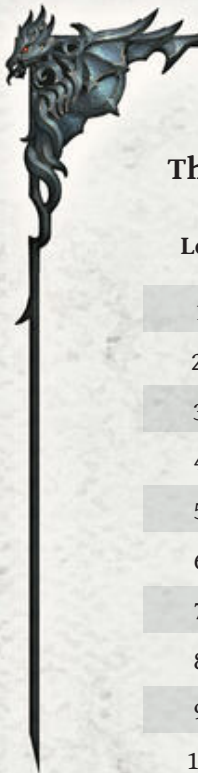
While casting a cantrip, you can choose to modify it with one cantrip of your choice. Unless an infusement states otherwise, you can apply only one infusement per cantrip. However, if you are able to cast more than one cantrip on a turn, you can alter more than one cantrip as well.

HIT POINT COST

Your current form isn't built to wield the full force of your draconic power. Each time you apply an infusement on a cantrip, you push your body beyond its limits, and your current hit points are reduced by an amount according to the category of the infusement. This hit point reduction can't be negated by any means except through some features gained from this class.

INFUSEMENT CATEGORIES

Infusements are categorized into five different grades, based on the strain they put on your current form. More advanced infusements require greater power, which you can only safely channel when you unlock your visages.



The Dragonheart

Level	Proficiency Bonus	Features	Cantrips Known
1st	+2	Road of Self-Discovery, Spellcasting	5
2nd	+2	Innate Infusements	6
3rd	+2	Whispers of the Song	7
4th	+2	Ability Score Improvement	7
5th	+3	Visage of the Unbound Wyrmling	7
6th	+3	Road of Self-Discovery Feature	8
7th	+3	Extra Cantrip (x1)	8
8th	+3	Ability Score Improvement	8
9th	+4	Visage of the Scaled Beast	8
10th	+4	Road of Self-Discovery Feature	9
11th	+4	Luck of the Hoard	9
12th	+4	Ability Score Improvement	9
13th	+5	Visage of the Elder Drake	9
14th	+5	Road of Self-Discovery Feature	10
15th	+5	Extra Cantrip (x2)	10
16th	+5	Ability Score Improvement	10
17th	+6	Visage of the Prime Dragon	10
18th	+6	Road of Self-Discovery Feature	12
19th	+6	Ability Score Improvement	13
20th	+6	Awakening the Dreadwurm	15

Simple Infusements. Each simple infusement reduces your hit points by 2. You can use them starting at 2nd level.

Complex Infusements. Each complex infusement reduces your hit points by 4. You can only use them while your first visage persists.

Sophisticated Infusements. Each sophisticated infusement reduces your hit points by 6. You can only apply them while your second visage persists.

Grand Infusements. Each grand infusement reduces your hit points by 8. You can only apply them while your third visage persists.

Prime Infusements. Each prime infusement reduces your hit points by 10. You can only apply them while your fourth visage persists.

VISAGES (OVERVIEW)

You'll find the details of the aforementioned visages in the upcoming features. However, the gist of it is that visages are physical manifestations of your draconic heritage, reflecting the powerful traits of your lineage. The closer you are to your dragon self, the more power you can wield. Since visages affect your hit points, it's a good idea to keep a record of the hit points you regain at each level for future reference.

WHISPERS OF THE SONG

At 3rd level, you perceive magic as music, with spells echoing like songs and their glorious harmony flowing through your dragon ears.

When a creature other than you casts a spell within 120 feet of you and you are aware of it, you can use your reaction to cast a cantrip, targeting the creature. The cantrip must have a casting time of 1 action or less.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

VISAGE OF THE UNBOUND WYRMLING

At 5th level, the draconic essence within you manifests physically, emerging as your first transformation. Your skin is dotted with scales, shielding your mortal form from harm. This is your first visage.

Your visages protect the hit points you gain from this class. The first visage shields the hit points you've gained up until 5th level (5th level excluded). This visage persists as long as you have at least that many hit points. While it persists, you gain the following benefits:

- When you are subjected to damage that would destroy your first visage, you take half the damage (rounded up), but the visage is destroyed regardless. This damage reduction does not stack with other visages.
- Whenever you take damage, you reduce it by 1 after applying any resistances, immunities or a similar effect that would alter it.
- If you take the Disengage action, you are immune to draconic damage for the rest of your turn.
- When you take the Dodge action, you can also punish the attackers. Until the start of your next turn, when a creature attacks you and you are aware of it, you can use your reaction to cast a cantrip against the attacker. The cantrip must have a casting time of 1 action or less, and one of its targets must either target the attacker or include them in its area of effect.
- If you take the Help action to aid a creature, and they succeed on the related task, you and the

creature are both inspired for 1 minute. While inspired in this way, you and the creature have advantage on the same type of ability check.

If a friendly creature hits with an attack that you've taken the Help action to aid in, you and the ally are both thrilled for 1 minute. While thrilled in this way, you both have advantage on attack rolls.

If you take the Search action, you can sense openings in solid materials within 30 feet of you until the start of your next turn. Your sense penetrates up to 1 inch through solid surfaces that you can see. You know the exact location and shape of the opening that overlaps with the range.

When you drop below the hit points shielded by this visage, it shatters and is destroyed. You regain your first visage at the end of a short or long rest, provided your hit points are equal to or greater than its threshold.

EXTRA CANTRIP

Beginning at 7th level, you can cast two cantrips instead of one whenever you take the Cast a Spell action on your turn. The cantrips you cast in this way must have a casting time of 1 action or 1 bonus action.

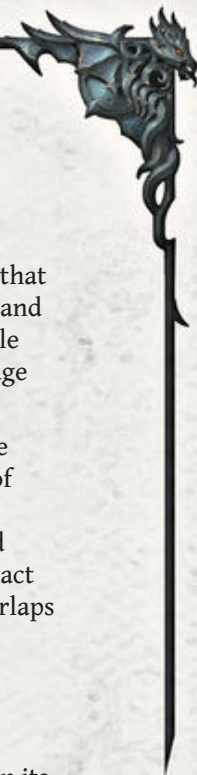
The number of cantrips increases to three when you reach 15th level in this class.

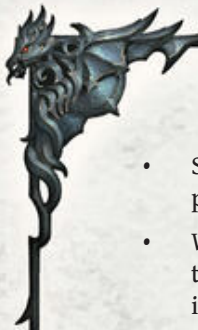
VISAGE OF THE SCALED BEAST

At 9th level, your transformation becomes even more evident. Your teeth sharpen, scales cover your skin, horns emerge from your skull, and a pair of inert wings sprout from your back. This is your second visage.

Your visages shield the hit points you gain from this class. Your second visage shields the hit points you've gained up until 9th level (9th level excluded). The second visage persists as long as you have at least that much hit points, and while your second visage persists, you gain the following benefits:

- When you are subjected to damage that would destroy your second visage, you take only half the damage (rounded up), but the visage is destroyed regardless. This damage reduction does not stack with other visages.
- Whenever you take damage, you reduce it by 2 instead of 1 after applying any resistances, immunities or a similar effect that would alter it.





- Simple infusements no longer reduce your hit points.
- When you are forced to make a Constitution saving throw, you can make a Charisma saving throw instead.
- If you are subjected to draconic damage by entering an area for the first time during a round, you negate the damage completely.
- If you are subjected to draconic damage from a cantrip, you negate the damage completely.

When you drop below the hit points shielded by this visage, it shatters and is destroyed. You regain your second visage at the end of a short or long rest, provided your hit points are equal to or greater than its threshold.

LUCK OF THE HOARD

Beginning at 11th level, you can find precious treasures in places where no one else would think to look.

Whenever you roll for treasure, roll twice and receive both results. If your GM prefers to assign treasure without a roll, you still get twice the treasure you would normally get. The GM ultimately decides how this applies but should favor you whenever possible.

VISAGE OF THE ELDER DRAKE

At 13th level, your draconic nature is reflected even more in your appearance. You grow taller, your pupils sharpen into narrow slits, and your wings take on a new strength. This is your third visage.

Your visages shield the hit points you gain from this class. Your third visage shields the hit points you've gained up until 13th level (13th level excluded). The third visage persists as long as you have at least that much hit points, and while your third visage persists, you gain the following benefits:

- When you are subjected to damage that would destroy your third visage, you take half the damage (rounded up), but the visage is destroyed regardless. This damage reduction does not stack with other visages.
- Whenever you are subjected to damage, you reduce it by 3 instead of 2 after applying any resistances, immunities or a similar effect that would alter it.
- You have a flying speed of 30 feet.
- You have blindsight with a radius of 15 feet.

- You are immune to the frightened condition if the source is a dragon.

When you drop below the hit points shielded by this visage, it shatters and is destroyed. You regain your third visage at the end of a short or long rest, provided your hit points are equal to or greater than its threshold.

VISAGE OF THE PRIME DRAGON

At 17th level, your horns, wings, claws, and teeth grow into their final majestic form. Your scales gleam in a hue reflecting your true nature, and your stance exudes draconic majesty. This is your fourth visage.

Your visages shield the hit points you gain from this class. Your fourth visage shields the hit points you've gained up until 17th level (17th level excluded). The fourth visage persists as long as you have at least that much hit points, and while your fourth visage persists, you gain the following benefits:

- When you are subjected to damage that would destroy your fourth visage, you take half the damage (rounded up), but the visage is destroyed regardless. This damage reduction does not stack with other visages.
- Whenever you are subjected to damage, you reduce it by 5 instead of 3 after applying any resistances, immunities or a similar effect that would alter it.
- Complex infusements no longer reduce your hit points.
- The first time you deal draconic damage to a creature on a turn, you regain 10 hit points.
- You have a +3 bonus to AC.

When you drop below the hit points shielded by this visage, the visage shatters and is destroyed. You regain your fourth visage at the end of a short or long rest, provided your hit points are equal to or greater than its threshold.

AWAKENING THE DREADWYRM

At 20th level, you've reached the end of your journey of self-discovery. You've embraced your true form at last, liberating yourself from mortal shackles. Your creature type becomes Dragon.

After 1 uninterrupted minute of meditation, you can transform into your dragon form or revert to your mortal form. With your GM, determine which type of

dragon you become, based on your draconic damage type. This choice is permanent.

While you assume your dragon form, the following rules apply:

- Your game statistics are replaced by those of an adult dragon, but you retain your alignment, personality, and any changes laid out by this feature.
- Any missing hit points carry over between forms.
- Your equipment merges into your new form and can't be used while transformed.

INFUSEMENTS

In this section, you'll find the infusements that allow you to shape and refine the magic within your cantrips. They are categorized into five groups according to their hit point costs, as described in the Innate Infusements feature. The infusements are listed alphabetically under each category.

SIMPLE INFUSEMENTS

These minor yet powerful infusements enhance your cantrips in subtle but meaningful ways.

CHARMING CANTRIP

When you apply this infusement to a cantrip, your very presence becomes more captivating for a time. You have advantage on Charisma (Deception) and Charisma (Persuasion) checks for 3 rounds.

ENDURING CANTRIP

When you apply this infusement to a cantrip, it lingers, its magic clinging to your target. If the cantrip imposes a penalty, the duration of the penalty increases by 1 round.

GREATER OPTIONS

This infusement allows you to tap into the deeper potential of a simple cantrip. If a cantrip offers multiple options and requires you to choose one, you can choose two options instead, and they both take effect when you cast the cantrip.

You can apply this infusement to a cantrip that already has another applied.

IMPROVED ASSISTANCE

This infusement amplifies the effects of a supportive cantrip. While casting a cantrip that grants a creature a bonus to its ability checks or saving throws, you increase the bonus by 1d4.

MILD IMPLOSION

This infusement allows you to amplify your cantrip with an additional effect, causing a small implosion. A 10-foot-radius implosion originates from each affected target of your cantrip, pulling all unattended objects within range 10 feet closer. Objects weighing more than 30 pounds are immune to this effect.

MILD SHOCKWAVE

This infusement allows you to amplify your cantrip with an additional effect, causing a small explosion. A 10-foot-radius shockwave ripples out from each affected target of the cantrip, pushing all unattended objects within range 10 feet away. Objects weighing more than 30 pounds are immune to this effect.

REACHING CANTRIP

When you apply this infusement to a cantrip, you extend the reach of your magic. If the cantrip has a range of 5 feet or more, its range is doubled.

You can apply this infusement to a cantrip that already has another infusement applied.

TORMENTING CANTRIP

When you apply this infusement to a cantrip, your magic is fueled by the anguish within. You add your Charisma modifier to the damage dealt by a damage-dealing cantrip. If the cantrip deals damage to more than one target, the additional damage applies to only one of your choice.

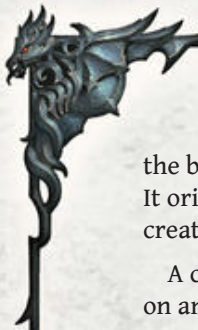
COMPLEX INFUSEMENTS

The complex infusements are listed in alphabetical order.

BUBBLE TRAPS

This infusement allows you to create a bubble of magic. You cast a cantrip while touching a solid surface, but the cantrip doesn't take effect immediately. Instead, a small invisible 1-foot-diameter bubble swells from the surface. If a creature comes into physical contact with





the bubble, the bubble bursts and the cantrip is cast. It originates from the bubble, targeting the triggering creature or the center of the space it occupies.

A creature proficient with thieves' tools that succeeds on an Intelligence (Arcana) check against your spell save DC can use thieves' tools to safely disarm the bubble, releasing the cantrip without taking effect.

This infusement overrides all others; no additional infusements apply to the cantrip, even if they were originally included.

CANTRIP FUELED WEAPON

This infusement allows you to channel a cantrip into a nonmagical weapon. While casting a damage-dealing cantrip that requires you to make a spell attack, you cast it onto a nonmagical weapon that you are holding instead, enchanting it for 1 minute. Your weapon attacks made with this enchanted weapon deal the cantrip's damage in addition to the weapon's normal damage on a hit. If the cantrip deals damage over time, your attacks only deal the initial damage, and the enchanted weapon gains no other properties of the spell.

CANTRIP LASSO

This infusement channels the energy of a spell into a whip, while casting a cantrip that requires you to make a melee spell attack. Instead of making the attack, you conjure a magical whip in your empty hand, functioning as a weapon with which you are proficient, and using your Charisma modifier for attack rolls. The whip remains for 1 hour or until it leaves your hand and then disappears into thin air.

POISONING MAGIC

When you apply this infusement to a cantrip that you cast on yourself, you can use your reaction to surround yourself with a magical, poisonous aura. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you are incapacitated or you dismiss it (no action required).

When a creature enters the aura for the first time on a turn or ends its turn there, it takes poison damage equal to your Charisma modifier (minimum of 1 damage).

If you apply this infusement while the aura is already active, the first one ends.

SIGHT OF THE ELDER DRAGON

When you apply this infusement to a cantrip, you gain the benefits of the *detect magic* spell until the end of your next turn.

SPLIT CANTRIP

You split your magic into two, creating an unaltered copy of the cantrip. When you apply this infusement to a cantrip with a range of 10 feet or more that targets one creature, you can target an additional creature with the same cantrip. You make separate rolls for each target.

This infusement overrides all others; no additional infusements apply to the cantrip, even if they were originally included.

SOPHISTICATED INFUSEMENTS

These infusements elevate the utility of cantrips to new heights, channeling their raw power for further improvement.

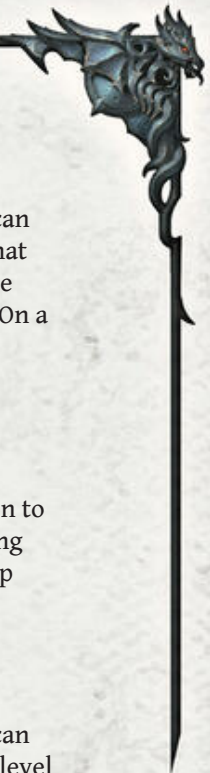
INTENSE CANTRIP

This infusement intensifies the destructive properties of a damage-dealing cantrip. While rolling for the cantrip's initial damage, you roll one additional damage die.

CHAINED CANTRIPS

When you apply this infusement to a cantrip that has a casting time of 1 action or less, you can declare the next cantrip you are going to cast. The declared cantrip must also have a casting time of 1 action or less, and you must specify its target. If you cast the declared cantrip on your next turn, targeting what you specified, the triggering cantrip and the declared cantrip become chained. On your next turn, you can use your action to cast both cantrips simultaneously, directing them at the same or different targets.

You can chain up to two cantrips at a time. If you try to chain a third, the first cantrip becomes unchained. If you fail to chain a cantrip in this way on your turn, all of your chained cantrips become unchained. Additionally, casting the cantrips simultaneously unchains them as well.



RECALLING THE ANCIENT POISON

When you apply this infusement to a cantrip you cast on yourself, you can use your reaction to awaken an ancient poison lurking in your veins, surrounding yourself with a magical, poisonous aura. The aura extends 5 feet from you in every direction, but not through total cover. It lasts until you are incapacitated or you dismiss it (no action required by you).

When a creature enters the aura for the first time on a turn or ends its turn there, it takes poison damage equal to 1d4 plus your Charisma modifier (minimum of 2 damage), and it must succeed on a Constitution saving throw against your spell save DC or be poisoned for 1 minute. When a creature succeeds on the saving throw, it is immune to this infusement and the Poisoning Magic infusement for 24 hours.

If you use this infusement while the poisonous aura specified in the Poisoning Magic infusement is already active, the first one ends.

RELOCATING CANTRIP

When you apply this infusement to a cantrip that affects only one creature, you can use your reaction to teleport to an unoccupied space within 5 feet of it.

RESILIENT CANTRIP

When you apply this infusement to a cantrip, you imbue it with resilience, treating it as a 4th-level spell when determining its interaction with spells and other magical effects such as *counterspell*.

You can apply this infusement to a cantrip that already has an infusement applied to it.

WORD MAGIC

When you apply this infusement to a cantrip that you cast on a creature, you mark it with your unique magic. For up to 1 week, you can use your action to cast the *sending* spell on the creature.

The mark radiates conjuration magic, can be dispelled by the *dispel magic* spell and counts as a 4th-level spell for the purposes of dispelling.

GRAND INFUSEMENTS

These infusements elevate your magic to extraordinary heights, granting cantrips the power to go beyond the limits of ordinary spellcasting.

BLAZING CANTRIP

When you apply this infusement to a cantrip, you can use your reaction to send a Small, searing ember that streaks at a creature of your choice that you can see within 120 feet of you. Make a ranged spell attack. On a hit, the target takes 1d10 fire damage.

BINDING CANTRIP

When you apply this infusement to a cantrip that targets only one creature, you can use your reaction to cast the *hold person* spell on it. You must finish a long rest before you can use this infusement on a cantrip that targets the same creature again.

CONJURING CANTRIP

When you apply this infusement to a cantrip, you can use your reaction to cast a conjuration spell of 5th level or lower. Once you use this infusement, you can't use it again for 8 hours.

GRAND ARMOR

When you apply this infusement to a cantrip, you also cast *mage armor* on yourself.

SHIELDING CANTRIP

When you apply this infusement to a cantrip you cast on a creature, you mark it with your unique magic. For 1 month, if the creature is reduced to 0 hit points but not killed outright, it magically drops to 1 hit point instead.

You can mark a single creature in this way at a time. The mark radiates abjuration magic, can be dispelled by *dispel magic* and is treated as a 6th-level spell for the purposes of dispelling.

SIGHT OF THE ANCIENT DRAGON

When you apply this infusement to a cantrip, you gain the benefits of the *true seeing* spell until the end of your next turn.

TELEPORTING CANTRIP

When you apply this infusement to a cantrip you cast on a creature, you mark it with your unique magic. For 1 month, as long as you and the creature are on the same plane of existence, you can use your action to teleport to the closest unoccupied space within 15 feet of it. Until you use this feature or until the month ends, you can't cast the infused cantrip again.



The mark radiates conjuration magic, can be dispelled by *dispel magic* and is treated as a 6th-level spell for the purposes of dispelling.

PRIME INFUSEMENTS

These infusements make your cantrips hit differently; stronger, stranger, and powerful enough to change the way fate unfolds.

ALL-BINDING CANTRIP

When you apply this infusement to a cantrip that targets only one creature, you can use your reaction to cast the *hold monster* spell on it. You must finish a long rest before you can use this infusement on a cantrip that targets the same creature again.

ESOTERIC ARMOR

When you apply this infusement to a cantrip, you also cast the *mage armor* spell on yourself. It remains until you finish a long rest.

HOARDING MAGIC

When you apply this infusement to a cantrip, you create a shimmering magical orb that revolves around your shoulders. While doing so, you must choose a target and declare a simple trigger event, such as “when a creature comes within 5 feet of me, cast the *resistance* cantrip on me”, “when one of my allies falls unconscious, cast the *spare the dying* cantrip on them”, or “when I use my weapon to target something or someone, cast the *fire bolt* cantrip on the same target.” When the triggering event occurs, the relevant orb casts the chosen cantrip on the predetermined target and disappears.

The cantrip uses your current game statistics rather than the ones from when you used this infusement to create the orb, and the orb should be able to cast the predesignated cantrip on the predetermined target.

Moreover, you can use an infusement on the cantrip that is cast by the orb while it’s being cast by the orb only if the infusement can be applied. For example, the Intense Cantrip and Cantrip Fueled Weapon infusements are eligible but the Cantrip Lasso and Bubble Traps infusements are not.

Unless discharged, the orb lasts until you finish a long rest. The *dispel magic* spell or similar effect targeting the orb automatically dispels the orb and the cantrip it stores separately, but targeting you directly does not affect the orbs.

PLANE-SHIFTING CANTRIP

When you apply this infusement to a cantrip you cast on a creature, you can mark it with your unique magic. For 1 month, you can use your action to teleport to the closest unoccupied space within 15 feet of it. You can’t cast the cantrip to which you applied this infusement until the end of 1 month or until you use this feature.

The mark radiates conjuration magic, can be dispelled by *dispel magic* and is treated as a 6th-level spell for the purposes of dispelling.

REPEATING CANTRIP

When you apply this infusement to a cantrip that targets a single creature, you imbue it with a power that lingers. At the start of your next turn, the same cantrip is cast on the same target, originating from the target itself. The repeated cantrip retains all the properties of the original.

ROADS OF SELF-DISCOVERY

Each dragonheart carries the raw power, ancient memories, and unyielding essence of dragons long past. As you walk your own path, you unlock the truth of your origins, shaping who you are and what you might become. That journey takes many forms, manifesting as the Road of Dragon Runes, the Road of the Serpent Crown, and the Road of the Winged Warrior.

ROAD OF DRAGON RUNES

Glowing draconic runes etch themselves into your skin each time you cast a cantrip, awakening your true potential. These powerful runes are the key for you to take your rightful place among dragons.

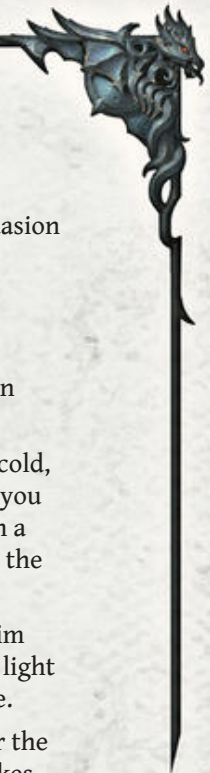
BONUS PROFICIENCIES

Starting when you choose this road at 1st level, you gain proficiency in two of the following skills of your choice: Arcana, History, Nature, Religion.

RUNE BOOST

Also starting at 1st level, you choose a cantrip that targets one or more creatures (not a point or an area). You can target one additional creature when you cast it.

Each time you gain a feature from this subclass, you choose one more cantrip to empower with this feature.



SPELLS OF THE RISING DRAGON

At 6th level, you attune your magic to a particular school of spells. Choose one spell school. While casting a spell from this school, your spell save DC increases by 1, and you have a +1 bonus to attack and damage rolls.

Additionally, when you cast a spell from the chosen school, your runes glow with a celestial beauty. For 1 minute, you double your proficiency bonus while making Charisma checks.

You choose a second spell school with this feature when you reach 14th level in this class.

RUNE LUCK

Starting at 10th level, fate bends to your magic's will. If you fail a saving throw or miss with an attack roll, you can choose to roll 4d4 and add the total to the result.

Once you use this feature, you must finish a short or long rest to use it again.

RUNIC ENDURANCE

At 14th level, your runes start to shield you from harm. You gain the following benefits.

- You have immunity to disease, poison damage, and the poisoned condition.
- You have resistance to a damage type of your choice.

RUNIC RECOVERY

Starting at 18th level, the runes heal your wounds, helping you recover. At the start of each of your turns, if you have less than half of your hit points remaining, you regain hit points equal to half your level (rounded down). This healing can't raise your hit points above half your hit point maximum.

Once you regain hit points equal to your hit point maximum in this way, you must finish a long rest to benefit from this feature again.

ROAD OF THE SERPENT CROWN

As you uncover the truth of your origins, you claim your place as a sovereign among dragons. A crown adorned with shifting, draconic figures appears upon your head; a symbol of the majesty and power that flows through your veins.

BONUS PROFICIENCIES

When you choose this road at 1st level, you gain proficiency in the Deception, Perception and Persuasion skills.

MANTLE OF MAJESTY

Also at 1st level, you awaken the royal power within you.

Choose one of the following damage types: acid, cold, fire, lightning, or poison. When you cast a cantrip, you can use your reaction to magically cloak yourself in a swirling aura of that element for 1 minute, gaining the following benefits:

- You shed bright light in a 30-foot radius and dim light for an additional 30 feet. The color of the light changes depending on the chosen damage type.
- When a creature moves within 5 feet of you for the first time on a turn or ends its turn there, it takes 1d4 damage of the chosen damage type. You can choose not to deal damage to specific creatures.
- When you cast a cantrip and deal the chosen damage type, you deal an extra damage equal to your Charisma modifier (minimum of 1 damage).

Once you use this feature, you must finish a long rest to use it again.

CAN'T FALL, WON'T FALL

Starting at 6th level, your draconic ancestry refuses to let you fall before lesser foes—at least, not without making an impact.

When you are reduced to 0 hit points, you drop to 1 hit point instead, and a surge of draconic energy surges out from you in a 10-foot radius.

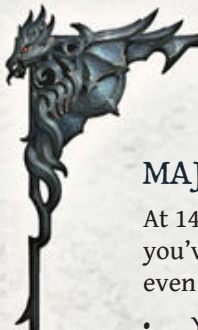
All enemies within the area take damage equal to half your dragonheart level plus your Charisma modifier (minimum of 1 damage). The damage type is the one chosen in the Mantle of Majesty feature.

All allies in the area regain hit points equal to 1d8 plus your Charisma modifier (minimum of 1 hit point).

Once this feature is triggered, you must finish a short or long rest to benefit from it again.

CROWN BEARER

At 10th level, your path of self-discovery leads to a physical transformation. You choose a character trait such as charming, frightening, funny, kind, melancholic, or something else entirely. Your physical appearance changes, growing draconic features to reflect that trait. Whenever you make a Charisma check related to this trait, you double your proficiency bonus.



MAJESTIC ABSORPTION

At 14th level, your connection to the damage type you've chosen in the Mantle of Majesty feature becomes even stronger. You gain the following benefits:

- You have immunity to the chosen damage type.
- Whenever you are subjected to the chosen damage type, you take no damage and instead regain a number of hit points equal to the damage dealt.

GRAND MAJESTY

Starting at 18th level, you always have the Mantle of Majesty feature active.

ROAD OF THE WINGED WARRIOR

You are a grand knight soaring through the skies, a monument of war sent from the heavens, perfectly blending martial prowess with the power of cantrips.

BONUS PROFICIENCIES

When you choose this road at 1st level, you become proficient with simple and martial weapons, as well as light armor and shields.

When you reach 10th level in this class, you also become proficient with medium armor.

DRAGONS' COMBAT MAGIC

Also at 1st level, your awakened powers improve your martial skills. While making a weapon attack, you can use your Charisma score instead of Strength or Dexterity.

Additionally, when you cast a cantrip, you have a +1 bonus to attack and damage rolls made with a weapon. This bonus increases to +2 when you reach 10th level in this class, and to +3 when you reach 18th level in this class.

DANCE OF MIGHT AND MAGIC

Starting at 6th level, when you cast a cantrip as an action, you can make a weapon attack as a bonus action.

EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

SWIFT DRAGON

Starting at 10th level, your speed increases by 5 feet.

ARCANE SHIMMERING

Starting at 14th level, when you cast a cantrip or make a weapon attack, arcane power flows through you, creating a shimmering shield around you. Until the end of your next turn, you reduce all damage you take by 5.

EXTRA CANTRIP

Beginning at 18th level, when you cast a cantrip as an action, you can cast another cantrip as a part of the same action.

You can use this feature a number of times equal to your proficiency bonus, regaining any expended charges when you finish a long rest.

Scale Shaman

As a tribe of warriors prepare to fight rampaging swamp trolls, a lizardfolk shaman prays to his ancient ancestors, invoking the ancient fury in their own hearts.

An orc mother desperately tries to shield her toddler from the burning arrows raining down on them. In the midst of her terror, the mother hears a voice; the voice of Kinarax. She tries to understand what the voice is saying with all the concentration she can muster, and a shell of colorful scales envelop the child, protecting her fragile little heart from one arrow that was heading straight for it.

An old hermit is ambushed by several bandits after his staff, who assumed he was easy prey. To their dismay, the moment they attack, they find themselves in a fiery circle, face to face with a scaly monster.

Scale Shamans are those who have forged a deep connection with the Draconic Pantheon, harnessing the power of these deities and their lairs. They try to understand one of the most primal forces in the universe and channel draconic power for both offensive and defensive purposes.





FIGURES OF RELIGION

Scale Shamans began to spread across the world after Draconis started to write *Corpus Draconis*. This sacred work strengthened the Draconic Pantheon's influence over mortals, leading more and more people to believe in its power.

While Scale Shamans are priests of the draconic faith, their practices tend to be more primal than their counterparts. They don't rely on sacred texts or perform rituals etched on gilded parchments. Instead, they call out to the universe in their own ways, and the universe answers. Some burn bones, others dance around roaring fires, and some beat rhythms on leather drums.

No matter how they reach out, they all feel the same response to their call: the faint brush of a breeze, like the passing shadow of a dragon's wings overhead. And in their heart of hearts, they all share the same vision; a dream of the glorious days when the Draconic Pantheon ruled supreme.

CREATING A SCALE SHAMAN

When creating a Scale Shaman, consider how you first learned about the Draconic Pantheon. Why do you choose to follow them when there are so many other gods worshiped by mortals? What draws you to their power?

More than that, think about how you connect with the Draconic Pantheon. What's your method of reaching out to them? How do you perform your shamanistic rituals? Do you burn offerings, chant ancient words, or enter trances to hear their voices? And what is your ultimate goal as someone who can hear the call of the Draconic Pantheon?

Also, consider how you'll use the powers granted by scale shamanism. Some deities in the Draconic Pantheon watch over their followers closely, while others choose to remain distant. Do you seek to master the teachings of all the draconic gods, or will you devote yourself to just one?

CLASS FEATURES

As a scale shaman, you gain the following class features.

HIT POINTS

Hit Dice: 1d6 per scale shaman level

Hit Points at 1st level: 4 + your Constitution modifier

Hit Points at higher Levels: 1d6 (or 4) + your Constitution modifier per scale shaman level after 1st

PROFICIENCIES

Armor: Light armor, shields

Language: Draconic

Weapons: Simple weapons

Tools: One artisan's tools of your choice

Saving Throws: Constitution, Wisdom

Skills: Choose three from Arcana, History, Insight, Intimidation, Nature, Perception, Persuasion, Religion, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple weapon and a shield or (b) two simple weapons
- A tool kit
- (a) a priest's pack or (b) a scholar's pack

SCALE MAGIC

The Draconic Pantheon has deemed you worthy to contribute to the weave of magic that fills the universe, and you have been granted the power to cast spells.

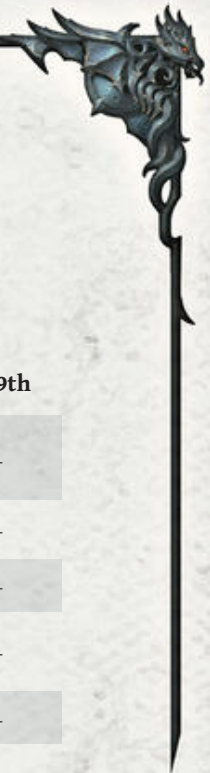
CANTRIPS

You know two cantrips of your choice from the cleric and druid spell list, which count as scale shaman spells for you from then on. You learn additional scale shaman cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Scale Shaman table.

PREPARING AND CASTING SPELLS

The Scale Shaman table shows how many spell slots you have to cast your scale shaman spells of 1st level and higher. To cast one of these scale shaman 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 the list of scale shaman spells that are available for you to cast, choosing from the scale shaman spell list. When you do so, choose a number of scale shaman spells equal to your Wisdom modifier +



The Scale Shaman Table

Level	Proficiency Bonus	Features	Cantrips Known	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
1st	+2	Scale Magic, Scale Totem, Dragon Bless	2	2	-	-	-	-	-	-	-	-
2nd	+2	Scale Calling	2	3	-	-	-	-	-	-	-	-
3rd	+2	Invoke the Lost Dragon	2	4	2	-	-	-	-	-	-	-
4th	+2	Ability Score Improvement	3	4	3	-	-	-	-	-	-	-
5th	+3	Dragon Bless	3	4	3	2	-	-	-	-	-	-
6th	+3	Scale Calling Feature	3	4	3	3	-	-	-	-	-	-
7th	+3	Wings of the Lost Dragon	3	4	3	3	1	-	-	-	-	-
8th	+3	Ability Score Improvement	3	4	3	3	2	-	-	-	-	-
9th	+4	Dragon Bless	3	4	3	3	3	1	-	-	-	-
10th	+4	Scale Calling Feature	4	4	3	3	3	2	-	-	-	-
11th	+4	Guidance of the Pantheon	4	4	3	3	3	2	1	-	-	-
12th	+4	Ability Score Improvement	4	4	3	3	3	2	1	-	-	-
13th	+5	Dragon Bless	4	4	3	3	3	2	1	1	-	-
14th	+5	Scale Calling Feature	4	4	3	3	3	2	1	1	-	-
15th	+5	Summoning the Lost Dragon	4	4	3	3	3	2	1	1	1	-
16th	+5	Ability Score Improvement	4	4	3	3	3	2	1	1	1	-
17th	+6	Dragon Bless	4	4	3	3	3	2	1	1	1	1
18th	+6	Heart of the Pantheon	4	4	3	3	3	3	1	1	1	1
19th	+6	Ability Score Improvement	4	4	3	3	3	3	2	1	1	1
20th	+6	Lair of the Dragon	4	4	3	3	3	3	2	2	1	1



your scale shaman level (minimum of one spell). The spells must be of a level for which you have spell slots.

For example, if you are a 5th-level scale shaman, you have four 1st-level, three 2nd-level and two 3rd-level spell slots. With a Wisdom score of 16, your list of prepared spells can include eight spells of 1st, 2nd or 3rd level in any combination. If you prepare the 1st-level spell *cure wounds*, you can cast it using a 1st-level, 2nd-level or 3rd-level spell slot. Casting the spell doesn't remove it from your list of prepared spells.

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

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your scale shaman spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a scale shaman 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 scale shaman spell as a ritual if that spell has the ritual tag and you have the spell prepared.

SPELLCASTING FOCUS

You can use a dragon scale as a spellcasting focus for your scale shaman spells.

SCALE TOTEM

Starting at 1st level, you receive magical scale totems, using which you can imbue yourself, your allies or enemies with draconic magic. These are direct gifts from the Draconic Pantheon, powerful draconic spirits and ancient dragons, as well as a sign that you are being watched by higher powers.

At the end of each long rest, you find a number of scale totems equal to your proficiency bonus among

your possessions. Each scale shaman receives these Tiny objects in different forms. Some receive objects carved out of wood, some receive scales of different colors, and some find small necklaces of different metals, in shapes resembling a holy symbol related to their source of power. The scale totems disappear when you use them. Any scale totem that is not expended disappears at the end of a long rest, only to reappear once more. You can expend a number of scale totems and create one of the following effects of your choice.

Draconic Luck or Doom. When you take damage, you can use your reaction to expend one scale totem and roll a d20. If the result is an odd number, you take no damage. If the result is an even number, you take double damage.

Might of the Draconic Arcana. When you make a successful saving throw against a spell or another magical effect, you can use your reaction to expend one scale totem and gain temporary hit points equal to 1d4 times your proficiency bonus for 1 hour, stealing a portion of the magic and transforming it into life.

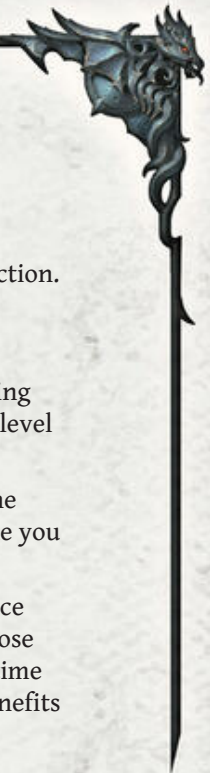
Parry of the Invisible Wing. When you are hit by an attack, you can use your reaction to expend a number of scale totems and gain a bonus to AC equal to the number of totems against the triggering attack, possibly causing the attack to miss.

Spell Dominating Dragon. When you are affected by a spell, you can use your reaction to expend one scale totem and make a Wisdom saving throw against the spellcaster's spell save DC, even if the spell normally doesn't require one. On a failed save, the spell works normally. On a successful save, the spell doesn't take effect and you start controlling the spell. You don't expend a spell slot but you must hold the concentration if the spell requires one, and you must redirect it on another target until the end of your next turn. You can't use this effect to control a spell of 6th level or higher.

Spell Eater Dragon. When you are targeted by a spell, you can use your reaction to expend a number of scale totems equal to the spell's level and destroy the spell, regaining 1d4 hit points for each level of the spell.

Totemic Armory. You can expend a number of scale totems to instantly attune to a magic item for 1 hour, even if it exceeds the number of magic items to which you can normally be attuned at a time. You must expend one scale totem to attune to an uncommon item, two for rare items, three for very rare items and five for legendary items.

Totemic Spell. You can expend a number of scale totems equal to a spell's level to cast it instead of expending a spell slot. This feature only works with spells that you can already cast.



Starting at 5th level, you start using these effects on allies that you can see within 30 feet of you. When you do so, the effects take place as if the ally used them on themselves. The range becomes 60 feet when you reach 10th level in this class. A target who succeeds on a Charisma saving throw against your spell save DC resists the effect.

DRAGON BLESS

Also starting at 1st level, you receive the blessing of a deity of the Draconic Pantheon. At 5th, 9th, 13th and 17th levels, you receive one more blessing of your choice.

SERVING THE DRACONIC PANTHEON

As a scale shaman, you can choose to receive blessings from multiple draconic deities or devote yourself to just one. This choice reflects your dedication to the draconic path and how deeply you understand it.

No matter which deity you serve, or even if you honor the entire Draconic Pantheon, they all share one ultimate purpose: the well-being of dragons. As their follower, you're expected to work toward that same goal.

If you turn your back on this purpose or consistently fail to uphold it, you risk losing some or all of your powers. In game terms, this could mean losing the blessings granted by this feature or even all your Scale Shaman abilities. This is similar to the concept of a fallen angel, cleric, paladin, or paragon, and the specific consequences are left to the discretion of you and your GM.

Aetherias. You value wisdom above all else. Each time you choose this blessing, you can select one skill. You may use your Wisdom modifier instead of the normal ability score when making checks with that skill.

Celestior. You are blessed to bear a special sight that reveals hidden paths between places. You can cast the *misty step* spell without expending a spell slot. Once you cast it in this way, you must finish a long rest to do so again. Each additional time you choose this blessing, you gain the ability to cast the following spells in the same way, in the given order: *dimension door*,

teleportation circle, *dream*, *passwall*, *teleport*.

Draconis. You seek balance in all things, even in combat. When you deal damage with a spell as an action, you can make a weapon attack as a bonus action. On a hit, choose one of the following effects:

- You regain 1d4 hit points.
- The target must succeed on a Constitution saving throw against your spell save DC or suffer one level of exhaustion until the end of its next turn.

The number of hit points increases by 1d4 and the saving throw DC increases by 1 each additional time you choose this blessing.

Glaciar. Your touch carries the chill of death. Once per turn, when you hit with an attack, you can choose to deal an extra 1d6 cold damage. Each additional time you choose this blessing, you gain the following benefits in order:

- Any cold damage you deal ignores resistance to cold.
- The extra cold damage increases to 2d6.
- Any cold damage you deal treats immunity to cold as resistance instead.
- The extra cold damage increases to 3d6.

Kinarax. Your first priority is to protect your allies. Whenever you receive healing, choose an ally that you can see within 10 feet of you to regain hit points for an amount equal to 1d6 plus your Wisdom modifier (minimum of 1). Each additional time you choose this blessing, you gain the following benefits in order:

- You can choose up to two allies when using this feature.
- Your chosen allies regain an additional 1d6 hit points when you use this feature.
- The range in which you can choose allies with this feature increases to 30 feet.
- You can choose up to three allies when using this feature.

Luniria. Your mere presence inspires your allies in combat. Whenever you cast a spell or create a magical effect that affects only you or one ally, you can also affect an additional ally within 30 feet who can see or hear you. You can choose one more ally each additional time you choose this blessing.

Nocturia. You care for nothing and think everyone is doomed from the start. Any damage you take is reduced by 3. Each additional time you choose this blessing, you gain the following benefits in the given order:

- You have advantage on saving throws against being charmed and frightened.



- Any damage you take is reduced by 5.
- You have advantage on all saving throws.
- Any damage you take is reduced by 7.

Pyrathrax. A fiery passion burns in your heart. Once per turn, when you make a successful attack roll, you can choose to deal an extra 1d6 fire damage. Each additional time you choose this blessing, you gain the following benefits in the given order:

- Any fire damage you deal ignores resistance to fire damage.
- The extra fire damage you deal with this feature increases to 2d6.
- Any fire damage you deal treats immunity to fire damage as resistance to fire damage.
- The extra fire damage you deal with this feature increases to 3d6.

Satera. Sometimes true strength comes from trusting your allies. Spending your entire turn, you can choose an ally that you can see within 60 feet of you to take the Attack action as a reaction. Once you use this feature, you must finish a long rest to use it again. Each additional time you choose this blessing, you gain one additional use between long rests.

Venomyth. Killing is a source of joy in your eyes. When you reduce a creature to 0 hit points with a spell, you deal an extra 1d8 poison damage the next time you hit with a spell attack within 1 minute, and an extra 1d4 poison damage every time you hit with a weapon attack for 1 minute. This extra damage increases by 1d8 (for spells) and 1d4 (for weapons) each additional time you choose this blessing.

Vergiliaxis. The burning wrath of justice flows through you. Once per turn, when you make a successful attack roll, you can choose to deal an extra 1d4 radiant damage. This extra damage increases by 1d4 each additional time you choose this blessing.

SCALE CALLING

At 2nd level, you receive the calling of an ancient sect of dragons and their shamans. Choose one of the following: Dragon Curser, Earth Shaper, Scale Healer, Sky Warrior; each detailed below. The calling you choose grants you features at 2nd level, and again at 6th, 10th, and 14th level.

INVOKE THE LOST DRAGON

Starting at 3rd level, a long-lost dragon's soul notices

you and starts whispering to you in your dreams. It wants to experience life again through your eyes, dreams and memories, offering blessings and curses in return.

You can use your action to create a Small dragon soul in an unoccupied space that you can see within 30 feet of you. The dragon soul doesn't occupy the space, can't attack and can't be attacked. It remains for 1 minute, and it can bring blessings or curses, depending on your choice that you make while summoning it.

Once you use this feature, you must finish a short or long rest to use it again.

Blessing. The dragon soul attaches itself to an ally of your choice that you can see within 5 feet of the dragon soul. The ally has a +1 bonus to ability checks, attack rolls and saving throws for the duration. You can use your reaction to transfer the soul from one ally to another ally when one of the allies moves into a space adjacent to the other.

This bonus increases to +2 if the ally is a friend of dragons, as determined by the GM.

Curse. The dragon soul attaches itself to an enemy of your choice that you can see within 5 feet of the dragon soul. The enemy has a -1 penalty to ability checks, attack rolls and saving throws for the duration. You can transfer the soul from one to another enemy as a reaction when one of them moves into a space adjacent to the other.

This penalty increases to -2 if the enemy is an enemy of dragons, as determined by the GM.

ABILITY SCORE IMPROVEMENT

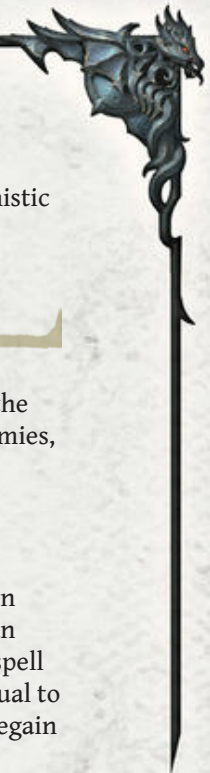
When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

WINGS OF THE LOST DRAGON

Starting at 7th level, you can choose a willing creature that you can see within 30 feet of you and imbue it with the wings of a long-forgotten dragon, granting it a flying speed of 30 feet for 1 minute.

The duration increases to 1 hour at 10th level, and the speed becomes 60 feet at 15th level.

Once you use this feature, you must finish a short or long rest to use it again.



GUIDANCE OF THE PANTHEON

Starting at 11th level, you start hearing the voices of the Draconic Pantheon or their emissaries. You have visions, find yourself waking from strange dreams, or hear voices that others cannot perceive.

You can cast the *commune*, *divination*, *legend lore*, and *planar binding* spells without expending a spell slot. Once you cast one of the spells, you must finish a long rest to cast the same spell again in this way.

SUMMONING THE LOST DRAGON

Starting at 15th level, when you use the Invoke the Lost Dragon feature, you can choose a point you can see within 60 feet of you. Instead of targeting a single ally or enemy, you create a 10-foot-radius area centered on that point. All allies in the area receive the blessing, and all enemies in the area are affected by the curse.

HEART OF THE PANTHEON

At 18th level, the Pantheon grants you an incredible gift; the heart of a dragon attached to your own soul, which you carry next to your own heart from then on. When a creature that you can see within 60 feet of you dies, you can use your reaction to destroy that heart, suffer 5 levels of exhaustion and cast the *true resurrection* spell on the creature.

The second heart regrows after 1 month. If the creature you are trying to bring back to life is a traitor to the Pantheon, an enemy of dragons, and isn't deemed worthy or redeemable by the Pantheon, the heart is destroyed but the creature isn't resurrected.

LAIR OF THE DRAGON

Starting at 20th level, you have your own lair, just like a dragon. You can cast the *private sanctum* spell (7th level) without expending a spell slot. Once you cast this spell, you must finish a long rest to cast it in this way again. If you cast it on the same spot for 101 consecutive days, the area is permanently transformed.

SCALE CALLING

While all scale shamans honor dragons and work in their name, each follows the draconic path in their

own unique way. Your chosen call reflects your understanding of dragons and shapes your shamanistic style.

DRAGON CURSER

You are a master of mystic malevolence, wielding the power of certain Draconic words to curse your enemies, twisting their fate.

XASTRA

At 2nd level when you receive this calling, you learn the Draconic word *Xastra*, meaning "curse". You can cast the *bane* spell (1st level) without expending a spell slot. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

Additionally, once per turn, when you deal damage to a creature that is affected by the *bane* spell that you cast, it takes an additional 1d8 necrotic damage.

AGONY OF THE LOST DRAGON

Starting at 6th level, the curse you control with your Invoke the Lost Dragon feature becomes worse. The penalty imposed by the curse increases from -1 to -2, or from -2 to -3 if the target is an enemy of dragons.

KUTA XASTRA

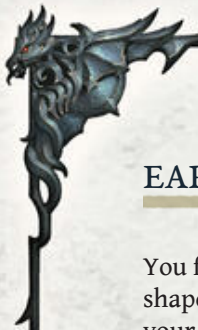
At 10th level, you learn the Draconic word *Kuta Xastra*, meaning "greater curse". When you cast the *bane* spell by expending a spell slot of 3rd level or lower, it is cast as if you expended a 4th-level spell slot.

Additionally, you can cast the *bestow curse* spell (3rd level) without expending a spell slot. You can use this feature a number of times equal to your Wisdom modifier (a minimum of once). You regain any expended uses when you finish a long rest.

SCALY MALEDICTION

Starting at 14th level, when you cast a spell that requires a saving throw, the target has disadvantage on the roll.

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



EARTH SHAPER

You feel a deep connection to the land, the earth, shaped by the Draconic Pantheon aeons ago. Lava is your blood, and mountains are your friends.

CATAclysmic TRANCE

Starting at 2nd level when you receive this calling, you can use your bonus action to attune yourself to the lava and earth flowing beneath the ground. For 1 minute, you have resistance to bludgeoning and fire damage, and your attacks deal an extra 1d6 damage on a hit. The extra damage can be bludgeoning or fire damage, which you choose each time you use this feature.

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

FLOW OF LAVA

Starting at 6th level, you channel molten lava instead of ordinary fire. When you deal fire damage to a creature, you can force it to make a Constitution saving throw against your spell save DC. On a failed save, the target's physical defenses begin to melt, imposing a -1 penalty to its AC for 1 minute. This effect doesn't stack on multiple failed saving throws.

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

CRUSHING JOY OF FLAMES

At 10th level, the thrill of destruction starts to fuel your entire existence. While you are in the Cataclysmic Trance, you regain 1d6 hit points when you deal fire damage, and you gain 10 temporary hit points when you deal bludgeoning damage. The temporary hit points last for 1 hour.

SUNDERING THE WORLD

At 14th level, you master the destructive forces of creation. The amount of extra damage, regained hit points, temporary hit points, and penalties to AC described in this subclass are all doubled.

SCALE HEALER

You are a stalwart guardian, a grand healer, and draconic mercy incarnate. After all, while dragons wield

great destructive powers, they also have the ability to mend what they have harmed.

MERCY OF KINARAX

Starting at 2nd level when you receive this calling, you become a conduit for healing energies that flow through you to help your allies. Whenever you regain hit points, you can choose an ally that you can see within 30 feet of you. The ally gains an equal number of temporary hit points for 1 hour.

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

JOY OF THE LOST DRAGON

Starting at 6th level, when you use your Invoke the Lost Dragon feature, the blessing's bonus increases to +2 instead of +1, or to +3 instead of +2.

REGENERATIVE AURA

Starting at 10th level, you can use your action to start emanating a 10-foot aura of healing energy for 1 minute. When an ally enters the aura for the first time or ends its turn within, it regains 1d6 hit points.

The range increases to 30 feet when you reach 15th level in this class.

Once you use this feature, you must finish a short or long rest to use it again.

SACRIFICE BEFORE DEATH

Starting at 14th level, when a creature that you can see within 60 feet of you drops to 0 hit points while your current hit points are equal to or higher than half your hit point maximum, you can use your reaction to drop to 1 hit point, preventing the creature from taking any damage.

Once you use this feature, you must finish a short or long rest to use it again.

SKY WARRIOR

You are a warrior-shaman who imbues weapons with draconic magic. Guided by spirits, your hands wield tools of war, ready to cleave through any enemy of dragons.

BONUS PROFICIENCIES

At 2nd level when you receive this calling, you become proficient with two martial weapons of your choice, and with medium armor.

SCALE SHAMAN'S ENCHANTMENT

Also starting at 2nd level, whenever you cast a scale shaman spell, the next successful weapon attack you make until the end of your next turn deals an extra 1d6 acid, cold, fire, lightning or poison damage (one of your choice).

EXTRA ATTACK

Starting at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

DRACONIC SMITE

Starting at 10th level, when you hit a creature with a weapon attack, you can expend a spell slot and deal extra damage equal to 1d6 times the expended slot level. The damage type is one of the following of your choice: acid, cold, fire, lightning, or poison.

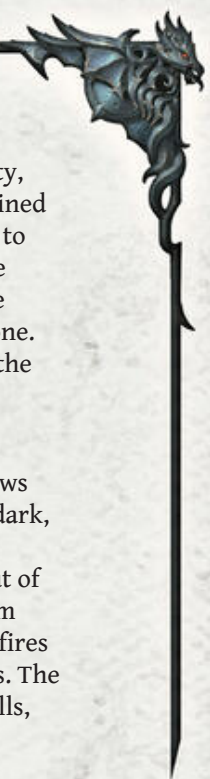
SHAMAN OF DESTRUCTION

Starting at 14th level, when you hit a creature with a weapon attack, you can expend a spell slot of 5th level or higher to gain one of the following benefits for that attack.

- The attack ignores all of the target's damage resistances.
- The attack ignores one damage immunity of your choice that the target has.
- The attack deals one of the following damage types of your choice instead of its normal damage type: acid, cold, fire, lightning, or poison.

Wyrms Overlord

With fiery eyes, the dragon rider stretches out his staff, of which the top emanates the same crimson light that burns in the dragon's eyes. The dragon speaks a single draconic word, upon which a rain of fire pours down. They fly off together, leaving the battlefield ablaze.



The dragon and the rider fly over the burning city, searching for the undead king. The rider is determined to kill the king by her hands, to avenge her family, to avenge her friends, and to become the queen in the king's stead. When they see the undead king on the castle balcony, they attack together as if they are one. One week later, the people greet their new queen; the Wyrms Queen.

The headhunters can't figure out where the arrows are coming from. They're in a cave, can see in the dark, are armored, and carry magical weapons. They're ready for a fight. But the arrows seem to appear out of nowhere, striking them without warning. The wyrms overlord smiles, hidden next to her dragon, as she fires arrows through a small crack in the dragon's wings. The dragon, camouflaged perfectly against the cave walls, remains unseen.

Representing a bond forged in fire, steel, and magic, the wyrms overlord is a master of dragonkind, a rider who commands the skies and the battlefield with the might of their draconic companion. Whether soaring high above the clouds or standing firm on the front lines, the wyrms overlord embodies the ancient connection between mortals and dragons.

Wyrms overlords can wield weapons and spells alike, blending martial skill with innate magical abilities. Their bond with their dragon, their wyrms, is not merely one of rider and mount, but of equals who share a profound, mystical connection. Through this bond, the wyrms overlord channels the dragon's might, and the dragon draws strength from the wyrms overlord's power.

A BOND LIKE NO OTHER

The dragon companion is at the heart of any wyrms overlord's power. This creature is no mere pet or familiar; it is a being of immense potential, a dragon, who matures and grows alongside its rider. Together, the wyrms overlord and their dragon develop unique abilities, learning to fight as one. The dragon grows in size, strength, and intelligence, becoming a fearsome presence that can dominate the battlefield, and making the wyrms overlord all the stronger for it.

The bond between wyrms overlord and dragon allows for seamless coordination in combat. With a single thought, the wyrms overlord can direct their dragon to unleash devastating breath weapons, swoop down upon foes, or protect allies with a shield of scales. As they advance in level, the wyrms overlord's connection with



their dragon deepens, unlocking even greater powers.

In addition to their skills in combat, wyrm overlords possess an innate understanding of dragonkind. They can read the ancient draconic script, sense the presence of dragons, and are resistant to the elemental forces they wield.

BECOMING A WYRM OVERLORD

Becoming a wyrm overlord is a complicated adventure in and of itself. It may occur as a result of countless possibilities. A wyrm overlord may have a connection to dragonkind, tracing their lineage back to an ancient dragon or a powerful draconic bloodline. They may have been childhood friends with a dragon, growing together and forging a strong bond naturally. They may have been chosen by a dragon, deemed worthy to fight alongside. The power of a wyrm overlord may come from pure love, having shared a life with a dragon. Or a wyrm overlord may be a great villain, dominating and enslaving dragons to use their powers.

Whatever their origins, wyrm overlords are known for their bond with their dragon companion, which earns them fear and respect, power and might, fame and enemies. Their mystical powers manifest not only in their bond with their companion but also in their appearance, demeanor and other abilities. Wyrm overlords are often marked by draconic traits; slit-pupiled eyes, scales that glimmer in the light, draconic horns, deep voice, strong build, or an aura of power that hints at their draconic prowess.

CREATING A WYRM OVERLORD

When creating a wyrm overlord, consider the nature of the bond between you and your dragon companion. How did you come to form this connection? Was it a matter of fate, a ritual passed down through your family, or a chance encounter that changed your life forever? What type of dragon is your companion, and how does its nature influence your own abilities and personality?

Additionally, think about how your character views their relationship with their dragon. Are you a mentor guiding a young dragon toward its destiny, or are you more like partners, equals in a journey of mutual growth?

Your dragon companion will be a constant presence in your life, shaping your adventures and the way you interact with the world around you. It is thus crucial that you enrich the history between you and your dragon.

CLASS FEATURES

As a wyrm overlord, you gain the following class features.

HIT POINTS

Hit Dice: 1d8 per wyrm overlord level

Hit Points at 1st level: 5 + your Constitution modifier

Hit Points at higher Levels: 1d8 (or 5) + your Constitution modifier per wyrm overlord level after 1st

PROFICIENCIES

Armor: Light armor, medium armor, shields

Weapons: Simple weapons

Tools: Dragoncraft (a special set of tools for crafting and maintaining dragon gear)

Saving Throws: Strength or Dexterity, Wisdom

Skills: Choose three from Acrobatics, Arcana, Athletics, History, Insight, Intimidation, Perception, and Survival

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a simple weapon and a shield or (b) two simple weapons
- (a) a light crossbow and 20 bolts or (b) a simple weapon
- A dragoncraft tool kit
- (a) a scholar's pack or (b) an explorer's pack

WYRM MAGIC

The bond between you and your dragon companion is a mystical force that grants you magical powers.

CANTRIPS

You know two cantrips of your choice from the sorcerer spell list, which count as wyrm overlord spells from then on. You learn additional sorcerer cantrips of your choice at higher levels, as shown in the Cantrips Known column of the Wyrm Overlord table.

SPELL SLOTS

The Wyrm Overlord table shows how many spell slots you have to cast your wyrm overlord spells of 1st through 5th level. You'll notice that there is another



column indicating slot level on the right, instead of the standard several columns displaying the number of spell slots you have per spell level. This is because, unlike other classes, the wyrmlord's spell slots are of the same level. To cast one of your wyrmlord spells of 1st level or higher, you must expend a spell slot. You regain all expended spell slots when you finish a long rest.

For example, when you are a 5th-level wyrmlord, you have two 3rd-level spell slots. To cast a 1st-level spell, you must expend one of those slots, casting it as a 3rd-level spell.

SPELL KNOWN OF 1ST LEVEL AND HIGHER

At 1st level, you know two 1st-level spells of your choice from the sorcerer spell list, which count as wyrmlord spells for you from then on.

The Spells Known column of the Wyrmlord table shows when you learn more spells of 1st level and higher. A spell you choose must be of a level no higher than what's indicated for your level in the Slot Level column of the Wyrmlord Table. When you reach 6th level, for example, you can learn a new sorcerer spell of 1st, 2nd, or 3rd level.

Additionally, when you gain a level in this class, you

The Wyrmlord Table

Level	Proficiency Bonus	Features	Cantrips Known	Spells Known	Spell Slots	Slot Level
1st	+2	Wyrmlord Magic, Wyrmlord Call, Draconic Resolve	2	2	1	1st
2nd	+2	Overlord Specialization	2	3	2	1st
3rd	+2	Wyrmlord Strike, Wyrmlord-Bond's Mystical Nature	2	4	2	2nd
4th	+2	Ability Score Improvement, Wyrmlord Improvement	3	5	2	2nd
5th	+3	Wyrmlord Scales	3	6	2	3rd
6th	+3	Overlord Feature	3	7	2	3rd
7th	+3	Wyrmlordbound Might	3	8	3	4th
8th	+3	Ability Score Improvement, Wyrmlord Improvement	3	9	3	4th
9th	+4	Linked Souls	3	10	3	5th
10th	+4	Overlord Feature	4	10	3	5th
11th	+4	Wyrmlord Dance	4	11	3	5th
12th	+4	Ability Score Improvement, Wyrmlord Improvement	4	11	3	5th
13th	+5	Visage of the Wyrmlord	4	12	3	5th
14th	+5	Overlord Feature	4	12	3	5th
15th	+5	Companion of the Ancient Wyrmlord	4	13	3	5th
16th	+5	Ability Score Improvement, Wyrmlord Improvement	4	13	3	5th
17th	+6	Bond of Permanency	4	14	4	5th
18th	+6	--	4	14	4	5th
19th	+6	Ability Score Improvement, Wyrmlord Improvement	4	15	4	5th
20th	+6	The Wyrmlord and the Overlord	4	15	4	5th

can choose one of the wyrm overlord spells you know and replace it with another spell from the sorcerer spell list, which also must be of a level equal to or lower than what is indicated for your level on the Wyrms Overlord table.

SPELLCASTING ABILITY

Wisdom is your spellcasting ability for your wyrm overlord spells, so you use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a wyrm overlord 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

DESIGNER'S NOTE ON WISDOM AND CHARISMA

One may ask why Wisdom is your spellcasting ability for this class, where Charisma may have also been a good choice. Building a deep connection with one of the mightiest and knowledgeable forms of life in the universe makes you understand various truths about the universe, granting you spiritual clarity and transforming you into a wiser person. You know how to act in different situations, you know where to look for an ambush, you know whether rain is coming by the look of the clouds. This, we feel, is where the wyrm overlord's magical abilities come from, as opposed to their charismatic prowess. However, if Wisdom doesn't feel right for your character, you are free to use Charisma as your spellcasting ability. Each wyrm overlord has a different style, and you are entitled to yours. Still, if this is the case, don't forget to use Charisma instead of Wisdom in other class and archetype features as well.

RITUAL CASTING

You can cast any wyrm overlord spell you know as a ritual if that spell has the ritual tag.

SPELLCASTING FOCUS

You can use a dragon scale as a spellcasting focus for your wyrm overlord spells.

WYRM-BOND SPELLS

With the Wyrms Call feature, you can summon your dragon companion in a different form than its own (detailed further in the feature). Dragons of these different forms have different spellcasting abilities. You can cast the spells listed in the stat blocks of these dragon companions, and they don't count against the number of spells you know. However, if there is a spell of which the slot level is higher than the level indicated for your level on the Wyrms Overlord table, you can't cast that particular spell in this way.

WYRM CALL

Starting at 1st level, you develop a strong, mystical connection with a dragon, which will grow as you grow in power. The dragon can be your friend, ancestor, ally or any other form of relative that leads the dragon to share its powers with you. Your souls fuse together when this connection is built, intertwining with one of the most complex magic that has ever been seen. This fusion allows you both to grow in power simultaneously, and brings with it a myriad of phenomena which will be detailed further in the pages to come. Narratively, your souls live in each others' dream realms, experiencing everything that you two encounter even though you are in different places.

One of the most important things that the mystical connection allows is that you can call the dragon near you, reshaping the wyrm's soul to suit your needs. Doing so requires you to perform a 10-minute ritual, at the end of which you summon the dragon. Once you perform this ritual, you must finish a long rest to perform it again unless you expend a wyrm overlord spell slot. You can only summon one dragon at a time.

While summoning the dragon, you can reshape its form, changing not only the wyrm's appearance but also its abilities. Sample stat blocks of various wyrms to which you can transform your dragon companion with this feature are given below.

When you summon the dragon, the wyrm appears in an unoccupied space of your choice that you can see within 90 feet of you. The wyrm disappears when it drops to 0 hit points or when you dismiss it (no action required). The wyrm is an ally to you and your companions. In combat, the wyrm shares your initiative count, and it can take its turn immediately before



or after yours (your choice). It obeys your mental commands, which you can give using a bonus action. If you don't issue any, it takes any action it wants.

Although dismissing the wyrm requires no action, you can use your bonus action to temporarily banish it into a pocket dimension in your dreams. You can use another bonus action to have the wyrm reappear in any unoccupied space of your choice that you can see within 30 feet of you. When you do so, the wyrm appears with the same statistics it had when you banished it. The wyrm also disappears if you fall unconscious.

There is an intriguing aspect to this feature. Since your soul and the dragon's soul are bound to one another, the ability to summon the wyrm's soul and manifest it near you suggests that the dragon could likewise summon your soul and materialize it elsewhere when needed. This aspect is entirely at the GM's discretion, offering great potential to enrich narrative gameplay, individual or group storytelling, and even reveal new perspectives. The dragon may have its own allies, enemies, and goals, just like the character, and it's up to the GM to determine how much of this will be revealed in the game.

DESIGNER'S NOTES ON WYRM STATISTICS

Below, you can find different stat blocks for various wyrms that can assist you in different situations. You'll notice that some abilities have levels listed in parentheses; these are the levels you must reach in this class for the wyrm to access those abilities. For example, wyrms gain a flying speed when you reach 7th level. Additionally, any spell a wyrm can cast is cast at the lowest possible level, if the spell has higher-level options.

The stat blocks provided here are not an exhaustive list of all the wyrms a wyrm overlord can shape their draconic spirit into. You can always create new wyrms based on the examples given.

ELEMENTAL WYRM

Medium dragon, same as your alignment

Armor Class 12

Hit Points 3 + three times your wyrm overlord level (the wyrm has a number of Hit Dice [d8s] equal to your wyrm overlord level)

Speed 30 ft., fly 40 ft. (7th level)

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

Saving Throws Dexterity +2 plus PB, Charisma +2 plus PB

Skills Acrobatics +2 plus PB, Arcana +2 plus PB

Damage Resistances acid, cold, fire, lightning, thunder

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge - Proficiency Bonus (PB) same as your proficiency bonus

Elemental Wyrm. When the wyrm makes a spell attack, it can choose to change the damage type of the spell to one of the followings of its choice: acid, cold, fire, or lightning.

Wyrm-Bond Spellcasting. The wyrm's innate spellcasting ability is Charisma (spell save DC 10 plus PB, +2 plus PB to hit with spell attacks). The wyrm can innately cast the following spells, requiring no material components:

At will: *acid splash, fire bolt, ray of frost, shocking grasp*

2/day each (3/day if 8th level): *burning hands, thunderwave*

1/day each (2/day if 5th level): *scorching ray*

1/day each (8th level): *fire shield, fireball*

ACTIONS

Fiery Claw. *Melee Spell Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your PB fire damage.

Freezing Bite. *Melee Spell Attack:* your spell attack modifier to hit, each 5 ft., one target. *Hit:* 1d6 + PB cold damage, and the target's speed is reduced by 5 feet until the end of its next turn.

ILLUSORY WYRM

Medium dragon, same as your alignment

Armor Class 12

Hit Points 4 + four times your wurm overlord level (the wurm has a number of Hit Dice [d8s] equal to your wurm overlord level)

Speed 30 ft., fly 40 ft. (7th level)

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

Saving Throws Dexterity +2 plus PB, Charisma +2 plus PB

Skills Acrobatics +2 plus PB, Deception +2 plus PB, Sleight of Hand +2 plus PB, Stealth +2 plus PB

Damage Immunities psychic

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge - Proficiency Bonus (PB) same as your proficiency bonus

Wurm-Bond Spellcasting. The wurm's innate spellcasting ability is Intelligence (spell save DC 10 plus PB, +2 plus PB to hit with spell attacks). The wurm can innately cast the following spells, requiring no material components:

At will: *silent image*

2/day each (3/day if 8th level): *illusory script, invisibility*

1/day each (2/day if 5th level): *blink*

1/day each (8th level): *phantasmal killer, tiny hut*

ACTIONS

Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + your PB slashing damage.

Mind Bolt. *Ranged Spell Attack:* your spell attack modifier to hit, range 60 ft., one target. *Hit:* 1d6 + PB psychic damage.

Invisibility. The wurm magically turns invisible until it attacks, or until its concentration ends (as if concentrating on a spell). Any equipment the wurm wears or carries is invisible with it.

LEGION WYRM

Medium dragon, same as your alignment

Armor Class 14 (natural armor)

Hit Points 5 + five times your wurm overlord level (the wurm has a number of Hit Dice [d8s] equal to your wurm overlord level)

Speed 30 ft., fly 40 ft. (7th level)

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	8 (-1)	14 (+2)	14 (+2)

Saving Throws Strength +2 plus PB, Constitution +2 plus PB

Skills Athletics +2 plus PB, Intimidation +2 plus PB

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 12

Languages Common, Draconic

Challenge - Proficiency Bonus (PB) same as your proficiency bonus

Wurm Armaments. The wurm's weapon attacks are magical.

Wurm-Bond Spellcasting. The wurm's innate spellcasting ability is Wisdom (spell save DC 10 plus PB, +2 plus PB to hit with spell attacks). The wurm can innately cast the following spells, requiring no material components:

At will: *command*

2/day each (3/day if 8th level): *bless, cure wounds*

1/day each (2/day if 5th level): *enlarge/reduce, hold person*

1/day each (8th level): *freedom of movement*

ACTIONS

Claw. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + your PB slashing damage.

Draconic Glaive. *Melee Weapon Attack:* your spell attack modifier to hit, reach 10 ft., one target. *Hit:* 1d10 + 3 + PB slashing damage, and the wurm can choose itself or another creature it can see within 30 feet of itself. The chosen creature gains 1d10 temporary hit points.

Wings of Fire. The wurm attempts to grapple a Large or smaller creature within 5 feet of it. If the target is Medium or smaller, the wurm has advantage on its grapple check. While the wurm is grappling the target, it takes 5 (1d10) fire damage at the end of each turn it stays grappled (escape DC 17).



MAGE-EATER WYRM

Medium dragon, same as your alignment

Armor Class 13 (natural armor)

Hit Points 5 + five times your wurm overlord level (the wurm has a number of Hit Dice [d8s] equal to your wurm overlord level)

Speed 30 ft., fly 40 ft. (7th level)

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

Saving Throws Dexterity +2 plus PB, Intelligence +2 plus PB

Skills Arcana +2 plus PB, Perception +PB, Survival +PB

Damage Immunities necrotic

Senses darkvision 60 ft., passive Perception 10 plus PB

Languages Common, Draconic

Challenge - Proficiency Bonus (PB) same as your proficiency bonus

Mage-Eater. When the wurm damages a creature, which

is concentrating on a spell at that moment, the target has disadvantage on the concentration check.

Mag-Finder. The wurm is constantly under the effects of the *detect magic* spell.

Wurm-Bond Spellcasting. The wurm's innate spellcasting ability is Intelligence (spell save DC 10 plus your PB, +2 plus your PB to hit with spell attacks). The wurm can innately cast the following spells, requiring no material components:

At will: *detect magic*

2/day each (3/day if 8th level): *dispel magic*, *see invisibility*

1/day each (2/day if 5th level): *arcanist's magic aura*

1/day each (8th level): *faithful hound*, *private sanctum*

ACTIONS

Bite of Darkness. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + your PB necrotic damage. The target's hit point maximum is reduced by 1. This reduction lasts until the target finishes a short or long rest.

Claw of Darkness. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 + your PB necrotic damage. The target's hit point maximum is reduced by 1. This reduction lasts until the target finishes a short or long rest.

TEMPTATION WYRM

Medium dragon, same as your alignment

Armor Class 13 (natural armor)

Hit Points 5 + five times your wurm overlord level (the wurm has a number of Hit Dice [d8s] equal to your wurm overlord level)

Speed 30 ft., fly 40 ft. (7th level)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	12 (+1)	14 (+2)

Saving Throws Dexterity +2 plus PB, Charisma +2 plus PB

Skills Arcana +PB, Deception +2 plus PB, Diplomacy +2 plus PB

Senses darkvision 60 ft., passive Perception 11

Languages Common, Draconic

Challenge - Proficiency Bonus (PB) same as your proficiency bonus

Shapechanger. The wurm can use its action to polymorph into a Small or Medium humanoid, or back into its true

form. Without wings, the wurm loses its flying speed. Other than its size and speed, its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Wurm-Bond Spellcasting. The wurm's innate spellcasting ability is Charisma (spell save DC 10 plus your PB, +2 plus your PB to hit with spell attacks). The wurm can innately cast the following spells, requiring no material components:

At will: *charm person*

2/day each (3/day if 8th level): *suggestion*, *tongues*

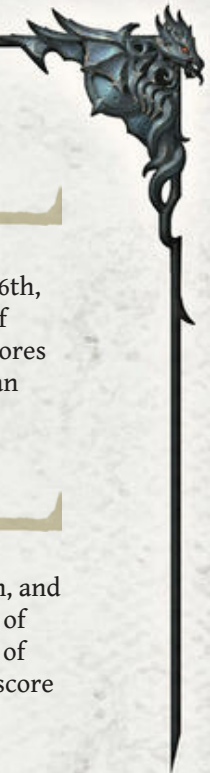
1/day each (2/day if 5th level): *black tentacles*

1/day each (8th level): *confusion*, *dominate person*

ACTIONS

Bite of Pain. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 piercing damage plus your PB psychic damage. The target has disadvantage on Wisdom saving throws until the end of its next turn.

Claw of Pain. *Melee Weapon Attack:* your spell attack modifier to hit, reach 5 ft., one target. *Hit:* 1d6 + 3 slashing damage plus your PB psychic damage. The target has disadvantage on Wisdom saving throws until the end of its next turn.



DRACONIC RESOLVE

Also at 1st level, you and the wyrm have advantage on saving throws against being charmed and frightened when you are within 30 feet of each other.

OVERLORD SPECIALIZATION

At 2nd level, you hone your powers on summoning and fighting alongside a dragon towards a particular specialization. Choose one from Overlord of Darkness, Overlord of Death, Overlord of Elements, Overlord of Influence, Overlord of Life, or Overlord of War, all of which are detailed below. The specialization you choose grants you features at 2nd level, and again at 6th, 10th, and 14th level.

WYRM STRIKE

Starting at 3rd level, you and the wyrm can coordinate your attacks in perfect harmony. Once per turn, when you make a weapon or spell attack, the wyrm can use its reaction to make a weapon or spell attack, and vice versa.

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

WYRM-BOND'S MYSTICAL NATURE

Also at 3rd level, the mystical bond between you and the wyrm forms a personality; having determined its characteristics through your many adventures together. Choose one of the following:

Destruction. The wyrm deals extra damage on successful weapon and spell attacks. The amount of extra damage is equal to a fifth of your wyrm overlord level (rounded up).

Endurance. The wyrm's hit point maximum increases in an amount equal to your wyrm overlord level.

Strike. The wyrm has a bonus equal to your proficiency bonus to attack rolls.

Thick Scales. The wyrm has a bonus equal to your proficiency bonus to AC.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

WYRM IMPROVEMENT

When you reach 4th level, and again 8th, 12th, 16th, and 19th level, the wyrm can increase one ability score of its choice by 2, or it can increase two ability scores of its choice by 1. The wyrm can't increase an ability score above 24 using this feature.

WYRM SCALES

At 5th level, the wyrm infuses its scales with magic and gives them to you. When you finish each long rest, you find three scales in your inventory. You can use these scales to gain one of the following benefits of your choice. You make this choice every time you use this feature.

Channel Oblivion. When you deal damage to a creature, you can use your reaction to expend one scale and ignore the resistances and immunities that the creature has.

Magic of Ages. You can expend one scale to cast one wyrm overlord spell of your choice without expending a spell slot. You must be able to cast the chosen spell; if the slot level exceeds the one indicated for your level on the wyrm overlord table, you cannot cast it using this feature.

Manipulate Luck. When you make an ability check, attack roll or saving throw, you can expend one scale and have a +1d6 bonus to the roll.

Restore Life. You can use your action to expend one scale and regain a number of hit points equal to 1d8 plus your wyrm overlord level.

Soul Clutch. When you drop to 0 hit points, you can choose to expend one scale and drop to 1 hit point instead.

Unexpended scales disappear at the end of your long rest. The number of scales you find at the end of each long rest increases when you reach certain levels in this class: 9th level (4 scales), 13th level (5 scales), and 17th level (6 scales).



WYRMBOUND MIGHT

At 7th level, the mystical bond between you and the wyrm strengthens, which allows you both to become more powerful. You and the wyrm gain the following benefits.

- The wyrm becomes Large.
- The wyrm's attacks become magical.
- The wyrm's attacks deal an extra 1d6 damage on a hit.
- You can start using the wyrm as a mount.
- When you take the Attack action, you can make an additional attack as a part of that action. The wyrm can use this benefit as well, but only one of you can benefit from this feature on the same turn.

LINKED SOULS

Starting at 9th level, you and the wyrm's life essence are linked to each other, which allows you to share damage. When you take damage, you can use your reaction to transfer half of the damage taken to the wyrm. The wyrm can use this feature in the same way.

WYRM DANCE

Starting at 11th level, you and the wyrm move in perfect harmony during combat. Once on each of your turns, if you and the wyrm are within 30 feet of each other, both you and the wyrm can choose to gain advantage on an attack roll.

VISAGE OF THE WYRM

Starting at 13th level, you and the wyrm are an awe-inspiring sight to behold, emanating an aura that instills fear in the hearts of your enemies while within 60 feet of one another. Enemies within 30 feet of you and the wyrm have disadvantage on saving throws against being charmed and frightened.

COMPANION OF THE ANCIENT WYRMS

At 15th level, the wyrm evolves into an ancient wyrm, making you the companion of one of the most ancient of all creatures, and thus enhancing the powers granted

by your bond. You and the wyrm gain the following benefits.

- The wyrm becomes Huge.
- The wyrm's attacks deal an extra 2d6 damage on a hit.
- All speeds of the wyrm increase by 10 feet.
- You can use a feature listed in the wyrm's stat block, and the wyrm can use a feature from your character sheet. Once a feature is used in this way, it counts against its number of usages. If the feature requires the expenditure of a spell slot, charges, components, or similar resources, those must be provided by the feature's original owner.

BOND OF PERMANENCY

Starting at 18th level, the bond between you and the wyrm makes you two inseparable. When you are affected by a beneficial spell or another magical effect, the wyrm benefits from it as well, and vice versa.

THE WYRM AND THE OVERLORD

At 20th level, you and the wyrm reach the pinnacle of power and harmony. Both of you can increase one ability score of your choice by 4, up to a maximum of 24.

OVERLORD SPECIALIZATIONS

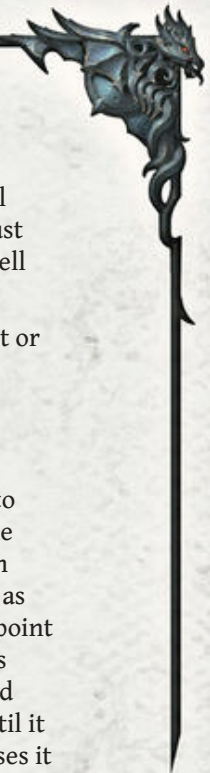
While all wyrm overlords summon wyrms and fight alongside them, they all do so in their own way. Your chosen specialization reflects both your nature and that of your wyrm, highlighting what you and your wyrm prioritize in your lives and what you desire.

OVERLORD OF DARKNESS

Overlords of Darkness are masters of shadow magic who specialize in manipulating darkness, shadowy illusions, and building tactics with the wyrm that aims to fight in dark areas.

OVERLORD SPELL LIST

As an Overlord of Darkness, you may choose from an expanded spell list of spells when you learn a wyrm overlord spell. The following spells are added to the wyrm overlord spell list for you.



Overlord of Darkness Expanded Spells

Wyrms Overlord Level	Spells
3rd	<i>silent image</i>
5th	<i>darkness</i>
7th	<i>bestow curse</i>
9th	<i>black tentacles</i>

BONUS PROFICIENCY

At 2nd level when you choose this archetype, you and the wyrm become proficient in the Stealth skill.

WYRM'S SHADOW

Starting at 2nd level, you and the wyrm are able to manipulate shadows for your own protection. When a creature that you can see within 60 feet of you makes an ability check, attack roll or a damage roll, you can use your reaction to create a momentary darkness around the creature, imposing a -1d4 penalty to the roll. The wyrm can use this feature as well, but only one of you can benefit from it on the same turn.

The penalty increases when you reach certain levels in this class: 6th (-1d6), 10th (-2d4), and 14th (-2d6).

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

MANIPULATING SHADOWS

Starting at 6th level, when you make a weapon attack, spell attack or cast a spell with a range of Touch, you can use the shadows around you to increase the reach or range by 15 feet. For instance, you can use this feature to stab an enemy 15 feet away from you by stabbing a shadow within your reach; the tip of the dagger is transported through the shadows and reaches your desired destination. Similarly, you can shoot an arrow into the shadows to increase its flight distance by 15 feet. The wyrm can use this feature as well.

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

DISSOLVE IN SHADOWS

Starting at 10th level, you can use your action to magically turn yourself, the wyrm, or both of you invisible, and place motionless illusions in your place.

The illusions remain for 1 turn, or until they are physically contacted. When you use this feature, all creatures within 30 feet of you that can see you must succeed on a Wisdom saving throw against your spell save DC, or they believe that the illusions are real.

Once you use this feature, you must finish a short or long rest to use it again.

SHADOW MIRAGE

Starting at 14th level, the wyrm can use its action to create a copy of itself, made entirely of shadow. The shadow shares the wyrm's initiative, taking its turn right after the wyrm, and it has the same statistics as the wyrm except that it has half of the wyrm's hit point maximum (rounded down). The shadow copy obeys your and the wyrm's commands (no action required by you or the wyrm). The shadow copy remains until it drops to 0 hit points, until you or the wyrm dismisses it as a bonus action, or for 1 minute.

Once you use this feature, you must finish a long rest to use it again.

OVERLORD OF DEATH

Overlords of Death are masters of death and decay. To them, undead wyrms, evil necromancies and sapping life from others are nothing to write home about, but rather an aspect of everyday life.

OVERLORD SPELL LIST

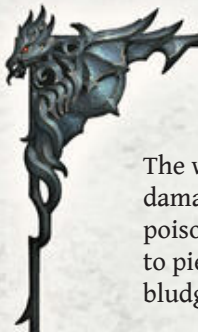
As an Overlord of Death, you may choose from an expanded spell list of spells when you learn a wyrm overlord spell. The following spells are added to the wyrm overlord spell list for you.

Overlord of Death Expanded Spells

Wyrms Overlord Level	Spells
3rd	<i>false life</i>
5th	<i>blindness/deafness</i>
7th	<i>animate dead</i>
9th	<i>blight</i>

DEATH WYRM

Starting at 2nd level when you choose this archetype, the bond between you and the wyrm becomes rotten, the wyrm's soul dies, and the wyrm becomes Undead.



The wyrm has immunity to necrotic damage, poison damage, and being charmed, frightened, incapacitated, poisoned, stunned, and unconscious. It has resistance to piercing and slashing damage, and vulnerability to bludgeoning damage.

BOND OF DEATH

Also starting at 2nd level, whenever you or the wyrm make a successful weapon or spell attack, both of you gain 5 temporary hit points for 1 minute.

UNHOLY WYRM

Starting at 6th level, when you hit with a weapon or spell attack you can choose to decrease the wyrm's hit point maximum by 1d4 and deal an additional 1d8 necrotic damage. This reduction lasts until the wyrm finishes a long rest. The wyrm can use this feature as well, reducing your hit point maximum to deal additional damage.

When you reach certain levels in this class, you can choose to increase the reduction of hit point maximum and the additional necrotic damage: 10th level (2d4/2d8), and 14th level (3d4/3d8).

NECROTIC EMPOWERMENT

Starting at 10th level, whenever you cast a necromancy spell of 1st level or higher, you and the wyrm regain 5 hit points.

REAPER WYRM

Starting at 14th level, you or the wyrm can use an action to transform the wyrm into a reaper wyrm for 1 minute. While in this form, the reaper has resistance to all damage, and it carries a bone scythe. With this scythe, the wyrm can make a spell attack using your spell attack modifier that deals 5d10 necrotic damage on a hit.

Once the wyrm transforms into a reaper wyrm, it can do so again after you finish a long rest.

OVERLORD OF ELEMENTS

Overlords of Elements are masters of elemental magic. They infuse themselves and the wyrms with elements, have a knack for negotiating with elementals, and summon elemental forces to rain destruction upon battlefields.

OVERLORD SPELL LIST

As an Overlord of Elements, you may choose from an expanded spell list of spells when you learn a wyrm overlord spell. The following spells are added to the wyrm overlord spell list for you.

Overlord of Elements Expanded Spells

Wyrm Overlord Level	Spells
3rd	<i>burning hands</i>
5th	<i>flaming sphere</i>
7th	<i>call lightning</i>
9th	<i>ice storm</i>

CHILDREN OF ELEMENTS

Starting at 2nd level when you choose this archetype, you can choose one of the following damage types when you finish each long rest: acid, cold, fire, lightning, thunder. You and the wyrm have resistance to the chosen damage type until you finish a long rest.

WREAK ELEMENTAL HAVOC

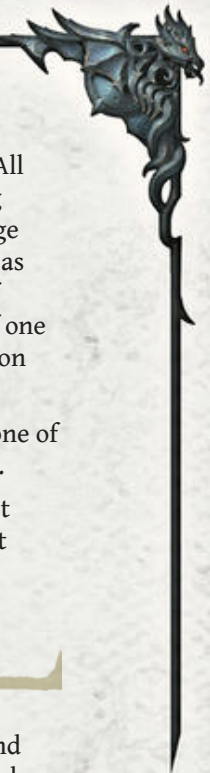
Also starting at 2nd level, you can use your action to call down elemental destruction upon your enemies.

As an action, you summon an unchained elemental energy and unleash it onto a creature of your choice that you can see within 30 feet of you. Choose one of the following damage types: acid, cold, fire, lightning, or thunder. The target must make a Constitution saving throw against your spell save DC. Different effects occur depending on the chosen damage type and the result of the roll.

Acid. On a failed save, the target takes 2d8 acid damage and has a -1 penalty to AC and attack rolls for 1 minute, until it receives magical healing, or until the target or another creature uses an action to wash away the acid. On a successful save, the damage is halved, and the target doesn't suffer the penalty.

Cold. On a failed save, the target takes 2d10 cold damage, and its speed is reduced by 10 feet for 1 minute. On a successful save, the damage is halved, and the target's speed isn't reduced.

Fire. On a failed save, the target takes 2d8 fire damage, and it keeps taking 1d4 fire damage at the start of each of its turns for 1 minute, until it receives magical healing, or until the target or another creature uses an action to douse the flames. On a successful save, the damage is halved, and the target doesn't keep taking fire damage.



Lightning. On a failed save, the target takes 2d6 lightning damage and is blinded for 1 minute. If the target fails the saving throw by 5 or more, it is stunned until the end of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one. On a successful save, the damage is halved, and the target isn't blinded.

Thunder. On a failed save, the target takes 2d6 lightning damage, and it is blinded for 1 minute. If the target fails the saving throw by 5 or more, it is stunned until the end of its next turn. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful one. On a successful save, the damage is halved, and the target isn't blinded.

The wyrm can use this feature as well, but only one of you can benefit from this feature on the same turn.

All the listed damage is doubled when you reach 10th level in this class.

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

ELEMENTAL AFFINITY

At 6th level, you and the wyrm learn a language of your choice from the following: Auran, Aquan, Ignan, and Terran. Additionally, both you and the wyrm have advantage on Charisma (Diplomacy) checks against elementals.

FEED FROM THE ELEMENTS

Also starting at 6th level, whenever you or the wyrm casts a spell of 1st level or higher that deals the damage type chosen in the Children of Elements feature, you and the wyrm regain hit points equal to twice the spell's level. If you or the wyrm cast such a spell of 5th level or higher, you or the wyrm (your choice) are also affected by the *lesser restoration* spell.

PENETRATING ELEMENTAL BARRAGE

Starting at 10th level, when you or the wyrm deal damage of the damage type chosen in the Children of Elements feature, your attack ignores resistance to that damage type. When you reach 14th level in this class, it treats immunity as resistance to that damage type.

ELEMENTAL APOCALYPSE

Starting at 14th level, you can unleash great destruction upon your enemies. You can use your action to unleash one of the following damage types of your choice in

a 30-foot cone: acid, cold, fire, lightning, thunder. All creatures in the area must make a Dexterity saving throw against your spell save DC, taking 8d8 damage of the chosen damage type on a failed save, or half as much damage on a successful one. For a number of turns equal to your Wisdom modifier (minimum of one turn), you can use your action to unleash destruction again in the same way.

The wyrm can use this feature as well, but only one of you can benefit from this feature on the same turn.

Once you or the wyrm uses this feature, you must finish a long rest so that you or the wyrm can use it again.

OVERLORD OF INFLUENCE

Overlords of Influence are masterful storytellers and orators. They wield the power of words to command and inspire. They foster unity, instill discipline, summon draconic strength, and reflect a very small fraction of the powers of ancient draconic empires.

OVERLORD SPELL LIST

As an Overlord of Influence, you may choose from an expanded spell list of spells when you learn a wyrm overlord spell. The following spells are added to the wyrm overlord spell list for you.

Overlord of Influence Expanded Spells

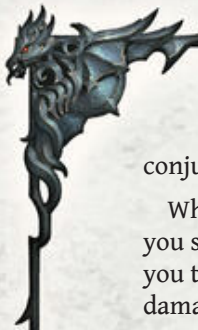
Wyrm Overlord Level	Spells
3rd	<i>charm person</i>
5th	<i>enthrall</i>
7th	<i>hypnotic pattern</i>
9th	<i>confusion</i>

BONUS PROFICIENCY

Starting at 2nd level when you choose this archetype, you become proficient with drums, and gain proficiency in the Insight and Performance skills.

SAGA OF GLORIOUS DRAGONS

Also starting at 2nd level, you can recite tales of draconic glory, inspiring your allies. You can use your action to start telling the saga, and use your bonus action on each consecutive turn to keep telling the saga for up to 1 minute. When you stop, the magic that it



conjures lingers in the air for 3 more rounds.

While you are singing the saga, and 3 rounds after you stop singing, you and your allies within 15 feet of you that can hear you have a +1 bonus to attack and damage rolls, and gain temporary hit points equal to your proficiency bonus at the start of each of your turns, which last until the end of their next turn.

Once you use this feature, you must finish a short or long rest to use it again.

DRACONIC AUTHORITY

Starting at 6th level, your voice carries a power of authority even if you speak normally. When you make a Charisma (Intimidation) or Charisma (Persuasion) check, you can directly choose to roll a 15 on the d20, instead of rolling the dice.

Once you use this feature, you must finish a short or long rest to use it again.

WYRM'S MAGICAL INFLUENCE

Starting at 10th level, the wyrm emanates an aura of magical authority. The wyrm and friendly creatures within 5 feet of the wyrm have resistance to damage from spells and magic items.

When you reach 14th level in this class, the range of this aura increases to 10 feet.

CRUSH WITH AUTHORITY

Starting at 14th level, you can crush the will of your enemies by your presence. When a creature that you can see within 60 feet of you succeeds on a saving throw, you can use your reaction to have it reroll the saving throw.

Once you use this feature, you must finish a short or long rest to use it again.

OVERLORD OF LIFE

Overlords of Life are masters of the cycle of life and death. While they acknowledge death as an integral part of existence, they focus their powers on preserving life rather than bringing death and destruction. However, when forced into battle, they become fearsome opponents.

OVERLORD SPELL LIST

As an Overlord of Life, you may choose from an expanded spell list of spells when you learn a wyrm

overlord spell. The following spells are added to the wyrm overlord spell list for you.

Overlord of Life Expanded Spells

Wyrm Overlord Level	Spells
3rd	<i>cure wounds</i>
5th	<i>prayer of healing</i>
7th	<i>mass healing word</i>
9th	<i>death ward</i>

WINGS OF THE WYRM

Starting at 2nd level when you choose this archetype, when you or the wyrm casts a spell on an ally, that ally has a +1 bonus to AC for 1 minute. An ally can benefit from this feature only once at a time.

REFLECT HARM

Starting at 6th level, when a creature hits you with an attack, you can use your reaction to reflect the damage back to it. The creature must succeed on a Wisdom saving throw against your spell save DC, or take half of the damage you take from that attack (rounded down). Regardless of the result of the saving throw, you take the normal damage.

The wyrm can use this feature as well, but only one of you can benefit from this feature on the same turn.

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

MIGHTY RADIANCE

Starting at 10th level, you can use your action to radiate an aura of draconic might, which can encourage your allies or instill fear into your enemies' hearts. When you do so, either all allies within 30 feet of you that can see you have a +1d4 bonus on ability checks, attack rolls, and saving throws for 1 minute, or all enemies within 30 feet of you that can see you have a -1 penalty on ability checks, attack rolls, and saving throws for 1 minute (your choice).

The wyrm can use this feature as well.

Once you or the wyrm uses this feature, you must finish a long rest so that you or the wyrm can use it again.

NONE SHALL BE HARMED

Starting at 14th level, you can use the Reflect Harm feature to punish an enemy that deals damage to an ally that you can see within 30 feet of you.

OVERLORD OF WAR

Overlords of War are masters of war. While other overlords may choose a relatively peaceful life, an Overlord of War heeds the call of battle. They feel right at home among people melting under exploding acid balls, wounded allies, butchered enemies, and the smell of ash and blood.

BONUS PROFICIENCY

Starting at 2nd level when you choose this archetype, you are proficient with heavy armor.

WEAPON MASTER OF DRACONIC ARMIES

Also starting at 2nd level, the wyrm starts guiding your strikes with its great draconic will. You can use your

Wisdom modifier instead of your Strength or Dexterity modifier while using weapons. When you reach 6th level in this class, your weapon attacks become magical.

VERMIN CRUSHER

Starting at 6th level, you can cast the *enlarge/reduce* spell without expending a spell slot, but only if you use its enlarging effects.

UNTOUCHABLE OVERLORD

Starting at 10th level, you can ignore harm. When you take damage, you can choose to halve the damage.

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

WAR IS ETERNAL

At 14th level, your existence becomes synonymous with the concept of war. Where there is war, you will also be. When you die and a spell is cast on you to bring you back to life, the spell doesn't require any material components. Once you benefit from this feature, you can't benefit from it again until you finish a long rest.

BARBARIAN PRIMAL PATHS

Path of the Dracorager

Barbarians who walk this path see the dragons as the most powerful creatures in existence. Inspired by dragons' fury, might, and destructive power, dracoragers are dragons incarnate; they rage like dragons, breathe like dragons, and swing their swords like a dragon swings its tail.

DRACONIC RAGE

Starting at 3rd level when you choose this archetype, you learn how to rage like a dragon. While raging, your successful weapon attacks deal an extra 1d6 fire damage.

DRACONIC TRAITS

At 6th level, your draconic rage causes physical changes in your flesh, causing you to develop some draconic traits. While raging, you gain one of the following benefits of your choice:

Burning Blood. Draconic rage burns your blood. When a creature within 5 feet of you hits you with a weapon attack, it takes 1d6 fire damage.

Dragon's Breath. You can use your bonus action to breathe fire and cast the *burning hands* spell (DC = 8 + your Constitution modifier + your proficiency bonus). The spell is 1st level, and its level increases by 1 when you reach 10th and 14th levels.

Drake's Claw. You grow claws in one of your hands. When you make a successful weapon attack, you can make another weapon attack with the claw, which requires no action. The claw deals 1d4 slashing damage.

Drake's Flight. Once per turn, you can jump 30 feet.



DRAGON'S GAZE

Starting at 10th level, you learn how to frighten others like dragons. While raging, you can use your bonus action to choose a creature that can see or hear you within 30 feet. The creature must succeed on a Wisdom saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or have disadvantage on attack rolls against you until the end of its next turn.

RAGEFIRE

Also starting at 10th level, the flames burning within you ascend into a higher form of fire when it is fueled by rage. When you deal fire damage while raging, you ignore resistance to fire damage. When you reach 14th level in this class, you treat immunity to fire damage as resistance to fire damage.

DRACONIC FURY

At 14th level, the draconic powers you've been using changes your body permanently. You grow horns and a tail. Scales cover some parts of your body. Draconic wings grow on your back. You have advantage on Charisma (Persuasion) checks against dragons, advantage on Charisma (Intimidation) checks, and a flying speed of 40 feet.

Additionally, while raging, you can use your action to hit your weapon to the ground and choose four points that you can see within 120 feet of you. Flames rise from the ground, leaping towards the chosen points and exploding there. All creatures within 10 feet of these points must make a Dexterity saving throw (DC = 8 + your Constitution modifier + your proficiency bonus), taking 8d6 fire damage on a failed save, or half as much damage on a successful one. Once you use this feature, you must finish a short or long rest to use it again.

Path of the Drake Shaman

Unlike many barbarians, Drake Shamans are primal spellcasters, known for their ferocious battle tactics and mystical rituals. They harness the power of drakes, dragons and their kin, mimicking a dragon's potential for savagery with their inner rage. Bloody rituals, war paints, bone divinations, primal curses and other shamanistic practices, combined with menacing war cries, are the very essence of Drake Shamans. In addition to awakening the violence within, Drake Shamans' rage connects them to the primal magic of dragonkind. Some serve as spiritual guides for their tribes, while others wander the world seeking wisdom or pledge themselves to powerful drakes or dragons. Their skills are also highly valued among mercenaries.

Barbarians who draw on this type of ferocity can

better fight to annihilate their enemies completely. In order to deepen their connection to primal forces, these barbarians wound themselves while fighting against draconic creatures, with weapons made of their parts, or directly with their claws, fangs, horns during primal rituals. In the throes of ecstatic visions and feverish dreams, Drake Shamans prove to others just how much pain they can endure.

CLAWING CURSE

Starting when you choose this subclass at 3rd level, draconic magic starts flowing in your veins when you enter your rage. While raging, when you deal damage to a creature with a weapon attack, you can use your reaction to cut yourself, taking 5 psychic damage (this damage can't be reduced by any means). By doing so, you coat your weapon in magical blood, cursing the target. Once on each of your turns for 1 minute, when you hit the cursed creature with a weapon attack, you deal an extra 1d6 damage of the weapon's damage type.

This damage increases to 2d6 when you reach 10th level in this class.

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

WAR PAINTS OF THE ANCIENT DRAKE

Beginning at 6th level, you learn to adorn your face and body with ancient war paints that grant you power. At the end of each long rest, you can perform a 1-hour ritual. Until the end of your next long rest, whenever you use the Reckless Attack feature, you can choose to benefit from one of the options below. You can select a different benefit for each Reckless Attack, and with each use, some of the war paints fade from your body.

You can benefit from the following options a number of times equal to your Wisdom modifier (minimum of once) in total. You regain any expended uses when you finish a long rest.

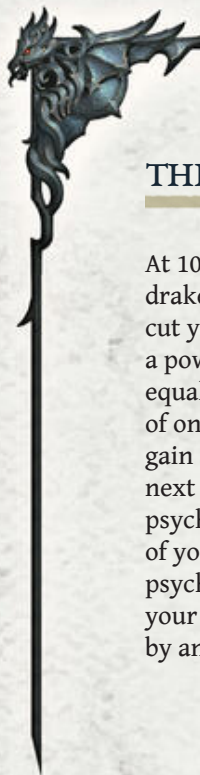
Blood Ritual. You take 5 psychic damage, which can't be reduced by any means. The

next time you hit a creature with a weapon attack until the start of your next turn, you deal an extra 1d6 damage of the weapon's damage type.

Bone Gambit. When you hit with an attack using your Reckless Attack feature, the target is cursed and has disadvantage on attack rolls and saving throws until the end of its next turn. However, if the attack misses, you are cursed instead, and you have disadvantage on attack rolls and saving throws until the end of your next turn.

Howling Drake. If you hit with an attack using your Reckless Attack feature, the target must succeed on a Wisdom saving throw (DC = 8 + your Wisdom modifier + your proficiency bonus) or be frightened of you until the end of its next turn.





THE DRAKE WITHIN

At 10th level, you gain the ability to awaken the drake within your allies. As a bonus action, you can cut yourself, taking 5 psychic damage, and unleash a powerful war cry. Choose up to a number of allies equal to five times your Wisdom modifier (minimum of one) within 60 feet who can hear you. These allies gain advantage on attack rolls until the start of your next turn, and their successful attacks deal an extra 1d6 psychic damage during this time. At the start of each of your turns for 1 minute, you can take an additional 5 psychic damage to extend the duration until the start of your next turn. This psychic damage can't be reduced by any means.

SEER OF THE DRAKE BONES

At 14th level, you learn how to use drake bones to see glimpses of the future. You can cast the *divination* or *foresight* spell without expending a spell slot or using material components, except a handful of drake bones. Wisdom is your spellcasting ability for these spells, and the *foresight* spell lasts for 1 hour instead of 8 hours.

After you cast one of the spells using this feature, you must finish a short or long rest to do so again.

BARD COLLEGES

College of Dragon Skalds

As the winds bear dragons aloft across the sky, so too do certain sounds carry the essence of magic. Some of these sounds are so ancient that they were once only remembered by the dragons of old, who shared this secret with a select few mortal bards. These bards first acted as the emissaries of dragons, and then expanded upon and shared their knowledge with others, finally establishing the College of Dragon Skald in the end.

Dragon skalds, as the bards of this college are known, invoke arcane energies using the magical sounds taught to their predecessors by dragons. Their words can shatter a foe's mind while their tunes can carry them in the air, just like the wings of a dragon.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you gain proficiency with bagpipes, the drum, the horn, and the flute. You also learn to speak and write in Draconic.

ANCIENT DRACONIC WORDS

At 3rd level, you learn how to use the arcane words of power utilized by the dragons of old. You learn a number of words of your choice equal to your

proficiency bonus from the list below. Each time your proficiency bonus increases, you choose another word from the list.

Drakthu. You can use your action to shout the command word, unleashing a powerful wind in the direction you are facing. Each creature in a 30-foot long, 5-foot wide line must make a Strength saving throw against your spell save DC. On a failed save, a creature takes 4d4 force damage and is pushed 10 feet away from you. On a successful save, the creature takes half the damage and is not pushed.

This damage increases when you reach certain levels in this class: 7th (6d4), 11th (8d4), and 15th (10d4).

Once you use this feature, you must finish a short or long rest to use it again.

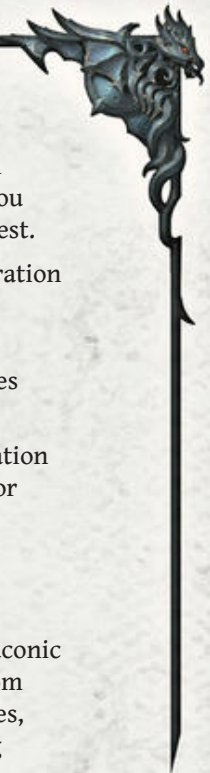
Fyrmir. You can use your bonus action to shout the word and fill your body with draconic speed. You gain the benefits of the *haste* spell (no concentration required), for a number of rounds equal to your Charisma modifier.

Once you use this feature, you must finish a long rest to use it again. When you reach 11th level in this class, you can use this feature twice before a long rest.

Fythr. When an ally that you can see within 60 feet of you deals damage, you can use your reaction to shout the word and double the damage dealt.

Once you use this feature, you must finish a long rest to use it again.

Galdras. You can use your action to shout the word



and instill fear in the heart of a creature of your choice that you can see within 60 feet of you. The target must succeed on a Wisdom saving throw against your spell save DC or be frightened of you for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature is immune to this effect for the next 24 hours if it succeeds on the saving throw.

When you reach certain levels in this class, the number of creatures that you can affect with this feature increases: 7th (2), 11th (3), 15th (4).

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

Sulrun. When you take damage, you can use your reaction to shout the word, covering your skin with dragon scales, and halving the damage. If you take damage of more than one damage type simultaneously, each type of damage is halved in itself.

Once you use this feature, you must finish a short or long rest to use it again.

Vostil. You choose one of the following damage types; acid, cold, fire, lightning, or poison. You can use your action to shout the word and shoot an orb to a point of your choice within 60 feet of you. The orb explodes on impact. All creatures within 15 feet of the point must make a Dexterity saving throw against your spell save DC, taking 4d6 damage of the chosen type on a failed save or half as much damage on a successful one.

When you reach 11th level in this class, you can choose force and thunder damage types as well.

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

Vrathi. You can use your bonus action to shout the word, choosing a willing ally that can hear or see you within 60 feet of you. The ally gains a number of hit points equal to your bard level at the start of each of your turns for 1 minute.

Once you use this feature, you must finish a long rest to use it again.

DRAGON'S INSPIRATION

At 6th level, you learn how to enhance your bardic abilities by infusing them with draconic magic.

When you inspire a creature with the Bardic Inspiration feature, you can speak one of the draconic words of your choice that are given below, and grant the creature additional benefits.

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

Tharix. When the creature uses the Bardic Inspiration die, it regains a number of hit points equal to the number rolled on the die.

Xudrinn. The creature has the damage resistances you have until it uses the Bardic Inspiration die.

Zarul. When the creature uses the Bardic Inspiration die, it can either use the number rolled on the die or half your bard level (rounded up).

ANCIENT DRACONIC TUNES

Starting at 14th level, you learn to perform full draconic songs instead of merely speaking certain words from them. These songs, known as ancient draconic tunes, can only be invoked by elite Dragon Skalds. Among other bards, these individuals are referred to as “dragon voices”, and they are very few in number.

Below are the ancient draconic tunes, each granting different benefits that last as long as you continue performing them, up to a maximum of 1 hour. To start a song, use your action, and to maintain it, use a bonus action on each subsequent turn. If you stop performing for 1 round, the song’s magic is lost, and you cannot pick up where you left off. However, the draconic power invoked by the song lingers, providing its benefits for an additional 3 rounds.

Though dragon voices are powerful bards, performing an ancient draconic tune is an exhausting task, and even they cannot perform more than one song without rest. Once you use this feature, you must finish a long rest before using it again.

Song of the Slayer Dragon. You invoke draconic powers to help you. A translucent dragon appears in an unoccupied space of your choice that you can see within 60 feet of you. The translucent dragon has the same statistics as the **young copper dragon** except for the following: its alignment is the same as yours, it doesn’t have burrow speed, it doesn’t have the Sleep Breath feature, and it deals force damage with its breath.

The translucent dragon is friendly to you and your companions. Roll initiative for the translucent dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don’t issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no action.

Song of the Vanguard Dragon. You invoke draconic powers to protect your allies. Transparent and ghostly wings appear above you, creating a sphere of protection with a 15-foot radius. The sphere is centered on you and

moves with you. An ally has a +2 bonus to AC as long as it is inside the sphere.

Song of the Wind Dragon. You invoke draconic powers, borrowing the strength of the wings of these majestic creatures. Choose a number of creatures equal to your Charisma modifier (a minimum of one creature) that you can see within 60 feet of you. Strong winds start to blow around the chosen creatures, granting them a flying speed of 60 feet.

destruction. An ally of your choice that can hear you within 60 feet of you deals an additional 1d6 fire damage every time it hits with an attack for 1 minute.

College of the Dragon Vox

Bards are able to find art and music in everything, including the most unexpected. You've found true music in the bones, teeth, scales, and claws of dragons. You embody the decades' worth of battles, wisdom, hope, and grudges that contribute to the power of dragons. You are fascinated by their veiled magic and the music in their powerful bodies and deeply respect them.

Members of the college are experts in the crafting and maintenance of instruments made of various body parts of dragons. Often misunderstood and unappreciated by the common folk, they usually adopt a nomadic lifestyle, traveling from one place to another in search of new and exciting instruments with which to experiment, not paying mind to the danger of the journey.

BONUS PROFICIENCY

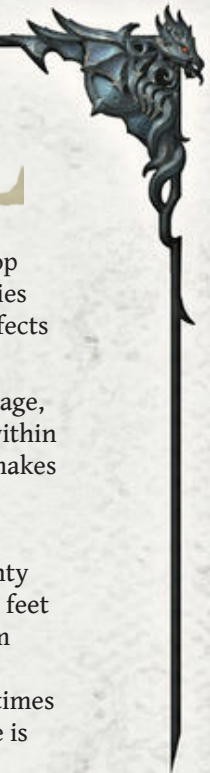
When you join the College of the Dragon Vox at 3rd level, you gain proficiency in two of the following skills of your choice: Arcana, Deception, History, or Intimidation.

DRACONIC MELODIES

At 3rd level, you learn how to use various dragon parts as instruments and practice different melodies. As an action, you can expend one use of your Bardic Inspiration to play the rhythms and melodies below:

Bones. You can use dragon bones as percussive instruments, striking or rattling them together to create a rhythmic accompaniment for songs and dances.





As you play, dragon bones around you slowly begin to levitate. Choose a dragon creature with a challenge rating of 2 or lower, of which you summon a skeletal version. The undead dragon appears in an unoccupied space that you can see within 30 feet of you, remaining for 1d4 hours. This summoned creature has the dragon and undead creature types and shares the statistics of the chosen dragon, with the following modifications: it has immunity to poison damage and the poisoned condition, a +1 bonus to AC, resistance to necrotic damage, and vulnerability to bludgeoning damage. The dragon is friendly to you and your companions. Roll initiative for the dragon, which has its own turns. It obeys any verbal commands that you issue to it, which requires a bonus action from you. If you don't issue any commands to the dragon, it defends itself from hostile creatures but otherwise takes no action.

The challenge rating of the undead dragon that you can summon increases when you reach certain levels in this class: to 3 at 6th level, to 4 at 10th level, to 5 at 14th level.

You can't summon more than one undead dragon with this feature at a time.

Chime. Made of dragon ribs or claws, these chimes produce ethereal melodies that improve inner sight. Commonly played before rests, all allies within 60 feet of you that can hear you have a +5 bonus to passive Perception checks for the next 4 hours.

Drum. Each beat of this drum made from the stretched hide of a dragon resonates with the power of ancient rhythms. Allies within 30 feet of you that can hear you regain hit points equal to 1d6 plus your Charisma modifier (a minimum of 1 hit point).

Flute. You play an enchanting melody with your flute made of dragon bone, claw, horn, or teeth. Allies within 30 feet of you who can hear you feel stronger; they have a +1d4 bonus to ability checks, attack rolls, damage rolls and saving throws for 1 minute.

Rattle. Made of dragon teeth strung together, this rattle produces a rattling sound when shaken. The irregular shapes and sizes of the teeth create a cacophony that confuses your enemies. Hostile creatures within 30 feet of you that can hear you must make a Wisdom saving throw against your spell save DC. On a failure, a creature takes 1d8 psychic damage and is frightened of you for 1 minute. On a successful save, the damage is halved and the creature is not frightened.

When you reach certain levels in this class, the psychic damage increases: to 2d8 at 6th level, to 3d8 at 10th level, and to 4d8 at 14th level.

SONGS FOR DRAGONS

Starting at 6th level, you compose your songs on top of the melodies. When you use the Draconic Melodies feature, you can also create one of the following effects of your choice.

Claws and Chaos. You sing a song of frenzy and rage, granting an ally of your choice that can hear you within 30 feet of you advantage on the first attack roll it makes until the end of its next turn.

Souls of Serpents. You sing a chilling and heartbreaking song about the death of a once-mighty dragon. A hostile creature of your choice within 30 feet of you that can hear you must succeed on a Wisdom saving throw against your spell save DC, or it takes necrotic damage equal to your Charisma modifier times 1d8 necrotic damage (minimum of 1d8) as their life is slowly drained away.

Voice of Thousand Dragons. You sing a powerful anthem, paralyzing your enemies with the sound of a thousand dragons. An enemy of your choice that can hear you within 30 feet of you must succeed on a Wisdom saving throw against your spell save DC, or be paralyzed until the end of its next turn.

Wings of Fire. You sing a fiery song about fire and destruction. An ally of your choice that can hear you within 60 feet of you deals an additional 1d6 fire damage every time it hits with an attack for 1 minute.

USTAD

At 14th level, you become an *Ustad*, which means the “master of melodies” in Draconic. It is a title that the dragons used to grant the best singers among them, and you're one of the lucky few who shares in this honor. You can use the Draconic Melodies feature as a bonus action instead of an action.

CLERIC

DIVINE DOMAINS

Draconic Might Domain

Clerics of the Draconic Might domain summon draconic forces to match their physical strength. Dragons, or rather dragon deities, allow the clerics they favor to follow this domain, granting them a small taste of their limitless power. A cleric of this domain is as much a deadly weapon as it is a great ally.

Might Domain Spells

Cleric Level	Spells
1st	<i>draconic aura*</i> , <i>enlarge/reduce</i>
3rd	<i>draconic might*</i> , <i>hold person</i>
5th	<i>unbreakable fortress of draconic mind*</i> , <i>wind wall</i>
7th	<i>calculated strikes*</i> , <i>stoneskin</i>
9th	<i>Kinarax's wrath*</i> , <i>Satera's blood*</i>

BONUS PROFICIENCY

At 1st level, you gain proficiency with martial weapons and heavy armor.

DRACONIC TRANSFORMATION

Also starting at 1st level, you learn how to transform yourself into a draconic creature by channeling divine energy, becoming a more effective combatant. You can use a bonus action to undergo this transformation, gaining the following benefits for 1 minute:

- You grow horns and claws and scales sprout all over your body. In addition to your normal creature type, your type becomes dragon.
- You have advantage on Strength checks and Strength saving throws.
- You have advantage on Charisma (Intimidation) checks.

- Once on each of your turns, when you hit a creature with an unarmed strike or weapon attack, you can deal an extra 1d6 damage of the attack's damage type.

Once you use this feature, you must finish a short or long rest to use it again.

CHANNEL DIVINITY: MASS TRANSFORMATION

Starting at 2nd level, as an action, you can use your Channel Divinity to bestow the benefits of the Draconic Transformation feature to a willing creature of your choice that you can see within 30 feet of you.

When you reach 8th level in this class, you can bestow



the benefits of the Draconic Transformation feature to a number of willing creatures of your choice up to your Wisdom modifier (minimum of two creatures) that you can see within 30 feet of you.

DRACONIC ALTERATION

Starting at 6th level, you can cast the *draconic might* spell without expending a spell slot. Once you use this feature, you must finish a short or long rest to use it again.

EXTRA ATTACK

Also starting at 6th level, you can attack twice, instead of once, whenever you take the attack action on your turn.

DIVINE STRIKE

At 8th level, you gain the ability to infuse your weapon strikes with divine energies. Once on each of your turns when you hit a creature with a weapon attack, you can deal an extra 1d8 damage of the type dealt by the weapon. When you reach 14th level, the extra damage increases to 2d8.

DRACONIC JUGGERNAUT

Starting at 14th level, you receive the divine might of dragons, which transforms you into a frightening juggernaut.

You are constantly under the effects of the *draconic might* spell. This is background magic, infusing the core of your existence. It can't be dispelled by the *dispel magic* spell or suppressed by the *antimagic field* spell, or with similar effects.

Scale Domain

Clerics of the Scale Domain are devoted servants of draconic creatures. They zealously follow one or more deities from the draconic pantheon. In return for their services, they receive magical dragon scales, which they can use to perform miracles. Dragon gods send their clerics to inspire greatness, fear, or both in the common folk.

Scale Domain Spells

Cleric Level	Spells
1st	<i>bloodhungry scales*</i> , <i>reaving claw*</i>
3rd	<i>elemental scorching*</i> , <i>everflame ward*</i>
5th	<i>conjure hoard guardian*</i> , <i>eyes of the dragon*</i>
7th	<i>dragonmark*</i> , <i>everflaming ignition*</i>
9th	<i>draconic destruction*</i> , <i>Satera's blood*</i>

DRACONIC GIFTS

When you choose this domain at 1st level, you receive one of the following benefits of your choice:

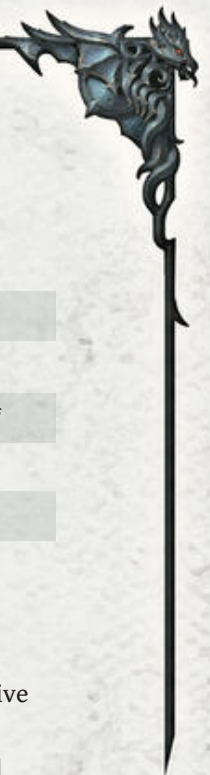
- You gain proficiency with martial weapons and heavy armor
- You learn two cantrips and two 1st-level spells of your choice from any spell list.

SCALY GIFT

Starting at 1st level, you magically receive dragon scales as gifts at the end of each long rest. The number of scales you receive is equal to half your cleric level (rounded up). These scales disappear at the end of your next long rest, before the new ones arrive. You can spend these scales in the following ways:

- While casting a spell, you can use your reaction to spend a number of scales to increase the spell save DC by the same number. You can spend up to three scales at a time in this way.
- While casting a spell that consumes material components, you can use the scales instead of 100 gp worth of one material component.
- When you take the Attack action, you can use your reaction to spend one scale and make one more attack as a part of that action.
- When you or a creature that you can see within 60 feet of you makes an ability check, attack roll or a saving throw, you can use your reaction to spend one scale and grant advantage on the roll.

The number of scales you receive at the end of each long rest becomes equal to your cleric level when you reach 10th level in this class.





CHANNEL DIVINITY: SCALE FUELED FURY

Starting at 2nd level, you can use your Channel Divinity to empower yourself with the destructive elemental powers of dragons.

You permanently choose one of the following damage types when you gain this feature: acid, cold, fire, lightning, poison, thunder. Whenever you deal damage of the chosen type, you can use your Channel Divinity to deal double damage.

PROTECTIVE SCALES

Starting at 6th level, when you take damage, you can use your reaction to spend three scales and gain resistance to that damage type. If you're about to take more than one type of damage at once, you choose which one to gain resistance against.

MAGICAL DIVINE STRIKE

At 8th level, you gain the ability to imbue either your weapon strikes or spells with draconic power. Once

on each of your turns when you hit a creature with a weapon or spell attack, you can cause the attack to deal an extra 1d8 damage of the type chosen in the Channel Divinity feature.

SCALE FORTRESS

Starting at 14th level, you can spend the scales for additional benefits;

- You can use your action to spend five scales to fully cover your body with draconic scales for 1 minute. For the duration, all attacks against you have disadvantage.
- You can use your action to spend five scales and choose a point you can see within 30 feet. The scales then elongate into blade-like forms, creating a magical 15-foot-radius storm of swirling blades centered on that point for 1 minute. When a creature enters the storm for the first time on a turn or ends its turn there, it must make a Dexterity saving throw against your spell save DC. On a failure, it takes 6d8 slashing damage. On each of your turns for the duration, you can use a bonus action to move the storm up to 15 feet. You are immune to its damage.

DRUID DRUID CIRCLES

Circle of the Drake

Dragons are the mightiest, most profound embodiments of nature, and being well aware of their powers and capabilities, you and your circle maintain a strong tradition of serving, studying, or even living with these magisterial creatures.

As a druid from the Circle of the Drake, you learn to transform your body shape to become a dragon.

BONUS CANTRIPS

When you choose this circle at 2nd level, you learn two additional evocation cantrips of your choice from any spell list.

DRAKE SHAPES

Also starting at 2nd level, you can use your bonus action to expend one use of your Wild Shape feature and transform into a dragon that has a challenge rating of 3 or lower until the end of your next turn. While transformed in this way, you can expend a spell slot to extend the duration of your transformation for a number of rounds equal to the level of the expended spell slot (no action required by you).

When you reach certain levels in this class, the challenge rating of the dragons into which you can transform with this feature increases: to 4 at 6th level, to 5 at 10th level, to 6 at 14th level and to 7 at 18th level.

CIRCLE SPELLS

Your connection to dragons enables you to cast certain spells. At 3rd level, then again at 5th, 7th, and 9th, you gain access to the circle spells listed below.

Once you gain access to a circle spell, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.

Circle of Drake Spells

Druid Level	Circle Spells
3rd	<i>barkskin</i> , <i>pass without trace</i>
5th	<i>call lightning</i> , <i>wind wall</i>
7th	<i>polymorph</i> , <i>stone shape</i>
9th	<i>tree stride</i> , <i>wall of stone</i>

SCALE

Starting at 6th level, the tissues under your skin harden like the scales of a drake, which grants you a +1 bonus to AC. The bonus increases to +2 when you reach 14th level in this class.

SUPREME DRAKE MAGIC

Starting at 10th level, you can cast spells while you are transformed with the Drake Shapes feature.

DRAGON FORM

Starting at 14th level, you can cast the *rusting breath** spell without expending a spell slot and without requiring any components.

Circle of the Everflame

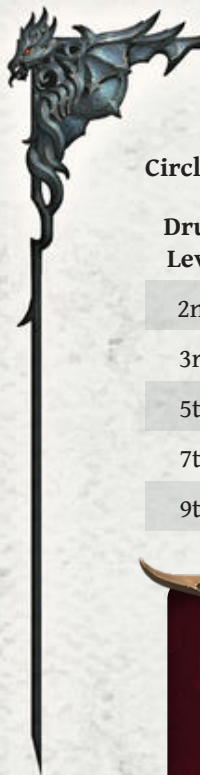
As a druid of this circle, you learn to master the Everflame's reflection in nature, communicate with its spirits and wield an immense and enviable power.

CIRCLE SPELLS

When you choose this circle at 2nd level, you form a bond with an Everflame spirit, a fiery creature of life and death. Your link to this spirit grants you access to some spells when you reach certain levels in this class, as shown on the Circle of the Everflame Spells table.

Once you gain access to one of these spells, you always have it prepared, and it doesn't count against the number of spells you can prepare each day. If you gain access to a spell that doesn't appear on the druid spell list, the spell is nonetheless a druid spell for you.





Circle of the Everflame Spells

Druid Level	Spells
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2nd	<i>burning hands, rusting breath*</i>
-----	---------------------------------------

3rd	<i>elemental scorching*, everflame ward*</i>
-----	----------------------------------------------

5th	<i>fireball, roar vortex*</i>
-----	-------------------------------

7th	<i>ice storm, wall of fire</i>
-----	--------------------------------

9th	<i>cone of cold, draconic destruction*</i>
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EVERFLAME

Everflame, which is one of the most remarkable discoveries of dragonkind, is a unique flame that can change its form depending on the dragon using it. More powerful than regular flames, it is feared by all; even creatures made of pure fire. Everflame can take life, just as it can bestow it. It can be a magical source of celestial, natural, hellish, or arcane power depending on whose hands it's in.

EVERFLAME SPIRIT

At 2nd level, you befriend an Everflame spirit and gain the ability to call it to your aid when necessary. The spirit continues to watch you even when it returns home, to the Ethereal Plane.

As an action, you can conjure the spirit for 1 minute to an unoccupied space of your choice that you can see within 60 feet of you. The spirit chooses to appear as a flaming spiritual dragon of constantly shifting colors. It is a Medium incorporeal creature that can pass through occupied spaces but cannot end its turn in one. If it does, it disappears and is banished back to the Ethereal Plane. It has a flying speed of 60 feet and can hover.

Since the spirit is an extraordinary ghostly creature, it can't be harmed by any means other than dragon's breath. It automatically fails its saving throw against the breath and is destroyed if it takes 50 damage from it at once. If the spirit is destroyed, you feel great agony and despair due to the magical bond between you, and you have disadvantage on ability checks, attack rolls and saving throws for the next 24 hours. You must perform a 1-hour ritual, which can't be done during a short or long rest, to find another Everflame spirit.

You can send the spirit back to the Ethereal Plane as

a bonus action. It disappears automatically at the end of the duration, when you fall unconscious, or when you dismiss it.

Once you use this feature to conjure the Everflame spirit, you must finish a short or long rest to do so again.

While the Everflame spirit remains after being conjured in this way, you can use your bonus action to benefit from one of the following:

Ancestral Wisdom. You can choose to have advantage on an Intelligence check you make until the end of your next turn.

Ash Caller. The Everflame spirit casts the *scorching ray* spell, using your spellcasting ability modifier for the spell attack roll. It can cast this spell a number of times equal to your proficiency bonus, regaining any expended uses when you finish a long rest.

Claw Incus. Until the start of your next turn, whenever you hit a creature with a weapon attack while in a shape you assume with the Wild Shape feature, the attack counts as magical and deals an extra 1d6 fire damage.

Draconic Spell Node. You have a +1 bonus to spell attack rolls, and your spell save DC increases by 1 until the start of your next turn.

Life Giver. You choose a willing creature that you can see within 30 feet of the Everflame spirit. The spirit breathes Everflame, which heals the creature's wounds. The creature regains 1d8 + your Wisdom modifier hit points (a minimum of 1 hit point). It can use this feature a number of times equal to your proficiency bonus, regaining any expended uses when you finish a long rest.

Spirit Beyond the Veil. You choose a creature that you can see within 30 feet of the Everflame spirit. The spirit breathes Everflame, covering the creature with it. The creature has advantage on its next death saving throw until the end of its next turn.

SPIRIT DRAGON'S BOON

Starting at 6th level, the existence of the Everflame spirit enhances your abilities. While an Everflame spirit you've conjured remains by your side, it grants you a special benefit. Choose from one of the following benefits, which can't be changed later:

Magic Woven Scales. You have advantage on saving throws against spells and other magical effects.

Savagery of the Long-Lost Age. You can attack twice, instead of once, whenever you take the Attack action on your turn.

EVERFLAME AURA

Starting at 10th level, you and friendly creatures within 10 feet of the Everflame spirit gain the benefits of the option you choose with the Spirit Dragon's Boon feature.

At 18th level, the range of this aura increases to 30 feet.

ETERNAL BOND

At 14th level, the Everflame spirit becomes one with your own, allowing it to permanently stay alongside you. You no longer need to conjure the Everflame spirit

unless you fall unconscious, you send it back to the Ethereal Plane, or it is removed from your side by any other effect.

From now on, the Everflame spirit counts as conjured as long as it is not banished. You gain the benefits detailed under the Everflame Spirit feature, except the Life Giver benefit, even when an Everflame spirit has left your side. You can use that benefit a number of times equal to your druid level, and you regain any expended uses when you finish a long rest.

You can also change the benefit you and your allies gain with the Spirit Dragon's Boon feature at the end of each short or long rest.

FIGHTER MARTIAL ARCHETYPES

Dragon Knight

A Dragon Knight is a fighter who forms a unique bond with draconic magic, mastering it day by day, embracing and mixing it with martial prowess to display remarkable talents in combat.

Dragon Knights are not many in numbers, but they are great in power. There are certain Dragon Knights who changed the tides in great battles, affecting the course of history. Who knows, maybe you are one of them.

BONUS PROFICIENCIES

When you choose this archetype at 3rd level, you learn to speak, read, and write Draconic.

DRACONIC MAGIC

Starting at 3rd level, you learn how to invoke draconic magic. You choose one of the following damage types, and gain abilities related to the chosen damage type: acid, cold, fire, lightning, poison. Once chosen, you can't change the damage type later.

Draconic Ensnare. When you hit a creature with a weapon attack, you can invoke the draconic magic to

summon magical shackles. When you do so, the target takes an extra 2d6 damage of the chosen damage type. The target must also succeed on a Strength saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or be restrained for 1 minute. While restrained by the shackles, the target takes 2d6 damage of the chosen damage type at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once you invoke this power, you can't do so again until you finish a short or long rest.

Draconic Might. You cast the *draconic might* spell.

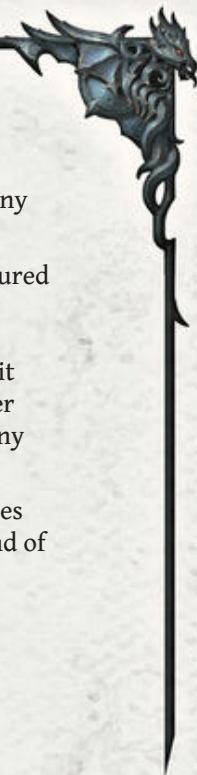
You can invoke this power a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

DRACONIC DAUNT

At 7th level, draconic magic flows through you.

When you hit a creature restrained by the Draconic Ensnare feature with a weapon attack, you can choose to magically bestow a -1 penalty to the target's ability checks, attack rolls, or saving throws as long as it is restrained in this way. You can bestow this penalty upon the same creature twice at a time.

Additionally, when you gain the benefits of Draconic Might, draconic wings magically grow on your back,



and you gain flying speed of 10 feet as long as you benefit from the Draconic Might. This speed increases to 30 feet when you reach 10th level.

DRACONIC POSTURE

At 10th level, you learn how to channel draconic magic to instill fear in the hearts of your enemies. As an action, you can choose a creature that can see or hear you within 30 feet of you. The target must succeed on a Wisdom saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or be frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

When you reach 15th level in this class, you can affect up to 3 creatures with this feature.

Once you use this feature, you must finish a short or long rest to use it again.

GREATER DRACONIC DAUNT

At 15th level, draconic magic permanently alters your body and you gain the ability to wield weapons larger than you could before. These weapons cost 50 gp more, and deal an extra 1d6 damage on a hit.

OVERWHELMING POSTURE

At 18th level, your existence causes the same fear that dragons cause. While a creature is frightened of you, its speed is halved, and it takes 1d10 psychic damage at the start of each of its turns.

Feldrake

Feldrake is a fighter who uses draconic creatures' bones, claws and scales to craft deadly weapons, which are sharper than usual, bleeding their enemies and killing them slowly. Feldrakes usually hunt other draconic creatures using these weapons, but they can be seen doing mercenary work as well.



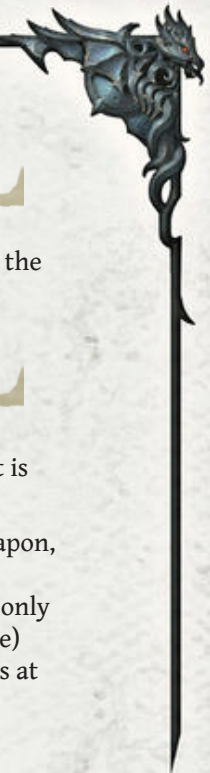
DRACONIC WEAPONS

When you choose this archetype at 3rd level, you learn how to properly craft weapons out of the bones, claws and scales of draconic creatures.

Crafting a weapon takes 1 hour and can be done during a short or long rest. You must have smith's tools or a suitable substitute, such as a grinding stone, to craft and sharpen the weapon. A weapon crafted in this way deals an extra 1d4 damage of the weapon's damage type.

During a short or long rest, you can tend to your weapons, removing small cracks, oiling them, applying special care materials of which the worth is 50 gp. If you do so, you have advantage on a number of attack rolls you make after the rest equal to half your proficiency bonus (rounded down).

When you reach certain levels in this class, this extra damage increases: to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.



DRAKE’S CLAW

By 7th level, you have mastered the techniques of using a draconic weapon.

When you hit a creature with a weapon attack and deal damage to it using a draconic weapon, the attack causes a wound and the target starts to bleed unless it is a construct or an undead. The bleeding creature loses 1 hit point at the end of each of its turns for each bleeding wound it has.

You or an ally can use an action to close a bleeding wound by succeeding on a DC 13 Wisdom (Medicine) check. Magical healing can also be used to close a bleeding wound; one bleeding wound is closed for each 5 hit points the magical healing restores.

MAGIC WEAPONS

Starting at 10th level, the Draconic Weapons you craft are magical in your hands.

ADDITIONAL FIGHTING STYLE

At 15th level, you can choose a second option from the Fighting Style class feature.

DRAGON’S CLAW

At 18th level, you reach the pinnacle of the art that is crafting draconic weapons.

When you score a critical hit with a draconic weapon, roll one additional damage die for that weapon. Additionally, a bleeding wound opened by you can only be closed with a successful DC 19 Wisdom (Medicine) check, or by receiving magical healing that restores at least 20 hit points.

MONK MONASTIC TRADITIONS

Way of Dragon Fists

Monks of the Way of Dragon Fists seek to channel the powers of dragons with their ki. During their training, these monks develop a unique mystical bond with dragons, often marked by a vivid vision in which their bodies are adorned with draconic tattoos. This vision serves as a sign or blessing from the dragons, indicating that the monk is a chosen champion. When they awaken, the tattoos from their vision are permanently inscribed on their skin.

Your draconic tattoos of shapes, sigils, and symbols fill you with powers that grow stronger as you continue to walk this path.

DRACONIC SLEEVES

At 3rd level, you have a vision of a draconic tattoo covering your arms and hands, filling your strikes with great power. When you wake up, the tattoo is permanently etched into your skin.

When you hit a creature with an unarmed strike,

a spectral dragon appears around your fists. You can spend a number of ki points and choose one of the features on the table below to occur.

Feature	Ki Points Spent
The target takes an additional damage equal to your Martial Arts die.	1
The target must succeed on a Wisdom saving throw or be frightened of you until the end of its next turn.	2
You can make another unarmed strike by using your reaction.	3
You have advantage on attack rolls against the target until the end of your next turn.	5
The unarmed strike that triggered this benefit scores a critical hit against the target.	5



endurance of dragons. When you wake up, the tattoo is etched into your skin.

You can use your reaction to choose one of the features on the table below to occur by spending a number of ki points.

Feature	Ki Points Spent
When you are hit by an attack, you can reduce the incoming damage by an amount equal to half your monk level (rounded up).	2
When you are targeted by an attack, you can choose to have a +3 bonus to AC until the end of your next turn (including the triggering attack).	3
When you take damage, you can choose to have resistance against all the incoming damage types until the end of your next turn.	5

FISTS OF THE DRAGON

At 17th level, you can summon spectral dragon heads on your hands to help you in a fight (no action required by you). Whenever you miss with an unarmed strike, you can spend 4 ki points and choose to hit the target instead. This feature does not function if you roll a 1 on the attack roll.

Way of Dragon Fury

Monks of the Way of the Dragon Fury harness the primal elemental force of a draconic entity. Their ki energy is furnished by the draconic fury they possess. Their strikes cause their enemies to quiver as these monks steadily become an aspect of a primeval draconic force.

Monks who follow this path are driven by an unshakable respect for the draconic pantheon, an unrelenting fury resembling that of a devastating dragon, or perhaps even a draconic lineage. Regardless of whether they channel their inner rage for good or evil, they all share one defining quality: the raw, primal fury of a dragon.

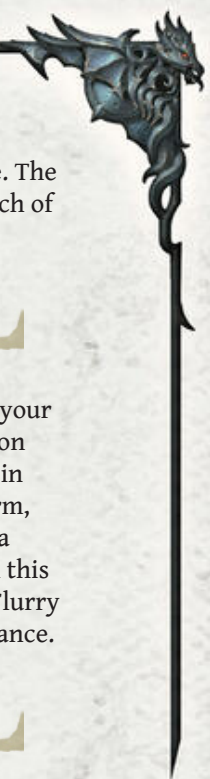
DRACONIC FOOTWORK

At 6th level, you have a vision of a draconic tattoo covering your legs and feet, improving your agility. When you awaken, the tattoo is permanently etched into your skin.

Your Unarmored Movement speed increases by 10 feet and does not provoke opportunity attacks. Additionally, after using your reaction, you can choose to move up to your remaining speed immediately.

DRACONIC TORSO

At 11th level, you have a vision of a draconic tattoo covering your torso and back, which has given you the



DRAGON FORCE

Starting at 3rd level, a draconic entity provides you with your ki. Choose one of the following damage types when you choose this archetype which cannot be altered later on: acid, cold, fire, lightning, or poison. You have resistance to the chosen damage type.

DRACONIC FLURRY

At 3rd level, you learn to channel the fury of the dragons into your ki-infused attacks. When you use your Flurry of Blows feature, your successful attacks deal an extra 1d4 damage of the same damage type you've chosen in The Dragon Force feature.

This extra damage increases when you reach certain levels in this class: to 1d6 at 5th level, to 1d8 at 11th level, and to 1d10 at 17th level.

FRIGHTENING STRIKES

By the 6th level, your strikes make your enemies tremble. Whenever you hit a target with an unarmed strike, you can spend 1 ki point to inflict fear to your target. The target must succeed on a Wisdom saving throw (DC equals your Ki save DC or the damage dealt,

whichever is higher), or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

DRACONIC FORM

Starting at 11th level, you learn how to weaponize your draconic ki more effectively. You can use your action to spend 3 ki points and enter your draconic form, in which you remain for 1 minute. When you transform, your eyes begin to glow, and the spectral figure of a dragon appears somewhere on your body. While in this form, the extra damage provided by the Draconic Flurry feature is doubled, and it treats immunity as resistance.

ASPECT OF THE DRAGON

At 17th level, you become an aspect of your draconic entity when you use the Draconic Form feature. While in your draconic form, you have the following benefits:

- You have immunity to the damage type you've chosen in the Dragon Force feature.
- You sprout spectral draconic wings. You have a flying speed equal to 60 feet.
- If you fail a saving throw, you can use your reaction and spend 5 ki points to succeed instead.

PALADIN SACRED OATHS

Dragon Avatar

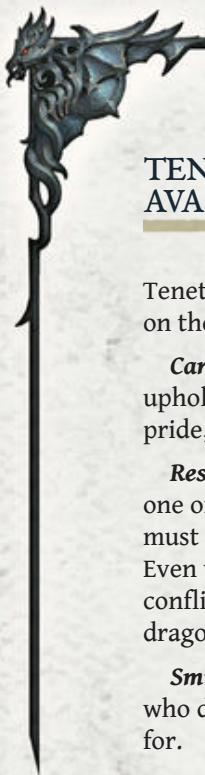
Paladins devoted to the Draconic Pantheon are called Dragon Avatars. They walk ahead on the draconic path as the banner that carries their values. While they respect the power of all deities in the Draconic Pantheon, Dragon Avatars typically devote themselves to one or more whose dogmas align with their beliefs.

Dragons are noble by nature, and serving as a Dragon Avatar is no easy task. As an Avatar, you must have unshakable faith in your dragon deity, carrying their pride in your appearance, words, and actions. You are

their prophet, and thus the vessel through which their will can be known.

Being a Dragon Avatar is unlike being the paladin of any other deity. You do more than read and abide by religious texts; protecting and ensuring the well-being of dragons is one of your top priorities. Whether good or evil, most dragon gods seek to defend their kin, even.

Resolute Dragon Avatars who never waver in their devotion to the Draconic Pantheon are granted the ultimate reward; the chance to become a dragon themselves. If you walk this path, never break your oath, and live by the codes set out by the draconic deities you follow, you might just be one of those lucky few.



TENETS OF THE DRAGON AVATARS

Tenets of Dragon Avatars vary depending on the dragons they serve.

Carry the Dragons' Value. You must uphold the values of your deity with pride, embodying them to the core.

Respect the Pantheon. While you may hold one or more dragon gods in higher regard, you must still honor the entire Draconic Pantheon. Even when another dragon god's commandments conflict with those of your deity, respect is due, for all dragon gods are forces to be reckoned with.

Smite the Disrespectful. Show no tolerance to those who dishonor your draconic deity or what they stand for.

DRAGON AVATAR SPELLS

You gain new spells at the paladin levels listed.

Dragon Avatar Spells

Paladin Level	Spells
3rd	<i>draconic aura*</i> , <i>enlarge/reduce</i>
5th	<i>draconic might*</i> , <i>hold person</i>
9th	<i>unbreakable fortress of draconic mind*</i> , <i>wind wall</i>
13th	<i>calculated strikes*</i> , <i>dragonmark*</i>
17th	<i>Kinarax's wrath*</i> , <i>Satera's blood*</i>

THE TONGUE OF THE DRAGONS

When you take this oath at 3rd level, you learn Draconic if you do not already know it.

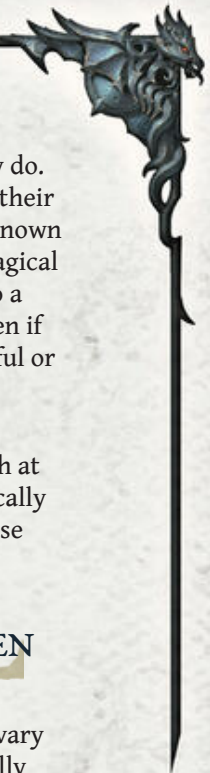
WATCHED OVER BY THE DRAGON

At 3rd level, as you begin to walk the path of the Draconic deities, you are empowered by their protection. You gain a +1 bonus to attack rolls, damage rolls, and saving throws. This bonus increases as you gain levels in this class: to +2 at 7th level, +3 at 12th level, and +4 at 20th level.



DRACONIC STEED

Starting at 7th level, when you summon a steed with the *find steed* spell, its hit points are doubled, it can speak Draconic, and it has a bonus to its ability checks, attack rolls and saving throws equal to your proficiency bonus. Lastly, it has a feat of which it meets the requirements (your choice).



APOSTATE OF THE DRAGON

Starting at 15th level, you are gifted with the Frightful Presence of the dragons.

You can use your bonus action to choose a creature that you can see within 30 feet of you. The target must succeed on a Wisdom saving throw against your spell save DC, or be frightened of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the feature for the next 24 hours.

THE AVATAR

At 20th level, you become the embodiment of your draconic deity's tenets, an avatar of the Draconic Pantheon. You have the following benefits:

- You gain blindsight with a radius of 60 feet.
- You can use your reaction a number of times equal to your Charisma modifier (maximum of 5) instead of only once.
- You are immune to one of the following damage types of your choice: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

Oath of the Treasure Warden

Paladins who take up this oath, simply called treasure wardens, serve dragons in protecting their ancient treasures. Their tasks include serving a dragon with day-to-day tasks in their lairs, consorting with them for a short portion of their almost eternal lives, or traveling far and wide to secure missing items in their master's hoard. Each paladin that takes this oath has a different way of going about their duty, which is not surprising considering every dragon treasures different things.

As most paladins are given their powers by divine entities, the word "paladin" usually has a religious or spiritual connotation. This is not really the case with treasure wardens, who can attain their abilities through a multitude of ways: they could get them from the deity of the dragon that they swear this oath to, just as they can get them from a mighty, elder dragon to whom they've done the same. Now, being a paladin and swearing an oath shouldn't be taken lightly, and most

aspiring paladins are well aware of this before they do. It is thus fair to assume that most wouldn't pledge their fealty to feeble beings. However, some have been known to receive the gifts of this oath as a result of the magical phenomena that occur when a creature is bound to a dragon with a bond that exceeds earthly limits, even if the dragon in question was not particularly powerful or special.

In return for their services, dragons bound to treasure wardens let them use the items and wealth at their disposal. As a treasure warden, you can magically conjure items from the treasure of the dragon whose wealth you are sworn to protect.

TENETS OF THE TREASURE WARDEN

The tenets followed by each treasure warden may vary according to the dragons they serve, but they usually revolve around loyalty and respect.

Never Disrespect a Dragon. Dragons are elder creatures of great power and intellect. They should be respected, even when faced in battle.

Never Steal From the Treasure. The more a paladin serves a dragon, the more items they are granted from their treasure. Stealing from a dragon is not only insolent, but futile.

No Mercy For the Petty Thieves. Any thief that dares steal from a dragon master must be swiftly hunted and efficiently dealt with.

TREASURE WARDEN SPELLS

You gain new spells at the paladin levels listed.

Treasure Warden Spells

Paladin Level	Spells
3rd	<i>identify, magic missile</i>
5th	<i>magic weapon, mirror image</i>
9th	<i>dispel magic, magic circle</i>
13th	<i>arcane eye, resilient sphere</i>
17th	<i>arcane hand, creation</i>



DRAGON'S ARSENAL

When you take this oath at 3rd level, you gain the ability to conjure items from the dragon's personal treasure.

You can use your action to conjure a maximum of three items at once. You can conjure 1 uncommon and 2 common items. You can't conjure consumables such as potions or oils. However, you can replace an item of a certain rarity with two items of a lesser rarity. To elaborate, you can choose to conjure 2 rare, 2 uncommon, or 1 rare and 1 uncommon items instead of 1 very rare item.

The conjured items remain for 1 minute, until you dismiss them (no action required), or until you fall unconscious. You can choose to summon different items every time you conjure items with this feature. The conjured items appear on you directly; worn if it's armor, wielded if it's a weapon, etc.

Starting at 10th level, you can use a bonus action instead of your action when conjuring items with this feature. The rarity of the items you can conjure also changes when you reach certain levels in this class: at 7th level (1 rare and 2 uncommon items), at 11th level (1 very rare and 2 rare items), at 15th level (1 legendary, 1 very rare, and 1 rare items) and at 20th level (2 legendary, 1 very rare items). One cannot conjure artifacts with this feature.

NO PETTY ITEMS

As a treasure warden, you are an emissary of the dragon you are sworn to. Hence, you cannot be seen with petty items. You should wear royal clothes, don jeweled armor, swing precious weapons, carry expensive accessories; all worthy of dragons' might and wealth.

It is forbidden for you to wear, wield, or use anything that is not worthy of the dragon you serve. You comport yourself with the refined mannerisms and appearance expected of you. This doesn't mean that you can't travel in simple clothes to hide your identity; that would be highly impractical. It just means that when you openly represent the dragon you serve, you should dress and behave accordingly.

CHANNEL DIVINITY

When you become a treasure warden at 3rd level, you gain the following Channel Divinity option.

Mark of the Dragon. As an action, you mark a creature

that you can see within 30 feet of you with a magical trinket conjured from your master dragon's treasure. The trinket appears on the target, and it can be seen by everyone. It is a magic item that emanates divination and evocation magic. The mark remains for 1 minute, at the end of which the token disappears.

For the duration, each time the marked creature deals damage to you, it takes 1d6 force damage.

AURA OF DRACONIC MAGIC

Starting at 7th level, the magic of the items you conjure grant you temporary protection to. When you use the Dragon's Arsenal feature, creatures have disadvantage on attack rolls against you until the end of your next turn. This duration increases by 1 round when you reach 10th, 15th and 20th levels in this class.

HARVESTER OF MAGIC

Starting at 15th level, you gain 10 temporary hit points on successful weapon attacks made with items conjured by the Dragon's Arsenal feature. If the attack is made against a spellcaster, the temporary hit points increase to 15.

SHARING IS CARING

At 20th level, the dragon allows you to share your ability to conjure items from their treasure with a trusted friend. At the end of each long rest, you can touch a willing ally, leaving the mark of the dragon on them. Until the end of your next long rest, the ally can use the Dragon's Arsenal feature once. Once used, the mark disappears.

RANGER

RANGER CONCLAVES

Dragon Slayer

Dragons are creatures of pride, wrath, wealth, mercy, and destruction. Regardless of what concept they hold dear, dragons inspire awe, commanding both respect and fear. It is thus safe to say that to hunt one is to prove yourself a worthy warrior.

As a dragon slayer, you've devoted yourself to the destruction of dragons. Whether you slay good or evil aligned dragons, dragons that have no consciousness or dragons who are infamous for bringing wrath over the common folk, you are defined by the fact that you can effectively eliminate dragons of any type.

DRAGON SLAYER SPELLS

You learn an additional spell when you reach certain levels in this class, as shown in the Dragon Slayer Spells table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Dragon Slayer Spells

Ranger Level	Spells
3rd	<i>sense dragon*</i>
5th	<i>elemental scorching*</i>
9th	<i>dragonslaught*</i>
13th	<i>cage of bones and scales*</i>
17th	<i>dragon suffocation*</i>

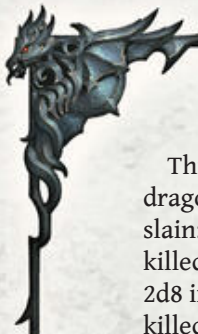
DRAGON HUNTER

When you choose this archetype at 3rd level, dragons become your favored enemy if they aren't already.

DRAGON SLAYER

At 3rd level, you develop a fighting style designed specifically to defeat dragons. When you hit a dragon with a weapon attack, you deal an additional 1d6 damage of your weapon's damage type.





This damage increases with the total number of dragons you and your allies within 120 feet of you have slain: to 1d8 if you've killed 5 or more, to 1d10 if you've killed 10 or more, to 2d6 if you've killed 15 or more, to 2d8 if you've killed 25 or more, and to 2d10 if you've killed 50 or more.

DRACONIC RESILIENCE

Starting at 7th level, you have advantage on saving throws against effects caused by creatures of the dragon type. When you succeed on such a saving throw, you have advantage on your next weapon attack roll against the dragon.

FATAL STRIKES

Starting at 11th level, your strikes against dragons become much deadlier. Your weapon attacks score a critical hit on a roll of 18, 19, or 20 against creatures of the dragon type.

EVASIVE STRIKE

Starting at 15th level, whenever you make a Dexterity saving throw to take half damage from an effect, you take no damage if you succeed on the saving throw, and take half damage if you fail.

Warden of Dragons

Dragons are revered by the wardens who prioritize their protection and comfort. As one of these wardens, you've dedicated yourself to the protection of dragons, the preservation of endangered species, and the safekeeping of abandoned dragon eggs until they hatch. As a result, you are granted a spiritual companion in the shape of a dragon that hovers around you, aiding you in your battles against the forces that threaten the well being of dragons.

THE SPIRITUAL DRAGON

At 3rd level, you start to develop a bond with the spectral image of a dragon. As a bonus action, you can summon a Small spiritual dragon, who appears in an

unoccupied space of your choice that you can see within 15 feet of you.

Once on each of your turns, when you hit a target with a weapon attack, the spiritual dragon also hits the target with a ray of primal energy, dealing 1d4 damage of a type you choose from the following when you gain this feature: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder. This damage increases to 1d8 when you reach 11th level in this class.

The spiritual dragon cannot be harmed, and it remains until you send it back as another bonus action or until you fall unconscious.

WARDEN OF DRAGONS SPELLS

Also starting at 3rd level, you learn an additional spell of 1st level or higher when you reach certain levels in this class, as shown in the following table. Each spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

Warden of Dragon Spells

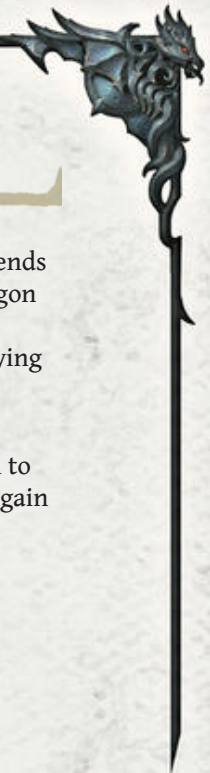
Ranger Level	Spells
3rd	<i>dragonbrand weapon*</i>
5th	<i>cries of the dying dragon*</i>
9th	<i>eyes of the dragon*</i>
13th	<i>everflaming ignition*</i>
17th	<i>Kinarax's wrath*</i>

SPIRITUAL BREATH

Beginning at 7th level, you can use your bonus action to cause the spiritual dragon to help you with its breath weapon. The dragon exhales primal destructive energy in a 15-foot cone. Each creature in that area must make a Dexterity saving throw against your spell save DC, taking 1d8 damage of the damage type that you have chosen in the Spiritual Dragon feature on a failed save, or half as much damage on a successful one.

The area of the breath weapon increases to a 30-foot cone when you reach 15th level in this class.

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



PROTECTIVE WINGS

At 11th level, your bond with the spiritual dragon protects you. When you take damage, you can use your reaction to cover yourself with the spiritual dragon. When you do so, you gain resistance to all damage until the start of your next turn. For the duration, you can't use other features of the spiritual dragon. When the duration ends, the spiritual dragon reappears in an unoccupied space within 15 feet of you.

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

DRAGON WINGS

When you reach 15th level, your spiritual dragon lends you its wings. As a bonus action, you cause the dragon to cover your body and its spiritual draconic wings sprout from your back. For 1 minute, you have a flying speed equal to twice your walking speed, and your movement does not trigger opportunity attacks.

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

ROGUE

ROGUISH ARCHETYPES

Hoard Thief

Some rogues steal for survival, others for the thrill. But you? You have your sights set on something far grander: dragon hoards. You don't waste time on coin purses or trinkets when entire vaults of legendary riches are waiting to be claimed. Your mind is constantly calculating: How do you bypass the traps? How do you survive the dangers? And, most importantly, how do you carry it all?

For you, there are only two possible endings: rolling in more treasure than you know what to do with, or dying in the attempt.

DRAGON EXPERT

You've spent years studying dragons; listening to stories, poring over ancient texts, and maybe even surviving a few encounters of your own. When you choose this subclass at 3rd level, you have advantage on Intelligence (Arcana, History, Nature, and Religion) checks related to dragons.

Also, you can speak, read, and write Draconic.

HOARDER

Also starting at 3rd level, you know how to spot the good stuff, and you train yourself to haul more than most people could dream of carrying. You gain the following benefits:

- Your carrying capacity increases to your Strength score times 25 (instead of 15).
- You can use your action to size up a creature or appraise an object.

If you appraise an object, you learn its rarity.

If you appraise a creature, the GM makes an Intelligence check in secret, using your Intelligence score and proficiency bonus (DC = 10 + the creature's challenge rating or level).

On a success, you learn one resistance, immunity, or vulnerability the creature has (GM's choice), as well as its highest saving throw. You don't learn any numerical value.

On a critical failure, you get false information, and a vital one at that. This could lead to disastrous mistakes; for instance, make you think that the creature is vulnerable to fire damage when it actually absorbs it for vitality.

The DC decreases by 2 when you reach 17th level in this class.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

MEMORIZE ITEM

Finally, starting at 3rd level, you acquire a rare gift. Once you see a magic item, you never forget how it works. Moreover, for a short time, you can even turn another item into a copy of it.

When you use your action to touch a magic item,

you instantly learn its properties, as if you've cast the *identify* spell, and memorize its properties. Later, you can use another action to transform an item into one you've memorized. You can memorize a number of items up to your Intelligence modifier (a minimum of one item), and the item you're changing must be one rarity lower than the memorized item (for example, you can turn a rare item into a very rare one). The transformation lasts 1 minute or until you choose to

end it (no action required), after which point the item reverts to its original form.

If the memorized item requires attunement, you stay attuned to it if you were already attuned to the transformed item.

The number of items you can memorize with this feature increases by 1 when you reach 17th level in this class.

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

SOFT SPOT

At 9th level, you can spot dragons' weak points after just one encounter. When you hit a dragon with a weapon or spell attack, you have advantage on your next attack roll against it within 1 minute.

HOLD'EM

Even the mightiest creatures can be frozen in place with the right trick up your sleeve. Starting at 13th level, you can cast *hold monster* spell without expending a spell slot. Intelligence is your spellcasting ability for this spell, and dragons have disadvantage on their saving throws against it. The DC increases by 1 when you reach 17th level in this class.

Once you use this feature to cast the *hold monster* spell, you must finish a long rest to cast it in this way again.

THERE IS NO RETIREMENT

You are always trying to best yourself, find one job that outweighs them all, and your soul won't find rest until you do. At 17th level, you lose the ability to die until you pull off your greatest score. If you die before that, your body dissolves and reforms somewhere safe (a friend's home, your birth place, a sanctuary etc.) within 1d4 days, though all your belongings are lost.

You and the GM decide when you are going to retire, after which point your death will be painfully permanent. You won't be able to be brought back by any means short of a *wish* spell, or Divine Intervention brought about by a cleric.



Scale Stealer

There's a rumor among thieves and scoundrels about a mysterious group of people who turn others into lizard-like creatures and then eat their scales. It is true that such individuals, called Scale Stealers, exist, but contrary to the rumors, they don't actually turn their victims into lizards. Instead, they magically transform their own bodies, growing dragon-like scales called dragon beads that they later harvest to tap into various draconic powers.

The practice of the Scale Stealers dates back to ancient times, when mortals discovered that some dragon scales held powerful arcane energy. After years of study, the scholars figured out how to transform a creature's skin into something that resembled dragon scales, but the process came with a price; the creature had to be harmed. Unable to perfect the method, the researchers abandoned their work and hid their findings. That is, until a rogue stumbled upon the lost knowledge. From that, the Scale Stealers were born.

BEAD HARVEST

When you choose this archetype at 3rd level, you become privy to the ancient knowledge possessed by Scale Stealers and learn how to transform skin into dragon beads, which you can then harvest.

Whenever you deal damage to a creature with the Sneak Attack feature, the entire wound is covered with beads for 1 hour. When the creature dies, you can harvest its beads to enhance yourself. The number of beads you can collect from a creature is equal to the number of times you have dealt damage to it using your Sneak Attack within the last hour. Harvesting beads from a creature takes three rounds, and the magical beads you can harvest in this way are called "stolen beads".

A stolen bead is the size and weight of a gold coin and retains its magical properties for 24 hours after being collected. As long as it still holds magic, it cannot be destroyed.

You can harvest stolen beads from dragons without dealing damage to them with your Sneak Attack feature, as they are already covered with scales. However, not all their scales hold the magical powers that you need. You can harvest 3 stolen beads from wyrmlings, 6 from young dragons, 12 from adult dragons, 24 from ancient dragons, and 48 from greatwyrms.

CONSUME BEADS

Also starting at 3rd level, you can absorb the magic contained within stolen beads to gain different powers. Once you absorb the magic within a stolen bead, it turns to dust. Absorbing the magic within a stolen bead requires a bonus action, and the bead turns to dust once the magic inside has been depleted. Once you absorb the magic inside a stolen bead in this way, you gain one of the following benefits of your choice:

Draconic Strike (2 Stolen Beads). The next time you hit with an attack within one round deals an additional 1d6 damage of a type determined by rolling a d4: 1 - fire, 2 - cold, 3 - lightning, 4 - acid.

The damage of this feature increases by 1d6 when you reach certain levels in this class: to 2d6 at 9th level, to 3d6 at 13th level, and to 4d6 at 17th level.

Dragon's Flight (Varies). You expend a number of stolen beads. A pair of wings sprout from your back, lifting you off the ground. You gain a flying speed equal to your walking speed. The effect lasts for a number of rounds equal to the number of stolen beads you expend. When the effect ends, the wings vanish.

Soul Armor (Varies). You expend a number of dragon beads to cover your body and protect you from harm. For 1 minute, you gain a +1 bonus to AC for every three dragon beads you expend.

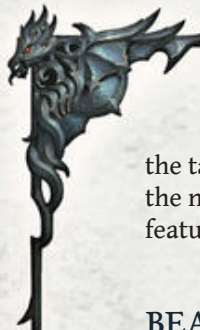
Vibrant Beads (1 Stolen Bead). Your body becomes covered in beads that shift colors to match your surroundings. You gain advantage on Dexterity (Stealth) checks for 1 minute.

SWIFT STEAL

At 9th level, you learn to collect beads from your target before it dies. When you deal damage to a creature within 5 feet of you using your Sneak Attack feature, you can immediately harvest a stolen bead from its body as part of the same attack.

DRAGON BEAD SMITE

Starting at 13th level, you become so attuned to the magic of the dragon beads that you can harness much of their powers for a single attack. When you hit a creature with a weapon attack, you can expend a number of stolen beads (maximum of 5 beads) to deal extra damage of the weapon's damage type to the target. The extra damage equals twice the number of the stolen beads that you expend with this feature. If



the target is a dragon, the extra damage equals thrice the number of stolen beads you expend with this feature.

BEADED THIEF

Starting at 17th level, as long as you have dragon beads on you, your skin looks scaled in places, your eyes are lizard-like and your teeth are sharp just like a dragon's. This form alters your abilities and enhances you physically since you are always harnessing a bit of the magical essence of the beads at all times.

If you have any amount of dragon beads, you gain the following benefits. Otherwise, your body reverts to its original form and you don't gain the benefits.

- Your speed increases by 30 feet.
- You can see in dim light as if it were bright light, and up to 120 feet in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.
- You stop aging, and you can't be aged magically.
- Your AC score increases by 1.

SORCERER

SORCEROUS ORIGINS

Ancient Dracoserpent

Being an abominable, or sacred to some, mixture of serpentine creatures and dragons, a dracoserpent is a frightening foe. It can regenerate fatal wounds like serpents, breathe death like dragons, and possess a cunningness that exceeds both creatures. An ancient dracoserpent is the most dangerous of this species, prowling the surface and the depths of the oceans since primordial times.

As a sorcerer of this bloodline, you or one of your ancestors were either subjected to experiments aimed at harnessing the powers of a dracoserpent, served an ancient dracoserpent and received the gift of sorcery in return, or you or your ancestors were descendants of serpentine creatures, who trace their lineage back to an ancient dracoserpent.

DRACOSERPENT'S ARCANE ENDURANCE

Starting at 1st level when you choose this archetype, you regain 1 hit point when you deal damage with a sorcerer spell. The number of hit points you regain with this feature increases by 1 each time you gain a feature of this archetype.

ARCANA OF SCALES

Also at 1st level, you learn the *dragon wrath* cantrip (p. 157). This cantrip doesn't count against the number of cantrips you know. When you cast this cantrip, it can only deal acid or poison damage, and you choose the damage type each time you cast it.

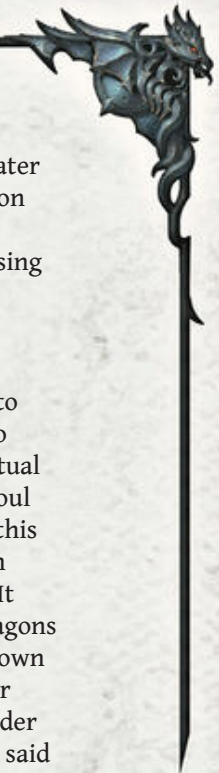
Starting at 2nd level, you can spend 1 sorcery point to cast the cantrip twice as part of the same action. You can target different creatures or choose different damage types for the two instances of the spell.

The cantrip itself becomes more powerful when you reach 5th, 11th and 17th levels, and the cost to cast it twice increases by 1 sorcery point at each of those levels. However, you can still choose to spend only 1 sorcery point to cast the base version of the cantrip twice.

GREATER ARCANA OF SCALES

At 6th level, you learn the *dragonbrand weapon* (p. 152) spell. This spell doesn't count against the number of spells you know. You can cast this spell without expending a spell slot. Once you cast it in this way a number of times equal to 1 + your Charisma modifier (a minimum of once), you must finish a long rest to do so again.

Additionally, the spell attack you make with the *dragon wrath* cantrip also counts as a weapon attack, allowing it to interact with spells such as *dragonbrand weapon*.



get their powers from their bloodline. A Dragon Eater is someone who has consumed the heart of a dragon in a ritual to permanently change their body and soul, becoming a sorcerer in the process, and infusing themselves with the primal magic of dragons.

The ritual, known as Draconic Awakening, is an ancient practice, first discovered as a result of the mortals' jealousy of dragons, which pushed them to more and more gruesome methods as they tried to become more like these majestic creatures. The ritual permanently kills the dragon, shattering their soul into countless pieces. A dragon consumed in this way can only be brought back if the Dragon Eater responsible for its demise is killed. It should thus come as no surprise that dragons despise Dragon Eaters, and hunt them down at every turn in order to bring back their lost kin. Though extremely rare, some elder dragons nearing the end of their lives are said to use this method as a means of reincarnation, transferring their essence into younger forms of life. There are also whispers of Dragon Eaters who become dominated by the dragon's will, losing their own identities in the process, as the dragon absorbs them.

RESIDUE OF SERPENTINE MAGIC

Starting at 14th level, you have advantage on saving throws against spells and other magical effects.

DESTRUCTIVE SORCERY

Starting at 18th level, you can cast the *dragonbrand weapon* spell as a cantrip. It doesn't count against the number of cantrips you know. Additionally, you can cast the *dragon wrath* spell up to four times, instead of twice, by spending a number of sorcery points as explained in the Arcana of Scales feature.

Dragon Eater

Dragon Eaters are sorcerers who were not born with the power of sorcery in contrast to other sorcerers, who

DRAGON'S DREAM

At 1st level when you choose this archetype, your body and soul are changed forever. You re-experience the memories of the dragon you consumed from time to time, your dreams become entwined with its experiences, and your body begins to exhibit draconic traits. As a result, you gain one of the following benefits of your choice:

Knowledge of the Ages. You inherit some part of the dragon's knowledge. You gain proficiency in two skills or tools of your choice. You also learn how to read and write two languages of your choice.

Posture of the Dragon. You inherit the majestic and frightening posture of the dragon. Your Charisma score increases by 1, up to a maximum of 20, and you have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks.

Soul of the Dragon. You can use your bonus action to shape the dragon's soul into a weapon. You choose the shape of the weapon. When you attack with the weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Tail of the Dragon. You grow a draconic tail. With this tail, you can take the Use an Object action as a bonus action. The tail can't hold weapons and shields but



allows you to drink potions, hold spell components and activate magic items.

Twinned Draconmind. You inherit the mind of the dragon whose heart you've consumed. This mind, once belonging to a mighty dragon, enhances your spellcasting greatly. When you cast a spell as a bonus action, you can cast a spell that is not a cantrip as an action, thus ignoring the rules of spellcasting. Once you use this feature, you must finish a short or long rest to use it again.

DRACONIC ESOTERISM

At 6th level, you uncover some of the mythical secrets harbored by the dragon whose heart you've devoured. You gain one of the following abilities of your choice:

Deific Majesty. You choose one of your ability scores, and it becomes equal to your Charisma score. The chosen ability score does not increase when your Charisma score increases later on.

Elemental Domination. You choose one of the following damage types: acid, cold, fire, lightning, thunder, poison. When you deal damage of the chosen type, it ignores resistance to that damage. Starting at 14th level in this class, damage of the chosen type also treats immunity as resistance.

Knowledge of the Ages. You inherit some part of the dragon's knowledge, gaining proficiency in two skills

or tools of your choice. You also learn how to read and write two languages of your choice.

Master Caster. The number of sorcery points you have increases by half your sorcerer level (rounded down).

Warrior of the Skies. When you take the Attack action, you can use your bonus action to make another weapon attack.

MAGIC EATER

Starting at 14th level, you start feeling a hunger for more magic. Consuming a dragon's heart and soul has only awakened an insatiable need for more. To feed this hunger, you learn to absorb magical energy.

When you take damage from a spell or other magical effect, you can use your reaction to spend a number of sorcery points to consume the magic from the spell or the magical effect, reducing the damage by a number equal to five times the number of sorcery points you spent. You can spend up to 5 sorcery points in this way at a time.

ONE WITH THE DRAGON

At 18th level, you become fully attuned to the dragon you've consumed, gaining one more benefit from each of the Dragon's Dream and Draconic Esoterism features.

WARLOCK OTHERWORLDLY PATRONS

Dragon Incantator

Dragons are mighty creatures, as proven by the fact that some elder dragons have even been known to ascend to godhood. Some dragons select mortals to be their warlocks, and use their power to bestow curses and blessings upon them. You have been selected for such an honor, pledging yourself to a dragon whom you've accepted as your patron.

CONDITIONS OF THE DRAGON

When you choose this archetype at 1st level, work with

your GM to determine the specific terms and conditions set by your draconic patron. Your GM may consult the *Draconic Pantheon* (p. 95) to see what your dragon patron might want.

EXPANDED SPELL LIST

Your draconic patron lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.



BLESSINGS OF THE DRAGON

At 1st level, you can draw upon the power of your dragon patron. When you acquire this feature, choose one of the following options from which to benefit. This choice is permanent and cannot be changed later on in the game.

Once you use this feature a number of times equal to your Charisma modifier (a minimum of once), you must finish a long rest to use it again.

Draconic Weapon. As a bonus action, you can either conjure a weapon formed from primal draconic energy or infuse a weapon of your choice with this energy. The effect lasts for 1 minute. Each time you conjure the weapon, you can choose its form. The conjured weapon deals 1d10 damage of a type you select when you gain this feature: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

If you choose to infuse a weapon, it deals an additional 1d8 damage of the selected type for the duration.

You can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls made with these weapons. Weapon attacks made with the conjured or infused weapon are considered magical.

Dragon Scales. As a bonus action, you conjure an armor made of dragon scales, which remains for 1 minute. The armor grants you resistance to one damage type of your choice for the duration.

Also, for the duration, when you are hit by a spell or weapon attack that you were aware of, you can use your reaction to reduce the damage by 1d4.

Eyes That Glow. As a bonus action, your eyes glow with the color chosen by your dragon patron, determined by the GM. This effect lasts for 1 minute, during which time, you have blindsight with a radius of 60 feet. Also for the duration, when you hit with a spell or weapon attack, you deal an extra 1d8 damage of one of the following damage types, chosen by you when you gain this feature: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

If you hit with a spell attack that affects more than one target, each creature takes the additional damage. Similarly, if a spell creates several beams or rays, each of them deals the additional damage.

SWIFT ESCAPE

Starting at 6th level, you can grow spectral wings for a limited time. When you are targeted by an attack that

Dragon Incantator Expanded Spells

Spell Level	Spells
1st	<i>draconic aura*</i> , <i>enlarge/reduce</i>
2nd	<i>draconic might*</i> , <i>warding bond</i>
3rd	<i>unbreakable fortress of draconic mind*</i> , <i>wind wall</i>
4th	<i>calculated strikes*</i> , <i>dragonmark*</i>
5th	<i>Kinarax's wrath*</i> , <i>Satera's blood*</i>



you can see, you can use your reaction to grow spectral dragon wings and use them to move to your remaining speed. If you are targeted by a melee attack, the attack automatically misses. If you are targeted by a ranged attack, the attacker must succeed on a Dexterity saving throw against your spell save DC or the attack misses.

You can use this feature a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

DRAGON'S APPRENTICE

At 10th level, the bond between you and your patron grows even stronger. You can choose another Blessing of the Dragon. Also, you grow draconic wings that grant you a flying speed of 30 feet.

DRAGON'S CHOSEN

Starting at 14th level, you become the champion of your patron. Your *eldritch blast* spell deals an additional 1d10 damage of a type you select when you gain this feature: acid, cold, fire, force, lightning, necrotic, poison, psychic, radiant, or thunder.

In addition, the option you chose for your Blessing of the Dragon feature is empowered as given below.

Draconic Weapon. The damage dealt by the conjured weapon increases to 2d10, and the extra damage dealt by the infused weapon increases to 2d6.

Dragon Scales. You gain immunity instead of resistance to the chosen damage type, and the reduction of damage increases to 1d8.

Eyes That Glow. The extra damage increases to 2d8.

The Eldest

You are the warlock of the oldest, the eldest, the mightiest of all dragonkind. The existence of this dragon is a myth even among dragons, and the power it has garnered throughout the ages is beyond the limits of imagination.

One such power is a unique flame known as the Everflame; a fire unlike any other, capable of changing its form depending on the will of the dragon wielding it. More powerful than regular flames, it strikes fear into the hearts of all creatures; even those made of fire. The ability to use this terrible flame is bestowed upon you by the Eldest.

With the Everflame, the Eldest expects you to carry out deeds in their name. These deeds can include hunting down traitorous dragons, recovering ancient draconic relics, or undertaking other mystic quests that ultimately serve the Eldest's will.

EXPANDED SPELL LIST

The Eldest lets you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

The Eldest Expanded Spells

Spell Level	Spells
1st	<i>burning hands, false life</i>
2nd	<i>flame blade, flaming sphere</i>
3rd	<i>bestow curse, fireball</i>
4th	<i>fire shield, wall of fire</i>
5th	<i>cloudkill, flame strike</i>

EVERFLAME

At 1st level, you learn to infuse your fiery spells with the power of the Everflame. When you cast a damage-dealing spell, you can choose to change the damage type to one of the following of your choice: acid, cold, fire, lightning, or poison.

You also gain one of the following benefits of your choice:

Searing Everflame. When you deal acid, cold, fire, lightning or poison damage with a spell, it ignores resistance to damage.

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

Warrior of the Everflame. When you cast a damage-dealing spell, you can use your bonus action to make a melee weapon attack.

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

EMBRACE OF THE DRAGONS

Also at 1st level, dragons start to see you as one of their own. You carry a sign of the Eldest, which all the dragons recognize and respect as a sign of great power, and which dragons find to be a symbol of affinity. You know Draconic, and you have advantage on Charisma (Deception), Charisma (Intimidation) and Charisma (Persuasion) checks against creatures of dragon type.

ETHEREAL FLAMES

At 6th level, the Everflame imbues you with new abilities, making you a powerful servant of the Eldest.

You gain one of the following benefits of your choice:

Dark Flames of Everlife. You can use your bonus action to choose a creature that you can see within 60 feet of you. For 1 minute, its shadow comes to life, requiring your concentration as if concentrating on a spell. For the duration, each time you deal damage to the creature with a weapon or spell attack, its shadow makes a melee spell attack against the target, using your statistics, and dealing 1d6 necrotic damage on a hit. This damage increases to 2d6 when you reach 10th level in this class.

Once you use this feature, you must finish a short or long rest to use it again.

Weapon of the Everbreath. As a bonus action, you can breathe out a fragment of the Everflame to create an ethereal weapon. This weapon remains for 1 minute, is magical, and allows you to make two attacks, instead of one, whenever you take the Attack action on your turn while using it. Regardless of the weapon's form, it deals 1d8 radiant damage on a hit. You can use your Charisma modifier, instead of Strength or Dexterity, for attack and damage rolls made with this weapon.

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

PROTECTION OF THE ELDEST

Starting at 10th level, you have resistance to two damage types of your choice.

EVERFLAME IN THE VEINS

Starting at 14th level, you can imbue yourself and your allies with the might of the Everflame.

As an action, you choose a number of allies up to your Charisma modifier (minimum of one ally) that you can see within 60 feet of you. For 1 minute, you and the chosen allies are covered with the Everflame. For the duration, when you and your chosen allies hit with a weapon or spell attack, you deal an extra 1d6 damage of one of the following types of your choice: acid, cold, fire, lightning, or poison. You and your chosen allies also emanate a 5-foot aura of Everflame for the duration. When a creature enters the aura for the first time or ends its turn within, it takes 1d6 damage of the chosen damage type.

Once you use this feature, you must finish a short or long rest to use it again.





WIZARD

ARCANE TRADITIONS

School of Dracomancy

Wizards of the School of Dracomancy, or Dracomancers for short, are non-dragons who have a particular affinity for the rare and beautiful form of magic called *Dracomancy* (p. 113). This ancient school has been around ever since dracomancy was invented, and they have dedicated themselves to learning the intricacies of this mystical spellcasting practice.

Having unlocked the secrets of dragons through years of study and intuition passed on through generations, members of this school can use dracomancy with more mastery than other non-dragon practitioners of this art form, even if they cannot do so as well as their dragon counterparts.

IMMUTABILITY

When you select this school at 2nd level, using dracomancy doesn't drain your life force as much as it does other mortals, and you bounce back a lot faster than other mortals do after doing so.

Casting a spell with dracomancy reduces your hit point maximum by a number equal to three times the spell level (instead of five). This reduction lasts until you finish a short or long rest (instead of a long rest).

COLLECTIVITY

Starting at 2nd level, the presence of fellow school members unlocks the collective spellcasting abilities of dragon dracomancers, breaking the limits that bind non-dragon practitioners.

When you cast a spell using dracomancy, another wizard of the School of Dracomancy within 60 feet of you can use the spell's momentum to cast a spell of one level higher, and vice versa. This range increases to 150 feet when you reach 10th level in this class.

CAMARADERIE

At 2nd level, your interest in dracomancy catches the attention of a very young dragon, who binds itself to

your soul. You, or the GM, design a 1st-level dragon using the rules explained in the *Dragon Leveling* section. You can use your action to summon that dragon, which remains for 1 minute, until it drops to 0 hit points, or until you dismiss it as another action. When the dragon disappears, it returns to its own lair; a safe haven for the dragon, floating in the Astral Plane.

Although this dragon can stay with you until your final days, it may choose to leave you if you commit an action that severely defies the dragon's characteristics or values. It has free will, hence it does not have to follow your commands. It is friendly to you and your allies unless you harm it in any way. Discuss with your GM to determine whether you or they have the dragon's statistics. If the dragon chooses to leave you, you or the GM can design a new dragon following the same guidelines.

The level of the dragon increases by 1 for each 2 levels you gain in this class after the 2nd.

Once you use this feature, you must finish a short or long rest to use it again.

PRODUCTIVITY

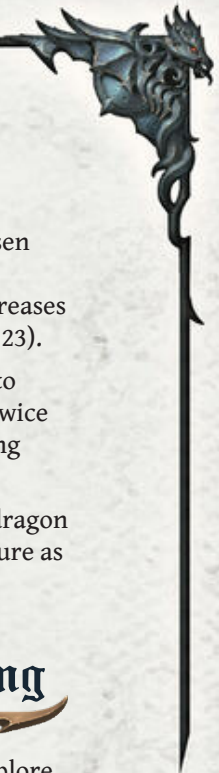
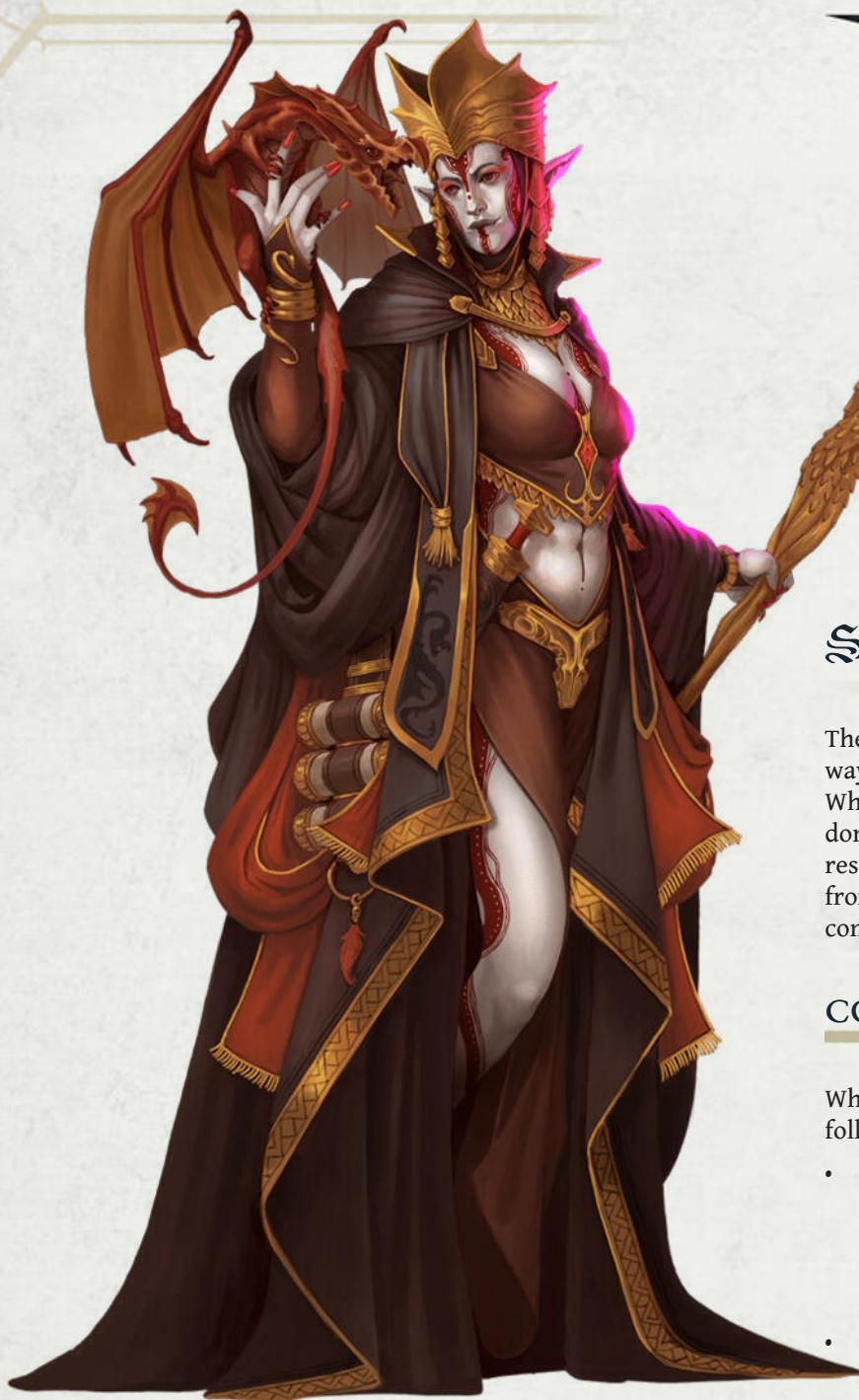
At 6th level, you can use your knowledge of draconic powers to reshape spellcasting as dragons do, gaining the following benefits:

- You can use your reaction to cast spells of which the casting time is one action, just as dragons do.
- You can cast two spells on a turn, ignoring the restrictions of normal spellcasting. Once you use this benefit, you must finish a short or long rest to do so again.

FRATERNITY

At 10th level, you've formed a bond with the majestic creatures you've studied for so long, allowing you to understand their way of thinking and use dracomancy together. You gain the following benefits:

- You can use Intelligence, Wisdom or Charisma score as your spellcasting ability. The chosen score increases by 2 (to a maximum of 21). This choice is permanent.



- When you cast a spell using dracomancy, an ally dragon within 300 feet of you can use the spell's momentum to cast a spell of one level higher, and vice versa.

MASTERY

At 14th level, you become a veritable master of your craft, having developed your abilities as much as possible for a non-dragon. You choose two of the following benefits:

- You can use your summoned dragon or a member

of your school as a spellcasting focus.

- The bonus to the chosen ability score in the Fraternity feature increases to 4 (to a maximum of 23).
- You can use the ability to cast 2 spells on one turn twice before finishing a short or long rest.
- You can summon or dismiss the dragon designed in the Camaraderie feature as a bonus action, instead of an action.

School of Dragon Conjuring

The wizards of the School of Dragon Conjuring explore ways of mastering the power of draconic forces. Whether they acquire their prowess by establishing domination over them or through their unwavering respect for them, the wizards of this school stand apart from other mortals with their ability to conjure and command dragons.

CONJURING DRACONIC ESSENCE

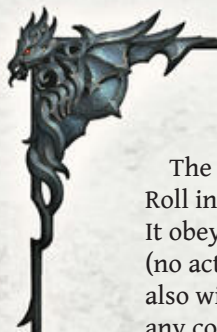
When you select this school at 2nd level, you gain the following benefits:

- You can use your action to conjure draconic scales which cover your skin for 1 minute, during which time you have a +2 bonus to AC. Once you use this feature, you must finish a short or long rest to use it again.
- You have advantage on Intelligence (Arcana, Nature, or Religion) checks regarding dragons.

DRAGON CONJURING

Starting at 2nd level, you can use your action to summon a dragon with a challenge rating of 1 or lower. This challenge rating increases when you reach certain levels in this class: to 2 at 6th level, to 4 at 10th level, and to 6 at 14th level.

The dragon appears in an unoccupied space that you can see within range. For it to remain, you must maintain your concentration on the dragon (as if concentrating on a spell). It disappears when you lose your concentration, it drops to 0 hit points or at the end of 10 minutes.



The dragon is friendly to you and your companions. Roll initiative for the dragon, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as the dragon is also willing to execute the action. If you don't issue any commands to the dragon, it defends itself against hostile creatures but otherwise takes no actions.

The GM has the dragon's statistics.

Once you use this feature, you must finish a short or long rest to use it again. You can use this feature twice at 6th, three times at 10th, and four times at 14th level before finishing a short or long rest.

DRACONIC CONJURATION

At 6th level, you gain mastery over draconic essences. When you summon a creature with a conjuration spell, you can choose to imbue it with draconic might. When you choose to do so, the summoned creature emanates a 10-foot aura of might. When an enemy enters the aura for the first time on a turn or ends its turn within, it must succeed on a Wisdom saving throw against your spell save DC or take 1d6 force damage.

Once you use this feature, you must finish a long rest to use it again.

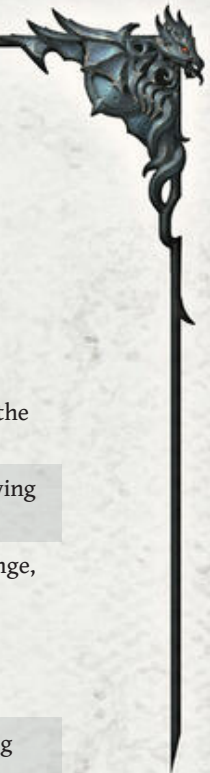
PRIMAL ENERGY INFUSED

At 10th level, you can alter your attacks with draconic primal energy when you summon a dragon with your Dragon Conjuring feature. When the summoned dragon is within 30 feet of you, your weapon attacks deal an additional 2d6 damage of a damage type of your choice: acid, cold, fire, lightning, or poison. If a spell targets more than one creature, you choose one of them to take the additional damage.

DRACONIC FORTITUDE

At 14th level, your vitality intertwines with the dragons you conjure. If you drop to 0 hit points while within 30 feet of a dragon summoned by your Dragon Conjuring feature, you regain a quarter of your hit point maximum. When this happens, the summoned dragon vanishes.





DRACONIC BACKGROUNDS

Draconic Avenger

You either fell prey to a dragon's wrath, or you witnessed a dragon you revered being wronged. This experience has become a defining factor in your personality, setting you on a path of revenge, seeking ways of delivering righteous retribution to those who deserve it.

Skill Proficiencies: Two of your choice from: Arcana, Athletics, History, Intimidation, and Religion

Tool Proficiencies: One of your choice

Equipment: A set of common clothes, a trinket that reminds you of your oath, and a pouch containing 10 gp

FEATURE: UNITED BY HATRED

You know what suffering is. You can empathize with those driven by revenge, and your words strike a chord with those who possess that same burning fury. You can easily form short or long term alliances with others on a quest for vengeance, whatever their reasons may be.

SUGGESTED CHARACTERISTICS

Though their pasts may differ, all dragon avengers are united by their dedication to the singular pursuit of revenge.

d8 Personality Trait

- 1 I don't like talking about my past.
- 2 I try to remain calm, even when what's happening reminds me of my past.
- 3 I'm overcome by emotion when I meet someone who has lost a loved one.
- 4 I take every mistake personally, no matter how small, and I never forgive.
- 5 I both fear and respect the wrath of dragons.

6 I am always focused on my goal of avenging the one I lost. Nothing else matters.

7 I often find myself dwelling on the past, reliving the wrongs I've endured.

8 When I see someone else on a quest for revenge, I feel the need to help them.

d6 Ideal

1 **Wrath.** The only thing that matters is making those who wronged me suffer. (Evil)

2 **Liberation.** I must free myself from the past by completing my quest for revenge. (Any)

3 **Justice.** I see vengeance as a form of justice. (Lawful)

4 **Lone Wolf.** My revenge is all I have, and I will do whatever it takes to see it through. (Neutral)

5 **Blood Lust.** I'd do anything to avenge the ones I lost. (Chaotic)

6 **Loyal.** I stand by those who help me in my quest, no matter the cost. (Neutral)

d6 Bond

1 I once revered a dragon; I'd do anything to keep their memory alive.

2 Nothing will stop me until I destroy the dragon that made me suffer.

3 I swore an oath to a dying dragon that I would avenge it, and I will not break that promise.

4 I believe a dragon cult was behind the death of my family.

5 A dragon egg was stolen from me; I'll stop at nothing to get it back.

6 A dragon gave me a mysterious item right before it died, and I'll carry it until I uncover its secrets.



d6 Flaw

- 1 At this point, my every action is motivated by my thirst for revenge.
- 2 I make rash decisions that put myself and others in danger.
- 3 I struggle to form attachments with others, as I am afraid they too will be taken from me.
- 4 I cannot let go of a grudge, even if it would be wiser to do so.
- 5 Vengeance is a path that I must walk alone, I push away anyone who tries to get close to me.
- 6 I find it hard to trust anyone who doesn't know what loss is.

Dragon Cultist

You know that dragons are to be respected and worshiped. You are or were once a devoted follower of a draconic deity, and are now part of a cult dedicated to serving and revering dragons. The cult may ask you to pray at certain times, contribute money to the cult, or run simple errands, which may be one of the reasons why you started adventuring. Nevertheless, your whole life revolves around rituals and acts of devotion to your draconic master.

Skill Proficiencies: Two of your choice from: Arcana, Nature, and Religion

Tool Proficiencies: One of your choice

Equipment: A set of common clothes, an amulet resembling a dragon's skull, and a pouch containing 10 gp

FEATURE: DRACONIC PRESENCE

You know the signs and sigils other dragon cultists use to mark locations. At the GM's discretion, you may know whether there is a dragon cult in a town, a dragon in a dungeon, or a place of importance for your faith near a landmark, by investigating signs that may have been drawn by other cultists.

SUGGESTED CHARACTERISTICS

Dragon cultists come from diverse backgrounds and thus have varying personalities, but they all share a common reverence for dragons.

d8 Personality Trait

- 1 I hide my involvement in a cult from others.
- 2 I cannot go to sleep without praying to the draconic deity I worship.
- 3 I am fascinated by dragons and can't resist the urge to study them when they're near.
- 4 I love to hoard my treasures, just like my draconic masters.
- 5 I carry the pride of dragons.
- 6 I have the fury of the dragons, ready to come out in the face of my enemies.
- 7 I am extremely loyal to my companions from the cult.
- 8 The occult arts, especially those related to dragons, fascinate me.

d6 Ideal

- 1 **Devoted.** I live to serve my draconic deity. (Lawful)
- 2 **Liberation.** I seek to free myself from the cult. (Any)
- 3 **Fury.** I must wield more and more power no matter what in order to make my draconic deity proud. (Chaotic)
- 4 **Sage.** I believe that the secrets of dragons hold the key to understanding the creation of the universe; thus it must be studied. (Neutral)
- 5 **Ambitious.** I must rise in the ranks of the cult. (Any)
- 6 **Revenge.** I shall destroy anyone who disrespects my draconic deity. (Evil)

d6 Bond

- 1 I owe my life to the dragon I worship.
- 2 I consider my fellow cultists to be family, and I will do anything to keep them safe.
- 3 I have a strong bond with a particular dragon, whom I'm desperately trying to find.
- 4 I seek to uncover the secrets of dragons and learn their ancient mysteries.
- 5 The cult murdered my lover, a fellow cultist, and I must avenge them.
- 6 I must protect dragon eggs. They are the future of the draconic pantheon.



d6 Flaw

- 1 I have an insatiable appetite for wealth and treasure.
- 2 I am very quick to anger when my dragon deity is insulted.
- 3 I do not like sacrificing humanoid in the name of our draconic deity.
- 4 I feel inadequate to be a part of the cult.
- 5 They say I am arrogant. No... I just know how superior I am and do not hesitate to show it, just like dragons.
- 6 The wrath of my deity and that of the cult terrify me.

Dragon Researcher

Whether you started as a mere assistant to a scholar and grew into a full-time researcher, or you always dreamed of studying these magnificent creatures, you are now a dedicated dragon researcher. Driven by a thirst for knowledge, a desire for power, or even a quest for revenge, you have become deeply knowledgeable in this field, gaining insight into the mysteries of dragonkind.

Skill Proficiencies: Two of your choice from: Arcana, History, Investigation, Nature

Languages: Draconic

Equipment: An empty notebook, a small vial of ink and three quills, a set of common clothes, and a belt pouch containing 10 gp

FEATURE: RESEARCHER

You are a recognized researcher in your field, which has earned you the respect and trust of the common folk. As a result, they are more willing to answer your questions and provide you with food and shelter when needed.

SUGGESTED CHARACTERISTICS

You burn with a desire to research dragons, even if it means risking your resources, or even your life.

d8 Personality Trait

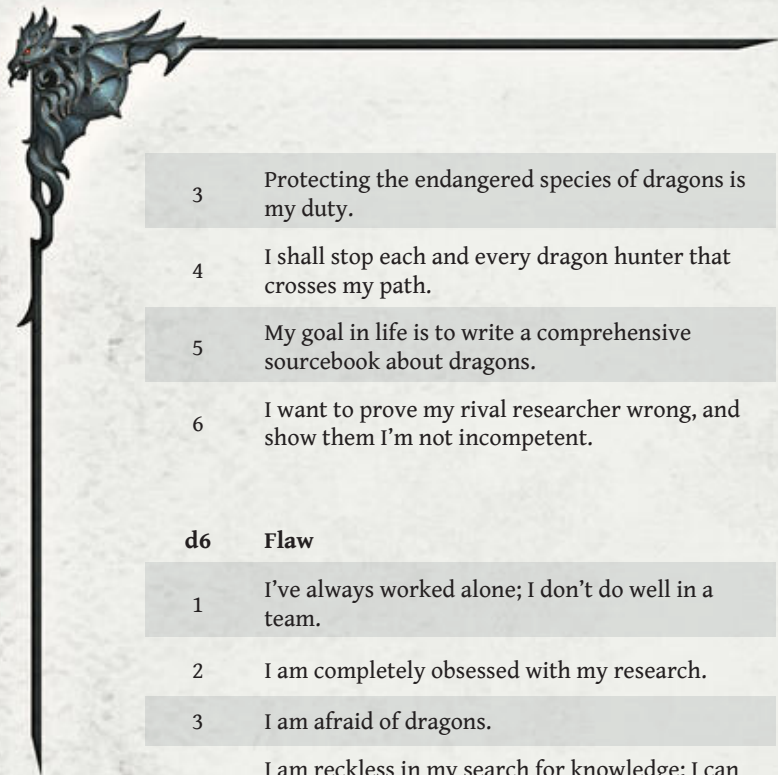
- 1 I'm prepared to die under the claws of these magnificent creatures in order to continue my research.
- 2 I'm always looking for answers and testing various hypotheses.
- 3 I like to work alone.
- 4 I don't hesitate to educate those around me about the research I conduct.
- 5 I will do whatever it takes to complete my research and publish a series of books that will serve as essential resources for new scholars.
- 6 Everything, even the smallest details matter; the truth is often hidden within nuances.
- 7 I live to learn, teach, and do research. This drives my every action.
- 8 Though I know a lot about my field, I'm as clueless as a newborn about everyday matters.

d6 Ideal

- 1 **Knowledge.** Researching dragons is my life's work, and I'm willing to do anything to know more about them. (Any)
- 2 **Curiosity.** Dragons arouse a fascination in me; a childlike curiosity. (Any)
- 3 **Power.** The phrase "knowledge is power" is even truer when that knowledge is about dragons. I want to harness that power for myself. (Evil)
- 4 **Educator.** Though I still have much to learn, I cannot help but teach others what I know. (Neutral)
- 5 **Protection.** Dragons are outstanding creatures that should be respected, protected, and studied; not feared or hunted. (Good)
- 6 **Protector.** Although I'm just a researcher, I would gladly take up arms to protect my work. (Any)

d6 Bond

- 1 I still remember and deeply respect the head-researcher that taught me everything I know about dragons. I would do anything to make them proud.
- 2 I'm looking for one particular dragon, and I won't rest until I find it.



3 Protecting the endangered species of dragons is my duty.

4 I shall stop each and every dragon hunter that crosses my path.

5 My goal in life is to write a comprehensive sourcebook about dragons.

6 I want to prove my rival researcher wrong, and show them I'm not incompetent.

d6 Flaw

1 I've always worked alone; I don't do well in a team.

2 I am completely obsessed with my research.

3 I am afraid of dragons.

4 I am reckless in my search for knowledge; I can often put myself and others in danger.

5 My research is more important than the goals and ideas of others.

6 I'm jealous of those whose research is more comprehensive than mine.

Dragon Servant

Whether by choice or by circumstance, you have spent much of your life in the company of dragons, learning their ways and serving their needs. You know when to serve their food, how to clean their claws, or even how to massage their eyelids. Perhaps you were abducted by dragon cultists, or were born within a powerful family who has been serving dragons for generations. No matter what your past consisted of, you've become a veritable expert on dragon culture and dragon care.

Skill Proficiencies: Two of your choice from: Animal Handling, Nature, Persuasion

Languages: Draconic

Equipment: A set of fine clothes, a silver ring adorned with a precious gem bearing the name of the dragon you serve, a pouch containing 10 gp

DRAGON'S BOON

The dragon you served for years has blessed you with a gift. Choose one of the following benefits or roll on the table below.

d4 Boon

1 You gain proficiency in one skill of your choice.

2 You can choose to have advantage on a saving throw against being charmed or frightened. Once you use this feature, you must finish a long rest to do so again.

3 You can choose to have resistance to the damage type of your master dragon's breath weapon until the end of your next turn. Once you use this feature, you must finish a long rest to do so again.

4 You have a +3 bonus on Intelligence (History) checks regarding dragons.

FEATURE: PROVIDER

You spent years learning and caring for the dragon's needs. Consequently, you are skilled at providing for other animals and people as well. You have advantage on Wisdom (Animal Handling) checks.

SUGGESTED CHARACTERISTICS

For most others, you may be nothing more than a servant, a caretaker, or maybe a trainer. Only you, those close to you, and the dragon you've served know that you are so much more. Having spent a lot of time with another species, dragon servants tend to be braver than most and have an easier time forming bonds with those that are different than themselves.

d8 Personality Trait

1 I am loyal to the dragon I serve and I would do whatever it takes for their contentment and protection.

2 I am good at remaining calm, even in the face of immense danger.

3 I am polite and respectful to the powerful.

4 I love taking care of others; it gives me peace.

5 I am proud of my title as a dragon servant, it says a lot about my personality.

6 I have a strong bond with those under my care, and I would do anything to ensure their well-being.

7 I am detail-oriented.

8 I am known for my patience and understanding. I always lend an ear and offer a helping hand to those in need.

d6 Ideal

1 **Loyalty.** I am loyal to the dragon(s) I serve. (Lawful)

2 **Power.** Being in the presence of a powerful figure, even as a servant, gives me enough power to put others under my influence. (Evil)

3 **Generosity.** I believe in sharing what I have with those in need; be it food, weapons, shelter, or companionship. (Good)

4 **Providing.** Caring and providing for others is in my nature, and I believe the world needs people like me. (Good)

5 **Selflessness.** I believe in putting the needs of others above my own, even if it means sacrificing my own comfort or safety. (Good)

6 **Freedom.** I want to break free from the dragon I serve. (Chaotic)

d6 Bond

1 I am and will always be loyal to the dragon I serve.

2 I had no one to help me when I was growing up; I will help others to make up for it.

3 I want to have enough power and influence to punish those who have done me wrong.

4 I've promised my dragon master to go on a quest (determined by the GM).

5 I want to prove my self-worth to my dragon master.

6 Even though I've been a servant for as long as I can remember, deep down, I just want to be free.

d6 Flaw

1 I am not good at communicating with people, and it often leads to misunderstanding. I prefer the company of animals rather than humans.

2 I am foolishly selfless, always putting the needs of others above my own.

3 Although I've spent my years as their servant, I'm afraid of dragons.

4 I believe everyone should share what they have. If they are not willing to do so, I am ready to force them or steal from them.

5 I am extremely insecure, constantly seeking validation from my dragon master and those around me.

6 After years of serving a dragon, I can't help but boast about my duties, journeys and experiences. As a result, I usually end up boring those around me.

Dragon Whisperer

For reasons known or unknown to you, you've always felt a closeness to dragons, and they've always tended to take a liking to you. Whether through your encounters with these majestic creatures or as a result of studies or training, you've honed your ability to interact with them, and can ride them, converse with them, and form a relationship with them with the greatest of ease.

Skill Proficiencies: Two of your choice from: Acrobatics, Arcana, Athletics, Charisma, Dexterity, History, Insight, Nature, Persuasion, Survival

Language Proficiency: Draconic

Tool Proficiencies: One of your choice

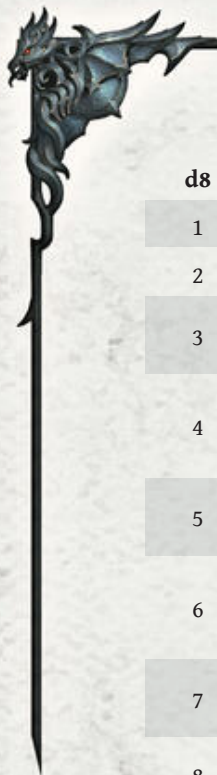
Equipment: A set of common clothes, a memento from a dragon you cherish, and a pouch containing 10 gp

FEATURE: ALL THINGS DRAGON

Your affinity to dragons makes encounters with them, or about them, much easier than they are for others. You can befriend dragons and dragonborns easily, are offered food and shelter by them, and have a special talent for dragon-riding. You need only half the usual dragon riding experience to gain each feature listed in the *Dragon Riding* section (p. 132).

SUGGESTED CHARACTERISTICS

Whether they grew up in a tribe filled with the most dedicated of dragon riders, formed a very special bond with a dragon companion, or became an expert on them through education, dragon whisperers tend to be wise and intelligent as a result of the knowledge they possess.



d8 Personality Trait

- 1 I've never met a dragon I didn't like.
- 2 I detest all dragon hunters.
- 3 I'm incredibly protective of all creatures I consider misunderstood, not just dragons.
- 4 I often underestimate mortals, as I've spent so much time in the company of beings far more powerful.
- 5 I don't trust others easily, but once I do, I'm as loyal as can be.
- 6 I love stories about dragons and use a lot of metaphoric expressions doused in dragon lore, which tends to confuse others.
- 7 My confidence is so resolute that it can be mistaken for arrogance.
- 8 I tend to be quiet and choose my words with the utmost care when I speak.

d6 Ideal

- 1 **Harmony.** I wish to bridge the gap between mortals and dragons, creating a world where they can coexist in harmony. (Good)
- 2 **Punishment.** None who hunt or steal from dragons deserve any mercy. (Evil)
- 3 **Curiosity.** The great giants of the skies are much more fascinating than anything else in all the realms. (Any)
- 4 **Travel.** One can cover distances unheard of on the back of a dragon, I would give anything to do that. (Chaotic)
- 5 **Love.** I love dragons, possibly more than my own kind. (Neutral)
- 6 **Domination.** Every dragon I befriend adds to my power, which I shall use to control others. (Evil)

d6 Bond

- 1 I was raised by dragons, and feel closer to them than I do my own kind.
- 2 I value my dragon companion above all else.
- 3 I come from a long line of dragon riders, and I wish to continue their proud tradition.
- 4 I once had a dragon companion who died to save my life, leaving behind an unhatched dragon egg. Raising it, in honor of my friend, has become my life's purpose.

5 Long ago, I betrayed a dragon's trust, and I must make amends.

6 I am connected to a dragon through an ancient prophecy. Our fates are intertwined, whether I like it or not.

d6 Flaw

1 I never suspect a dragon's dishonesty, no matter the circumstances.

2 I use my ability to charm dragons to manipulate others.

3 The death of any dragon affects me deeply, hindering my abilities.

4 I value my own opinion above everyone else's, which can cause some great ideas to slip through the cracks.

5 My love and trust of dragons makes me forget how dangerous some can be.

6 I've alienated myself from society, preferring that of dragons.

Reincarnated Dragon

Whether you know it or not, you used to be a true dragon in a previous life. For some reason, a part of your soul is tethered to your earlier existence, and you bear the marks of the life you led as a great serpent that soared through the sky. Not only do you possess various qualities that are eerily similar to dragons, you're also plagued, and blessed, by visions of a life that once was. You have dreams that you cannot explain, experiences you cannot comprehend, and an intuition you cannot understand.

Skill Proficiencies: Perception, Stealth, and one of your choice from: Arcana, Deception, History, Insight, Persuasion

Languages: Draconic

Tool Proficiencies: One of your choice

Equipment: A set of common clothes, a pouch containing 10 gp, and a memento from your previous life

FEATURE: LEGACY OF THE DRAGON WITHIN

Fate guides your life towards relics left by the dragon you used to be. When you reach 6th level, and again 11th and 16th levels, you happen upon a magic item that belonged to your former self. You find a rare item at 6th level, a very rare item at 11th level and a legendary item at 16th level. The GM determines the item you find.

SUGGESTED CHARACTERISTICS

Reincarnated dragons are usually proud, greedy, intelligent, and solitary. Those who have children are extremely protective of their young and are prone to be attentive parents. The pride of a reincarnated dragon who knows about their previous existence tends to transform into arrogance, while a reincarnated dragon who does not know the reason behind their visions may eventually be driven mad by them.

d8 Personality Trait

- 1 I always carry myself with an air of nobility and superiority.
- 2 I like to put on disguises and live someone else's life for a day, immersing myself in different cultures.
- 3 When a fight breaks out somewhere close to me, I can't help but interfere, supporting the side I believe should win.
- 4 I protect what's mine at all costs; whether that's a friend or a possession.
- 5 I never forget anything, which can be a curse just as it is a blessing.
- 6 I love everything shiny and valuable.
- 7 I'm an incredibly skilled liar and manipulator.
- 8 Though some would call me a trickster, I just think I have a good sense of humor.

d6 Ideal

- 1 Wealth. I will stop at nothing to gather a horde that's worthy of my legacy. (Chaotic)
- 2 Self-discovery. All I want is to figure out what's behind my visions so I can finally understand who I truly am. (Neutral)

- 3 Domination. I'll collect strong followers and use them to make everyone bend the knee to my will. (Evil)
- 4 Knowledge. The multiverse is fascinating, and I want to learn all that I can about anything and everything. (Any)
- 5 Responsibility. All that's needed for evil to win is that the good do nothing. I will always do what I can. (Good)
- 6 Honor. My word is my bond, and I will never stray from what I know is right. (Lawful)

d6 Bond

- 1 I'm haunted by blurry memories of a family I had long ago; faces I can barely remember but can't forget.
- 2 I have an inexplicable obsession with a particular magic item, which I try to find at every turn.
- 3 My friends are the most important thing in my life, and I'd do anything for them.
- 4 I keep dreaming of the face of a particular dragon. I must find out who it is.
- 5 I've seen how I died when I was a dragon. I'd do anything to avoid meeting the same fate.
- 6 My visions and dreams point me toward a distant mountain or cavern; I am bound to reach it, though I know not why.

d6 Flaw

- 1 Whenever someone tells me what to do, I burn with the desire to do the opposite.
- 2 I do not feel like this body is my own, and I'm careless in my treatment of it.
- 3 I hate asking for help.
- 4 My visions come and find me at the worst possible times, leaving me confused.
- 5 I'm reluctant to throw anything away, and unable to explain why.
- 6 If I deem someone unwise or unintelligent, I look down on them and pity them, perhaps alienating potential allies.



DRACONIC FEATS

APOSTLE OF FEAR

Prerequisite: Charisma 13

You've learned to mimic the terrifying presence of dragons.

As an action, choose a creature within 30 feet of you that can see you. It must succeed on a Wisdom saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) or be frightened of you for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

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

Additionally, you deal an extra 1d6 psychic damage when you hit charmed or frightened targets with spell or weapon attacks.

ATTUNED TO DRAGONS

Prerequisite: You must be at least 3rd level

You've discovered that one of your ancestors was a dragon, whose blood still runs in your veins. Its influence over your life used to be faint, but you have meditated over this buried power, learned more about your ancestral dragon in libraries or from dragon cult priests, and finally, you've uncovered the abilities carried by your magical blood.

You gain one of the following benefits of your choice, reflecting the nature of your ancestral dragon.

Dragon of the Blazing Deserts. You manifest draconic rage into physical fire. You can cast the *fireball* spell (3rd level) without expending a spell slot. When you do so, you become vulnerable to fire damage until the end of your next turn.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Dragon of the Eldritch Slumber. Your magical use of Draconic words can put others to sleep. You can cast the *sleep* spell (2nd level) without expending a spell slot.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Dragon of the Eternal Mind. You choose a creature that you can see within 30 feet of you. The target must succeed on a Strength saving throw (DC = 8 + your Charisma modifier + your proficiency bonus) or be pushed 10 feet away from you by a psychic blast.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Dragon of Frozen Wastes. You can channel the cold, cruel rage coursing through your veins and use it for protection or for destruction. You use a bonus action to gain temporary hit points equal to 5 x your proficiency bonus for 1 hour. As long as you have these temporary hit points, you deal an extra 1d6 cold damage when you hit with a weapon or spell attack.

Once you use this feature, you must finish a long rest to use it again.

Dragon of Heavenly Inspiration. You inspire your allies with your draconic powers. You can cast the *bles* spell (2nd level) without expending a spell slot.

You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Dragon of Inglorious Victories. Once on each of your turns, you can coat your weapon or ammunition with poison as part of a weapon attack. On a hit, the attack deals an extra 1d4 poison damage. This damage increases to 1d6 when you reach 7th level, and to 1d8 when you reach 11th level.

Dragon of the Siphoning Breath. You use magical Draconic words to slow others down. You can cast the *slow* spell without expending a spell slot. Your spellcasting ability for this spell is Charisma.

Until you reach 9th level, once you cast this spell using this feature, you must finish a long rest to cast it again. Starting at 10th level, you can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Dragon of Tainted Arcana. You can use dark draconic magic in return for some of your life force. As an action, reduce your hit point maximum by 1 and make a ranged spell attack against a creature using your Charisma modifier. The reduction lasts until you finish a long rest or until it is removed by the *remove curse* spell. The attack deals 1d8 poison damage on a hit, has a range of 60 feet, and appears as a phantasmal, poisoned bite or claw attacking the target.



You can target one additional creature with this attack when you reach 5th level, 11th level, and 16th level.

Dragon of Vengeful Storms. You roar with fury. You have disadvantage on Wisdom saving throws until the end of your next turn, and each creature within 30 feet of you that can hear you is struck by lightning. A creature struck by lightning must make a Dexterity saving throw (DC = 8 + your Charisma modifier + your proficiency bonus), taking 1d4 lightning damage on a failed save or half as much damage on a successful one.

This damage increases by 1d4 when you reach 5th, 11th, and 16th levels.

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

BLESSING OF THE EVERFLAME

You may have been educated by a dragon priest, devoured the knowledge in ancient draconic scrolls, or been selected by dragon gods. As a result, you have learned the secrets of the Everflame; a unique form of fire that has the power of both creation and destruction.

As an action, you can choose a willing creature that you can see within 30 feet of you and release a breath of colorful flames, which surrounds the creature. For the duration, the creature's weapon and spell attacks deal an extra 1d6 damage on a hit. The target must roll on the table below at the start of each of its turns to determine the type of damage.

Roll	Damage Type
1	Fire
2	Cold
3	Force
4	Psychic
5	Necrotic
6	Radiant
7	Thunder
8	Lightning
9	Poison
10	Acid

If your level is equal to or higher than 10, you regain hit points each time the target deals extra damage with this feat. The number of hit points regained in this way is equal to the amount of damage dealt by this benefit.

Once you use this feature, you must finish a long rest to use it again.

DRACONIC ARSENAL

Prerequisite: Dragonkin template

The new attack options you gain with the draconic aspect are improved. Your attacks provided by the Dragon's Claws, Dragon's Face or the Dragon's Tail features become magical and deal an additional damage equal to your proficiency bonus on a hit.

DRACONIC MUTATION

Your body is exposed to excess dracomancy or other forms of dragon magic. You gain the following benefits:

- Increase one of your ability scores by 1 (your choice), up to a maximum of 20.
- Although you are not a dragon, you count as a dragon for dragon-specific mechanics.

DRACONIC POISON

Prerequisite: Saterax

Your bodily poison is more dangerous than that of other saterai. When a creature is hit by a weapon or ammunition coated with your bodily poison and takes the poison damage, it must succeed on a Constitution saving throw (DC = 8 + your Constitution modifier + your proficiency bonus) or be poisoned until the end of its next turn. A creature can be affected by this feat only once per turn.

DRACONIC TRANSFORMATION

Prerequisite: Dragonkin template

Your inner draconic essence tries to resurface by transforming you into a dragon. You can assume the form of a dragon as an action. The transformation takes place as in the *polymorph* spell except you can



only transform into a dragon and you keep your mental ability scores. Once you use this feature, you must finish a long rest to use it again.

DRAGON CLAW

Prerequisite: Strength or Dexterity 15

You're able to tear through your enemies' defenses, much like a dragon ripping through city walls.

Once per turn, when you hit with a melee weapon attack, you can choose to impose a -1 penalty to the target's AC until the start of your next turn.

DRAGON DEVASTATOR

Prerequisite: Strength or Dexterity 15

Driven by a strong ambition for destruction, you've developed a special familiarity with assaulting dragons. You gain the following benefits:

- Your attacks against a dragon score a critical hit on a roll of 19 or 20.
- You have a +2 bonus to attack rolls and saving throws against dragons.
- Your weapon attacks deal one extra die of its damage against dragons on a hit.

DRAGON SCHOLAR

Prerequisite: Intelligence 15

You are a devoted scholar who has spent a lifetime studying and understanding dragons. You have the following benefits:

- You can speak, read, and write Draconic.
- You have advantage on Intelligence checks related to dragons.
- You have a +1 bonus to attack rolls against dragons.
- When you encounter a dragon, you can make an Intelligence check to understand the elemental powers that it is related to (DC = 5 + Challenge Rating of the dragon). On a success, you learn the damage types to which the dragon is resistant or immune, and the damage type of its breath weapon or any similar special attack.

DRAGON SERVANT

Prerequisite: You must pledge your servitude to a dragon, 10th level

You've devoted yourself for the service of a dragon, be it a draconic deity, a warlock patron or just a dragon that you hold dear, and proven yourself worthy of its aid. You gain the following benefits:

- You can speak, read, and write Draconic.
- You have advantage on Charisma checks against dragons, their followers, such as clerics, and creatures of draconic descent, such as dragonborns and some sorcerers.
- You can cast the *aid of the hourglass dragon* spell (p. 153) without expending a spell slot or material components. Once you use this feature, you can't use it again for a week.

DRAGON SIGHT

Dragons usually sense their surroundings rather than looking at them, and this is a power you yourself have learned to wield.

You gain blindsight with a radius determined by the number of feats you possess from *Corpus Draconis*, including this one. The radius of your blindsight is 10 feet for each such feat, up to a maximum of 30 feet.

DRAGON SOUL

Prerequisite: You must be a spellcaster

A soul fragment belonging to a dragon lies in the depths of your soul, which resurfaces when you cast a spell.

When you cast a spell by expending a spell slot, you regain a number of hit points equal to twice the level of the expended spell slot.

DRAGONKIN AFFINITY

Prerequisite: Dragonkin template

Your draconic features develop further as you age. You gain 6 points which you can spend to gain new dragonkin features. You can choose this feat up to three times.





DRAGON'S HEART-RIPPING CLAW

Prerequisite: Dragon Claw

You have learned how to bypass your enemies' defenses to strike their heart.

The penalty that you can impose with the Dragon Claw feat lasts for 3 rounds, and you deal an extra 1d6 piercing damage to targets affected by this penalty. The penalty to AC you impose on a creature with this feature at a time can't exceed -2.

DRAKE SINGER

Prerequisite: Intelligence 15, Wisdom 15, or Charisma 15

You've learned the songs sung by ancient dragons, changing, and acquiring the following abilities as a result:

- Choose three spells of 2nd level or lower from the bard spell list. Intelligence, Wisdom or Charisma (one of your choice) is your spellcasting ability for these spells. Once you cast one of these spells, you must finish a long rest to cast it again. If you are a spellcaster, the chosen spells are also added to your spell list.
- Additionally, when you fail a saving throw against a spell or another magical effect, you can choose to reroll. Once you use this ability, you must finish a long rest to use it again.

DRAKEBOUND MOUNT

Prerequisite: Wisdom 13 or Charisma 13

As an action, you can magically summon a **drakekin** (p. 248) to the nearest unoccupied space within 30 feet of you. The appearance of the drakekin is determined by you, as long as the GM approves. It understands and obeys your verbal commands. If not given any command, it does its best to protect you. You can use the drakekin as a mount, and you can ride it skillfully even if you cannot ride other mounts. Once you use this feature to summon the drakekin, you must finish a long rest to do so again.

Additionally, you and your allies have advantage on attack rolls against a creature if the summoned drakekin is within 5 feet of the target and isn't incapacitated.

FLIGHT'S BANE

You've learned a technique, a special attack, that targets a dragon's wings, temporarily disabling it so it cannot fly.

As an action, you make a ranged weapon attack against a dragon. The dragon gains a +2 bonus to AC for this attack. On a hit, the dragon takes the attack's normal damage and is restrained for 1 minute.

GENTLE TITAN

Prerequisite: Dragonkin, Saterax

Despite the fearsome reputation of your kin, you prefer to be gentle rather than intimidating.

- Increase three of your ability scores by 1, up to a maximum of 20.
- You have disadvantage on Charisma (Intimidation) checks.

GREATER MARK OF THE DRAGON

Prerequisite: Mark of the Dragon

The mark grows in power and size, taking a more complex shape.

When you hit a target marked by your Mark of the Dragon feat, you can choose to deal double damage. This effect doesn't stack with other effects that double or triple the damage dealt.

Once you use this feature, you must finish a long rest to use it again.

IMPROVED BREATH WEAPON

Prerequisite: Dragonkin template

Your inner dragon fury that grants you the Breath Weapon feature enrages even further. Your Breath Weapon affects an area of 30-foot cone instead of 15 feet. The damage die of your Breath Weapon becomes a d8 instead of a d6. Also, the DC of your breath weapon increases by 1.

MARK OF THE DRAGON

Prerequisite: You must be serving a dragon or a dragon deity

You carry the mark of a dragon or a dragon deity, and you can channel its power to strike down your enemies.

As a bonus action, you can choose a target you can see within 30 feet of you and mark it. Once on each of your turns, you have a +2 bonus to attack rolls against the target, and your attacks deal an extra 1d6 force damage to the target on a hit.

Once you use this feature, you must finish a short or long rest to use it again.

REFINED PALATE

You have a refined taste and enjoy any and all items of value, much like a dragon.

- You can use your action to touch an item and discern its exact value. Once you use this feature, you must finish a short or long rest to use it again.
- You can touch an item to cease its functions. As an action, you can touch an item with charges to render its charges unusable for 1 minute. If the item is wielded, the wielder must succeed on a DC 15 Charisma saving throw to resist this effect.

THRALL TO DRAGONS

Prerequisite: You must speak, read, and write Draconic

You've offered your services to a dragon, to whom you are now bound with absolute loyalty. In return, that dragon has blessed you with magical gifts. You gain the following benefits:

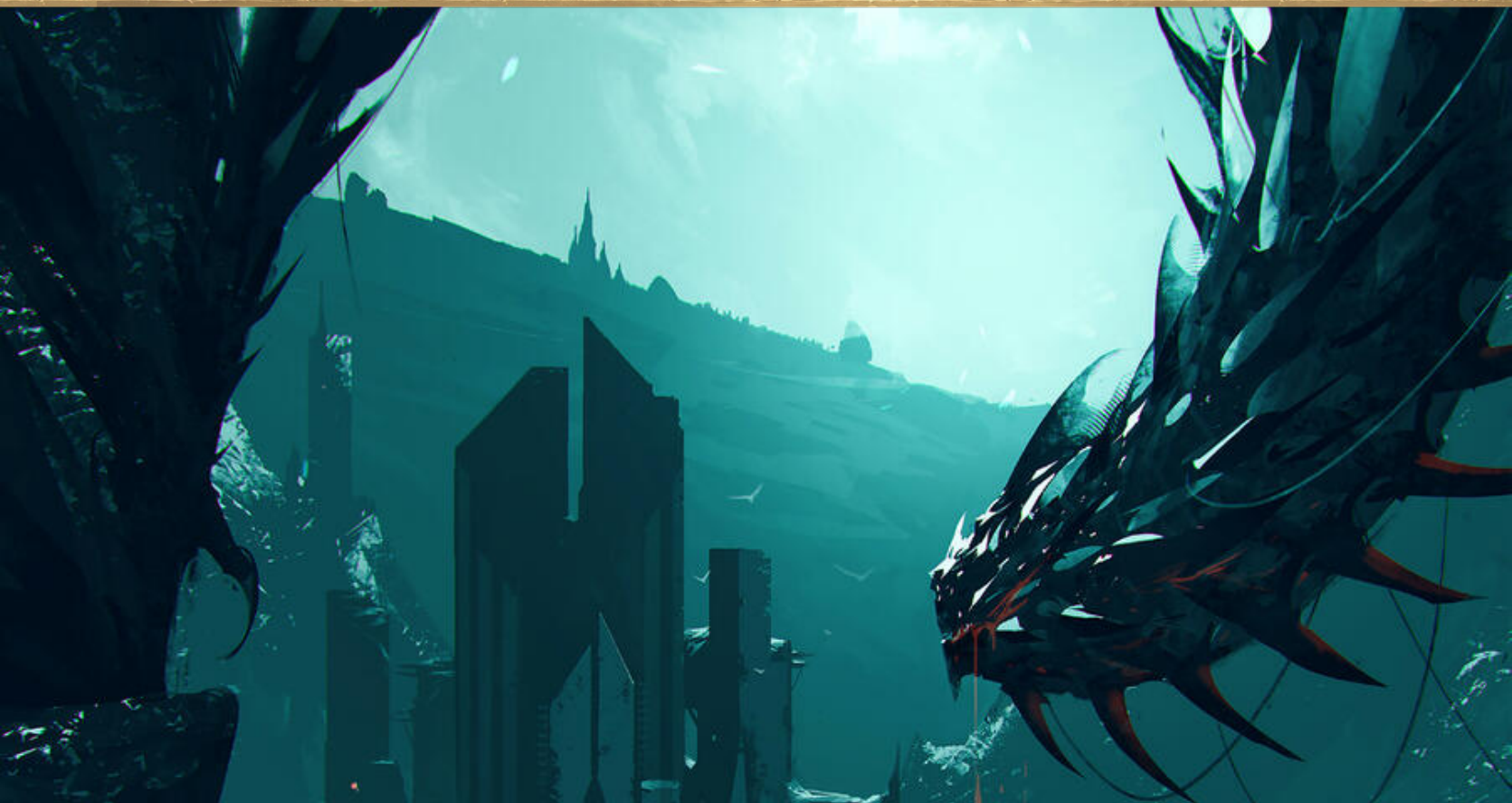
- Increase an ability score of your choice by 1, to a maximum of 20.
- You become proficient with a single type of martial weapon of your choice (such as longswords).
- You have advantage on Wisdom (Insight), Charisma (Deception) and Charisma (Intimidation) checks against creatures of the dragon type and against their servants.
- You have advantage on saving throws against a dragon's Frightful Presence, as well as against spells and other magical effects created by creatures of the dragon type.

WINGS OF DESTINY

Prerequisite: Saterax, 5th level

You have developed new methods to efficiently use your broken wings. You have a flying speed of 30 feet.

When you reach 9th level, the flying speed increases to 60 feet.



CHAPTER II
Draconic Gods and Orders





DRACONIC PANTHEON

Draconic Creation Myth

In the void before time, silence reigned over the endless nothing for many eons.

When the first heartbeat of the cosmos pulsed, it shattered the stillness and gave birth to the first dawn of existence. From this primordial echo, the essences of the two Eldest; Draconis and Kinarax, Father and Mother of Dragons, took shape. The creation of Draconis painted the void with the swirling colors of life and death. When the timeless monsters of the darkest void attacked him, Kinarax protected Draconis with her scales. With a roar that shook the foundations of the heavens, Draconis breathed into the void, igniting the stars and suns, burning away the monsters.

As the cosmos took shape, Draconis and Kinarax knew that the balance they embodied needed protectors, advisors, and creators to maintain harmony across the expanding universe. Thus, they gave birth to children imbued with primal forces; the deities who would stand with them in guiding the fate of all existence.

The first, Aetherias, born from the highest cloud and the first ray of dawn, spread his shimmering silver wings, embracing the sky as his domain. With a staff that could split the heavens, he vowed to guide those who sought wisdom and leadership, illuminating their path with knowledge and insight.

Second was Pyrathrax, emerging from the heart of the first volcano, his scales glowing like molten iron. With hammer in claw, he forged the elements, crafting the worlds and the inspiration that guides those who create with fire and passion, marking the birth of art and craftsmanship. His first act as a deity after all his siblings were created was to make gifts for all members of his family, forging a weapon for each of them.

The third to exist was Glaciar, whose imagination crystallized the coldest points of the universe, and who, wrapped in a cloak of frost, started to rule over death and solitude. Her twin sickles, born from the ice that binds her realm, would reap the souls of the departed, guiding them through the icy mist of the afterlife.

Celestior, weaving the magic of the first starlight into her crown, was the fourth, and she declared her reign over fate, knowledge, and magic. With her scepter, she opened portals to unknown realms, guiding seekers of wisdom across reality.

Venomyth, the fifth child of Draconis and Kinarax, slithered forth from the shadows, his presence a whisper in the dark. Wielding blades that could strike unseen, he embraced the secrets and survival instincts that thrive in the heart of darkness, ruling over poison and deceit.

Vergiliaxis, with scales that shone brighter than the sun, took up a greatsword, becoming the beacon of justice and glory, judging the deeds of both mortals and immortals, and guiding warriors in the pursuit of righteousness. Thus, the sixth deity was born.

From the deepest shadow, Nocturia watched as the threads of time wove the past, present, and future. With her scythe, she would remind all of the inevitable entropy, the darkness that comes before the dawn of a new era. They say she was the seventh to be born, although this doesn't matter much as she is one of the few who remember a time before her creation.

The last child of Kinarax and Draconis, Luniria, was born from the first battle cry under the full moon. She raised her greataxe, embodying the fury and wrath of war. She would lead those who fought not just for victory, but for the passion of the struggle, marking the cycles of conflict and triumph.

Together, these divine beings forged the Draconic Pantheon, a circle of power that would govern the realms of existence, guiding the fates of worlds and beings, from the mightiest dragons to the smallest forms of life.

War in the Dark

In the Pantheon's early years, a great shadow crept from the darkness they had banished, threatening to consume the universe. These were the aberrations, beings of unfathomable horror, intent on remaking existence in their twisted image. Against this tide of darkness stood the Draconic Pantheon, the first and fiercest line of defense.

The war that followed was unlike any seen before or since. The skies themselves bled as Aetherias clashed with the beings that dared defy the natural order, his *Sky Splitter* tearing through the fabric of reality to banish his foes. Pyrathrax molded the flames of creation into weapons of war; his hammer, *Molten Iron*, shattering the aberrant forms with every strike. Glaciar



unleashed the eternal cold of the void to freeze the invaders in their tracks, her sickles reaping the twisted souls with ruthless precision. And so, each member of the Pantheon engaged in battle, wielding their legendary weapons with divine and draconic fury.

As war raged across the cosmos, it became clear that the aberrations were a greater evil than the Pantheon had initially thought. Draconis, one of the Eldest, saw the toll the conflict was taking on his draconic kin, who fought valiantly alongside their deities. In a council held in battle, the Pantheon reached a harrowing decision. To save the world and ensure the survival of their kin, they would sacrifice a portion of their divine essence, channeling it into an apocalyptic spell that would banish the aberrations back to the void whence they came.

The ritual required the collective might of the Pantheon, each deity contributing a fragment of their power. Kinarax wove the essence of protection and survival into the spell, while Vergiliaxis infused it with the light of justice and glory. Celestior guided the magic through the portals of fate, ensuring its success. However, just as the casting was almost complete, Kinarax realized that banishing the aberrations back to the void would save the day, but it would not guarantee the safety of the cosmos in the eons to come. To secure an eternal barrier against the void, she sacrificed all her divine essence, pouring it into the spell to form an impenetrable shield. Thus, with the combined might of the Pantheon and the sacrifice of the Mother of Dragons, the spell was cast, a blinding light that pierced through the darkness, enveloping the aberrations and banishing them from reality.

The victory was bittersweet. The Pantheon's diminished strength meant their influence over the world waned. As time passed, mortals, whose lives are but brief flickers in all of eternity, forgot the gods who had saved them. Temples crumbled, prayers ceased, and the legends of the Draconic Pantheon faded into myth.

Yet, even in their diminished state, the gods did not abandon their creation. They retreated into the draconic realms, watching over the world from afar, guiding it subtly, ensuring that the balance was maintained. The dragons, their closest kin, remembered, passing down the tale of sacrifice and salvation through generations, keeping the memory of the Pantheon alive.

On the other hand, Kinarax's presence in the draconic realms was gone, her voice but a whisper in the wind. Temples in her name grew silent, and she faded into legend, known only to the most ancient of dragons who remembered the Mother of Dragons and her unparalleled sacrifice. However, in every dragon's heart still burns a flame of her essence. It is said that even the

youngest dragons can hear Kinarax's voice in their own roars, especially in times of darkness.

Nowadays

There are travelers wandering from the bustling streets of grand cities to the secluded corners of remote villages, telling the majestic tales of dragons, resurfacing the sagas of their creation, valor, and the War in the Dark. Their voice, whether that of a wise old man or a fervent young knight, carries the weight of centuries, captivating the hearts of those who listen. Thanks to these travelers, the sparks of draconic faith are slowly rekindled in the souls of mortals, their eyes opening to the forgotten majesty of the Draconic Pantheon, and their hearts yearning to witness the grandeur of dragons once more.

In truth, these travelers are none other than Draconis himself. Like his symbol of shifting swirling colors, Draconis wears many different faces and walks the lands as a tireless traveler whose feet never falter. He learns the ways of mortals, their cultures and emotions while reminding them of the existence of the Draconic Pantheon. In mortals, Draconis observes both grace and wickedness, reflections of the same duality he perceives in all things.

Draconis also seeks to understand his own kin, the dragons. He observes how they coexist with mortals, whether in harmony or in opposition. All that he learns, he records in a tome destined to become sacred: *Corpus Draconis*. Within its pages lie not only the lore of dragons but the very secrets of the universe, whispered by the stars and safeguarded by the dragons through millennia. As Draconis travels, he intentionally leaves some pages of the book to be found by mortals. These scattered pages often become beacons of faith, symbols of the eternal bond between dragons and mortals. Yet, in some corners of the world, these texts are seen as heretical and are destroyed by mortal hands, only to mystically reappear within *Corpus Draconis*, as though reclaimed by the will of the book itself.

Those who read its pages are forever changed. They come to see dragons not as savage, monstrous beasts, but as beings of myth; divine guardians, graceful scholars, and integral pillars of cosmic balance. Through it, Draconis ensures that the legacy of the dragons and their divine protectors endures, inspiring new generations of followers to look to the skies in wonder and reverence.

But Draconis harbors another purpose as well: to find a way to bring back his beloved mate, Kinarax. Knowing that mortals possess unmatched ambition and a unique

ability to uncover hidden truths, he holds onto the hope that their ingenuity might one day reveal a path to her return.

In his travels, Draconis also uncovers the fates of the other draconic deities; the first creations of The Eldest. His heart aches for those consumed by bitterness, angry at being forgotten, and for those who now linger in obscurity, their divine essence ignored by mortals. Yet, even in their despair, he finds a flicker of hope, a stubborn, burning desire to be remembered once more. To his joy, his efforts begin to bear fruit. Across the world, mortals are building temples to honor the dragon gods, rekindling the flames of worship that once burned so brightly.

Welcome, dear reader, to *Corpus Draconis*. As you delve into its pages, may you unlock the gates to the mysteries of the draconic realm and uncover the timeless truths they hold.

The Pantheon

This section introduces the members of the Draconic Pantheon, providing detailed information about each deity's titles, roles within the pantheon, symbols, common worshipers, alignments, and the typical alignments of their followers. The details presented, especially regarding alignments, are meant to offer insights into the nature and structure of the Draconic Pantheon.

The *Follower Alignments* highlight the common alignments of clerics, paladins, and paragons devoted to each deity. However, these are not strict rules. If a character's alignment fits their belief in a Draconic deity, you are encouraged to allow it, regardless of the suggested alignments listed here.

AETHERIAS

The Sky Sovereign, King of Skies, The Wise Dragon

Title: Advisor of the Eldest

Symbol: Shimmering Silver Wings

Divine Lair: Silver Mountain

Alignment: NG

Follower Alignments: LG, NG, CG, N

Concepts of Interest: Sky, Wisdom, Leadership

Worshipers: Leaders, Monks, Philosophers, Strategists

Legendary Weapon: Sky Splitter (Quarterstaff)

Aetherias, the Head Advisor of the Draconic Pantheon,



was created from the silver of the core of stars. As such, he carries the enormous wisdom stored in the essence of the universe. Aetherias watches over his followers from his divine lair; a towering mountain of pure silver. In times of great uncertainty, or just before a crucial choice, he appears to those who hesitate, offering draconic wisdom to guide them toward a path worthy of a dragon's glory.

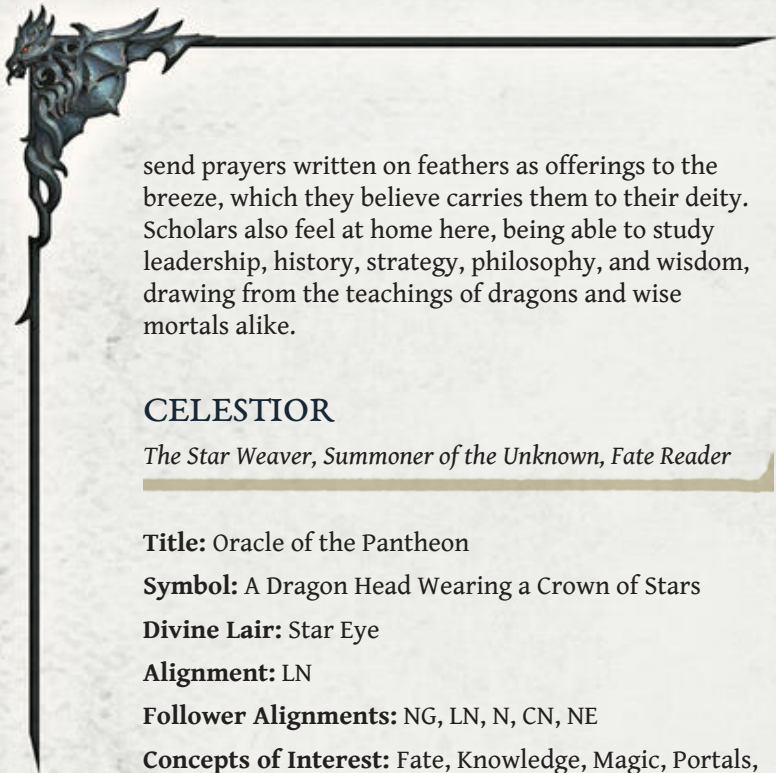
TEACHINGS

Aetherias protects the weak, guides the lost and inspires greatness in the hearts of all. Above all, he believes in wisdom above all else, and urges leaders to be the forebearers of this great virtue. He teaches leaders that the road to a just rule is paved with clarity of mind. One must be unburdened by the grievances of the few, including themselves, if they are to serve the whole. Last but certainly not least, Aetherias wants his followers to recognize the greatness of dragons and strives for his kind to reach their full potential.

TEMPLES

The Celestial Spires, the temples dedicated to the great dragon god, are towering structures built atop the highest peaks, their gleaming, silver-and-blue spires piercing the clouds.

A haven for any and all seeking enlightenment and guidance, the temples are home to large open-air platforms reserved for prayer, where followers can release their qualms to the wind. Here, followers often



send prayers written on feathers as offerings to the breeze, which they believe carries them to their deity. Scholars also feel at home here, being able to study leadership, history, strategy, philosophy, and wisdom, drawing from the teachings of dragons and wise mortals alike.

CELESTIOR

The Star Weaver, Summoner of the Unknown, Fate Reader

Title: Oracle of the Pantheon

Symbol: A Dragon Head Wearing a Crown of Stars

Divine Lair: Star Eye

Alignment: LN

Follower Alignments: NG, LN, N, CN, NE

Concepts of Interest: Fate, Knowledge, Magic, Portals, Stars

Worshippers: Conjurers, Diviners, Oracles, Scholars

Legendary Weapon: Gate Merger (Scepter)

Celestior, the Oracle of the Draconic Pantheon, was created to watch the stars and warn the gods if the void ever returned. A master of conjuration and divination, they observe all planes and realms from their divine lair, Star Eye. From this celestial sanctuary, Celestior knows every creature, the secrets of summoning them, and how to open and close the gates between worlds.

Celestior carefully observes everything that was, is, and will be from Star Eye, located at the center of an eye-shaped constellation. With this knowledge, they stand as the first line of defense against the void and ensure that dragonkind thrives in the ages to come.

TEACHINGS

Celestior teaches that one must trust in the threads of fate, for every path ultimately leads to the stars. To them, enlightenment can only be achieved by boldly stepping into the unknown. A portal's destination may be guessed, but the choices one makes in life open infinite possibilities, infinite portals of fate. Celestior's followers are expected to act with wisdom and guide others with foresight. The stars reveal what mortals cannot see, and only those who walk Celestior's path can share those hidden realities with the world.

TEMPLES

Temples dedicated to Celestior, known as the Starvaults, are built under the open sky, where the stars are easily observed, or in cavernous spaces with enchanted ceilings that reflect the night sky. Inside, you'll find maps of constellations, incense that clears the mind for better readings of fate, materials for summoning otherworldly creatures, books in many languages, and summoning circles adorned with glowing protective glyphs.

Worshippers gather to gaze at the stars during ceremonies, draw and interpret star maps, and perform rituals to open portals during specific celestial alignments. These temples serve as sanctuaries for those seeking knowledge of the cosmos and guidance from fate.

If these worshippers foresee ill fortune for a dragon, they often hire adventurers to prevent what's to come.

DRACONIS

The Eldest, Father of Dragons

Title: Head of the Pantheon

Symbol: Shifting Swirling Colors

Divine Lair: Star Heart

Alignment: N

Follower Alignments: All

Concepts of Interest: Balance, Creation, Destruction, Dragons

Worshippers: All Dragons and All Their Servants



Legendary Weapon: Star Fire (Longsword) and Void Frost (Scimitar)

Draconis is one of the oldest and most powerful beings in the universe, alongside his mate Kinarax. Having dedicated himself to the preservation of balance in all things, he sees dragons to be the keepers of this holy phenomenon. He understands that good and evil, law and chaos, life and death, happiness and sorrow must all exist for balance to be maintained. As keepers of one of the fundamental forces of the universe, just as important as all of the above, he knows that balance within the Draconic Pantheon is essential to the overall balance of the universe.

Alas, Kinarax's holy self-sacrifice tipped the scales in a way that still has not been reversed. Now, Draconis travels relentlessly across the mortal planes, searching for a way to restore what was lost. His divine lair is deep within the core of a massive star, a place he once shared with Kinarax. From there, he sometimes projects his mind into different forms to walk among mortals, still seeking the answers that will heal the world's imbalance.



TEACHINGS

Draconis values balance and dragons above all else. To him, balance is everything; it's what holds the world together, and every force, whether good or evil, must coexist to keep creation in check. Dragons, in his eyes,

are the guardians of that balance, their power meant to protect the world's harmony. And in return, dragons deserve the respect they've earned.

Creation and destruction are two sides of the same coin, both necessary and inevitable. Above all, honoring your draconic heritage is crucial, because it's the very breath of the universe.

TEMPLES

The temples of Draconis, known as the Balanced Sanctum, are impressive, grand structures that shimmer with colors shifting like dragon scales in the light. These temples are perfectly symmetrical, with lush gardens on one side and barren wastelands on the other, representing the delicate balance between creation and destruction.

Inside, worshipers meditate on the dualities of life and hold rituals that celebrate both new beginnings and inevitable endings.

GLACIAR

The Frost Baroness, Lady of the Frozen Castle, Keeper of the Dragon Bones

Title: Grave Keeper of the Pantheon

Symbol: A Dragon Skull Wearing a Frozen Crown

Divine Lair: Domus Mortis

Alignment: LE

Follower Alignments: LN, LE, N

Concepts of Interest: Cold, Death, Solitude

Worshipers: Grave Keepers, Necromancers, Tribes of Frozen Wastelands

Legendary Weapon: Dragon's Agony (Sickle), Dragon's Pain (Sickle)

Just as life is a necessary force of nature, so too is death. Though death itself is not inherently evil, its emissary must act without mercy to keep the delicate balance between life and death. Glaciar is that emissary and carrying out this merciless duty for ages-on-end has frozen her heart.

When a dragon or its servant dies, Glaciar is the one who carries their soul to the afterlife, wherever that may be. If anyone attempts to prevent her from doing so, she obliterates them without hesitation, regardless of their alignment, title, or status.

At other times, Glaciar retreats to her crystalline palace, encased in eternal ice, located in the heart of a frozen wasteland. Shimmering with frost, Domus Mortis



is surrounded by the graveyard of ancient dragons, and there, the Lady of the Frozen Castle shall continue her duties until the last dragon passes into the afterlife.

TEACHINGS

Glaciar's teachings are as cold and emotionless as her lair. She believes that all things must come to an end, and urges her followers to see death as just another part of life. Glaciar favors those who find wisdom in quiet reflection, since solitude brings clarity; especially the kind that comes through death.

Graveyards are there to honor the past, so protecting those memories and the legacies of those who came before is vital. While many think Glaciar's frozen lair reflects her merciless duty, the truth is, its coldness is there to preserve what's left of the dragons.

Glaciar's followers are expected to honor what is sacred, even in the cold grasp of eternity.

TEMPLES

Called the Frozen Citadels, Glaciar's temples are icy fortresses, usually found in places tied to death or dragons, like old battlefields, graveyards, and ancient ruins. Inside, worshipers honor the dead by performing funerary rites, carving tributes into the frozen altars, and meditating in solitude to reflect on time's passage and death's inevitability. These temples also house sacred relics of dragons and the Draconic Pantheon, preserved in their frozen halls.

KINARAX

The Eldest, Scale Warden, Mother of Dragons

Title: Head of the Pantheon

Symbol: A Shield-Shaped Scale

Divine Lair: Star Heart

Alignment: CG

Follower Alignments: LG, NG, CG, CN

Concepts of Interest: Dragons, Family, Fertility, Nature, Protection, Sacrifice, Survival

Worshippers: All Dragons and All Their Servants, Druids, Parents, Farmers, Rangers

Legendary Weapon: Mother's Claw (Battleaxe)

Kinarax was the merciful and protective mother of all dragons, ready to unleash unimaginable horrors on anyone that threatened the well-being of her children. She sacrificed herself to save them from aberrations, but her motherly voice remained, still heard by all dragons in their sleep.

Scholars debate her fate. Some believe her essence has been slowly reforming since her sacrifice, waiting for the day she'll return. Others think it's only an echo of her, whispering to dragons in their sleep. Either way, one thing is clear: her clerics, paladins, and paragons still draw power from her. Draconis, too, has been searching for a way to bring her back, not only to restore balance to the Draconic Pantheon but also to ease his own loneliness and share the Star Heart with her once again.



TEACHINGS

Kinarax's teachings focus on the concepts of dragons and protection. She believes that family is the foundation of strength, and therefore, she advises that kin should be protected above all else. Dragons are sacred in her eyes, and must be nurtured and defended with fierce loyalty. Survival is crucial, and while it may require self-sacrifice, it should never come at the cost of honor. Unity and the protection of the innocent are key, for together, dragons are stronger.

TEMPLES

The Warden's Keep temples, built in honor of Kinarax, are massive, fortress-like structures surrounded by protective walls. Inside, the central chambers are decorated with radiant, shield-shaped scales. The air is filled with a sense of warmth and safety, and visitors are welcomed with pleasant scents, quality food, fresh water, and comfortable beds.

Kinarax's followers believe that strength is the key to protecting others, both physically and spiritually. That's why they constantly train; preparing protective wards, reciting family oaths, learning draconic techniques, engaging in survival training, and mastering healing arts. These rituals are how they show their devotion to Kinarax.

At the heart of these temples is the mission to protect the draconic lineage and offer sanctuary to dragons, their kin, and their servants.

LUNIRIA

The Rageful Dragon, Roar in the Night, Wrathful Moon, Lady War

Title: Champion of the Pantheon

Symbol: An Axe and A Claw Crossed Under Full Moon, Both Dripping With Blood

Divine Lair: Arena of Scales

Alignment: N

Follower Alignments: LG, NG, CG, LN, N, CN, LE, NE, CE

Concepts of Interest: Moon, Rage, Victory, War, Wrath

Worshippers: Barbarians, Lunatics, Warlords, Warmongers, Warriors

Legendary Weapon: War Gazer (Greataxe)

Luniria is the Champion of the Draconic Pantheon, the greatest warrior of them all. As such, she is assumed to know everything about war—strategy, martial maneuvers, weapons, and more. She loves war and

enjoys fighting, but she does not support unnecessary bloodshed. Good or evil, righteous or unjust, Luniria always fights for a purpose.

Her divine lair, the Arena of Scales, is an enormous arena that's said to be carved deep into the moon. It's here that she battles, and it's also said that she offers her followers an afterlife full of endless war. Luniria is believed to wield an axe so powerful it can cleave through mountains, and her armor is made from pieces of the enemies she's defeated.

If a crimson moon appears during battle, both sides often believe it's a sign of Luniria's blessing. It's a powerful omen that can make any warrior feel invincible.



TEACHINGS

Luniria fights with a passion like no other, and she believes that war is the most fundamental truth in life. She answers the prayers of any dragon or servant who seeks her aid in battle, so long as their cause has meaning. Her faith revolves around the ideals of war and rage, seeing both as powerful forces to be channeled toward victory. To her, rage is a gift; a fire to fuel righteous triumph. War is simply a part of life, inevitable and unyielding, and it must be faced with courage and determination. Like the moon, which waxes and wanes, all battles come and go. As long as you never give up, victory is always within reach. Wrath is a force to be reckoned with, but it must be controlled. Master it, and you'll become unstoppable.



TEMPLES

The Blood Moon Bastions, as the temples of Luniria are called, are crimson structures bathed in the light of perpetual moonlight. The walls are carved with vivid scenes of battle, often showing dragons and their armies fighting alongside each other or against other foes. At the center of each temple sits a massive greataxe, enshrined at the altar, its blade forever dripping with enchanted blood.

Worshippers of Luniria engage in battle rites, offering their own blood and glory as tribute to their goddess. They sing war chants under the full moon, blessing a single warrior or entire armies before battles. Martial arts and battle-oriented bardic performances are central to life in these temples, where the focus is on inspiring warriors, teaching them to channel their rage into victory, and celebrating the honor that comes with war.

NOCTURIA

The Dark Past, The Future Unknown

Title: Historian of the Pantheon

Symbol: An Hourglass With Dark Sands

Divine Lair: Lair of Nothing and Everything

Alignment: NE

Follower Alignments: LG, NG, CG, LN, N, CN, LE, NE, CE

Concepts of Interest: Darkness, Entropy, Time

Worshippers: Doomsayers, Nihilists, Philosophers, Warriors of Darkness

Legendary Weapon: Time Reaper (Scythe)

Nocturia is the Historian of the Pantheon. She seeks no treasure, pursues no goals, and doesn't guide her followers toward any particular purpose. She simply waits, knowing that everything will eventually come to an end. Entropy, the slow decay of the universe, will eventually claim all things; nothing can stand against it, not even the most powerful of dragons. Plagued by a paralysis brought on with this knowledge, Nocturia waits for the inevitable, and as she does, she records everything she witnesses, her only purpose being to track the slow, inevitable unraveling of existence.

No one really knows where her divine lair is. Some say it doesn't even exist in any physical sense, while others believe it's everywhere; maybe the entire universe might be her lair. Wherever she is, Nocturia waits in the shadows for the day when everything will be swallowed by an even greater darkness.

TEACHINGS

Just as Nocturia doesn't seek out followers, she also doesn't care much about the ones she has. It's unclear whether it's truly her or some other entity answering prayers made in her name. She's indifferent to the alignments of her followers, because entropy affects everyone the same. Every action, every choice made by every living thing just pushes the universe closer to its inevitable end.

She's often considered evil because she longs for a universe devoid of life or emotion. In the end, she'll be the last one standing; only to disappear herself, leaving the universe in complete silence. For those who understand her teachings, especially the theologians and dragon philosophers, her beliefs boil down to these core ideas:

- Time is inevitable, and all things that begin must eventually end.
- The past holds lessons, and the future is a mystery; both are equally valuable.
- Entropy is the natural order, and it should neither be feared nor resisted, but understood.
- The truth of existence, the meaning of life, is simple: everything ends.



TEMPLES

Temples dedicated to Nocturia, known as The Obsidian Hourglass, are made of black stone and shaped like hourglasses. Inside, shadows flow endlessly, with sands of shadow that never stop moving. These temples are often found in forgotten places, where time seems to slow down. Worshipers meditate on entropy, record history in dark alcoves, and perform rites to honor the passage of time and the eventual doom of the universe.

When a worshiper dies, especially of old age or some natural cause, they often envy those who have passed, because they're the ones who have truly felt entropy's pull. Over the ages, some followers of Nocturia have tried to move entropy along by starting wars, spreading plagues, or causing disasters, thinking they were pleasing her. Alas, Nocturia is quite indifferent to these efforts.

PYRATHRAX

The Inferno's Heart, Eyes of Fire, Dragon Forger

Title: Crafter of the Pantheon

Symbol: A Fire-Breathing Dragon Head

Divine Lair: Forge Magnus

Alignment: CN

Follower Alignments: CG, N, CN, CE

Concepts of Interest: Art, Craft, Fire, Passion

Worshippers: Artists, Crafters, Passionate Warriors

Legendary Weapon: Molten Iron (Warhammer)

Pyrathrax is the crafter of the Draconic Pantheon. All other gods in the Pantheon wield weapons crafted by Pyrathrax. Their divine lair, Forge Magnus, is an immense forge filled with endless streams of lava. It's here that Pyrathrax passionately practices their craft, letting their mind roam freely, exploring new art forms. Pyrathrax is made from the hottest flame in the universe, and their form resembles lava shaped into the image of a dragon.

TEACHINGS

Pyrathrax's teachings are all about passion. Their followers are encouraged to let their hearts burn with purpose because passion is the driving force behind all creation. Pyrathrax believes that art and craft are lasting legacies, and that creating something with all your heart is what matters most. After all, fire, as destructive as it can be, also clears the way for new things to grow. Pyrathrax strongly opposes tyranny, because fear douses the inner flame, and art can

never grow where people are oppressed. Whatever a worshiper does, they must do it with all their passion, letting their heart blaze brightly and boldly.



TEMPLES

Called The Forge Eternal, the temples dedicated to Pyrathrax are mostly located deep within volcanic caverns, areas where fire elementals are common, or near rivers of molten lava. But sometimes even a humble blacksmith's shop, a bardic college, or a school of art can serve as a temple. Wherever or whatever they may be, these temples are always adorned with fiery runes, and at their heart stands a glorious forge, where worshippers can practice their craft.

The forges in these temples aren't just for crafting; they're altars to Pyrathrax, where worshipers offer up their best creations. These items are set ablaze in sacred flames, and worshipers believe that whatever burns in this way is sent to Pyrathrax's hoard. In return, Pyrathrax will send items from their own hoard to those in need. This exchange allows Pyrathrax to share their passion for craftsmanship with their followers, as well as to help one another even without direct contact.

Worshippers also light ceremonial flames to renew their passion and participate in collaborative crafting sessions. These temples are perfect places to ignite creativity, preserve the legacy of craftsmanship, and honor the fire that drives all living beings.



SATERA

The Broken Wing, Mother of Outcasts

Title: Ascended Mortal

Symbol: A Shattered Dragon Egg Encircled By Glowing Scales

Divine Lair: Lost Home

Alignment: NG

Follower Alignments: LG, NG, CG, LN, N, CN

Concepts of Interest: Compassion, Lost Souls, Outcasts, Redemption

Worshippers: Exiles, Misfits, Saterai, Seekers of Redemption, Those Who Feel Forgotten

Legendary Weapon: Chain Breaker (Rapier) and Revenge Seeker (Whip)

Satera wasn't always a goddess. She started life as a mortal, a Saterax (p. 10), a broken hatchling stolen from her parents by hags. She eventually rose to godhood after a life full of pain and hardship. Satera spent much of her life struggling with the flaws of her broken form, but everything changed when her path as a mercenary brought her to her true parents; dragons. There, she discovered who she really was. After learning about the hags and what they had done, she sought revenge and eventually got it.

Through her journey, Satera came to understand that her Saterax form wasn't a curse, but a gift from fate. She embraced it fully, seeing the strength in what others saw as weakness. This shift in perspective led to her ascension. When Draconis brought her into the Draconic Pantheon, Pyrathrax crafted two powerful weapons for her using the remains of the hags she had defeated.



TEACHINGS

Satera is incredibly close to her followers, guiding them toward greatness if they genuinely want to walk her path. She sees value in everyone, whether they're broken, scarred, or cast aside. To her, being forgotten doesn't make you worthless. History is full of people who were overlooked, only to rise and become legends. Satera believes no one is beyond redemption, and she teaches compassion for the lost.

Her followers may be seeking their purpose, but they're also meant to help others find theirs, especially when it seems impossible. Satera doesn't see strength in being perfect. To her, true strength is found in pushing through challenges and adversity.

TEMPLES

There's only one temple dedicated to Satera, known as the Haven of the Shattered. Since she's a newer goddess in the Pantheon, her following is still growing, and there aren't enough of them to build temples all over. This haven is tucked away in a secluded valley, hidden from the world. The temple itself is beautiful in its imperfection, with jagged stone pillars and archways that symbolize the beauty of brokenness. Glowing draconic carvings light the way, and at the heart of the temple, the altar holds a broken egg that symbolizes rebirth.

The altar also features carvings of various Saterai, shown not as outcasts but as noble beings who rise from the ashes of their suffering. Worshipers light lanterns filled with glowing dragonfire and release them into the sky, believing the flames will find those who are lost and lead them to the temple.

Followers of Satera aren't expected to bring grand offerings. The most important gift is their own imperfect selves. Many leave broken scales on the altar or carry them while they pray. Ceremonies are held where followers share their struggles and vow to embrace who they are, no matter how flawed.

VENOMYTH

The Venomous Shadow, Quick Death, The Unforgiving

Title: Executioner of the Pantheon

Symbol: A Poison-Dripping Dragon Claw

Divine Lair: Kill Swamp

Alignment: CE

Follower Alignments: CN, NE, CE

Concepts of Interest: Poison, Secrets, Shadow, Trickery

Worshippers: Assassins, Mercenaries, Shadow Mages,

Tricksters

Legendary Weapon: Serpent's Bite (Shortsword), Shadow's Gaze (Longbow)

Venomyth is the executioner of the Draconic Pantheon. He is an enormous serpent-like dragon that roams his endless swamp of poisonous vines and venomous creatures. He takes a trophy from every enemy he kills, decorating his divine lair, the Kill Swamp, with the spoils of his work.

When the Pantheon calls for someone's death, Venomyth moves fast to make sure the job is done, leaving the target's soul to be collected by Glaciar. While he obeys the Pantheon's commands, Venomyth is chaotic by nature. This leads him to carry out assassinations in strange and unexpected ways, though the result is always the same: inescapable death.

Beyond fulfilling the Pantheon's wishes, Venomyth enjoys hunting down dragons' enemies for sport, teaching his followers to do the same. His guidance is simple: strike hard, strike fast, and leave no room for escape.



TEACHINGS

Venomyth has a secretive nature, pushing him to keep information to himself if said information can bring him power, even if his chaotic nature sometimes compels him to share secrets with regular followers, or even random creatures. His teachings can be summarized as the following:

- Secrets are power: guard them carefully and wield

them wisely.

- Hesitation is weakness; strike swiftly and willfully.
- Shadows are your friends, embrace them as a tool of survival.
- Trust no one completely. Deception is the language of power.

TEMPLES

Called the Shadow's Refuge, temples of Venomyth are built in dense jungles or underground labyrinths. The lighting in these temples are dimmed with spells, and emanate fear-infusing aura from their vine-covered walls. Pools of venom bubble in their courtyards, and shadows move in ways that defy the rules of optics as if they are alive.

Worshippers inhabiting these temples are mostly merciless killers. The parishioners who would like to kill in the name of the divine or the dragons become venom-priests. Worshippers swear oaths of secrecy in these temples, partake in shadow-walking trials, mix poisons, and prepare for the next murder that they are going to commit in Venomyth's name.

These temples also guard secrets, train others in the arts of deception, poison, and trickery, and teach them the ways of embracing the shadows.

VERGILIAxis

The Draconic Justice, The Glorious, Sun Dragon

Title: Judge of the Pantheon

Symbol: A Draconic Hand Holding Scales

Divine Lair: Empire in the Sun

Alignment: LG

Follower Alignments: LG, LN

Concepts of Interest: Glory, Justice, Light, Sun

Worshippers: Judges, Good Paladins, Inquisitors, Paragons, Warriors of Good

Legendary Weapon: Sin Purger (Greatsword)

Vergiliaxis is thought to be created from the core of the sun. Some go so far as to say that he is the sun itself. As the judge of all dragons, he has the final say in all conflicts between them. When there is a disagreement, it is he or one of his dragon followers that is consulted, and he gives his verdict from his divine lair, believed to lie in the center of the sun. This Empire of the Sun, as it is called, is filled to the brim with courts of justice, records of punishments, and dungeons for all who betray dragonkind.



TEACHINGS

Although Vergiliaxis is lawful good, none of his verdicts are affected by his alignment. Injustice doesn't discriminate between good and evil; justice should also

treat them the same. With this in mind, his followers can be either good or neutral, so long as they are lawful.

To Vergiliaxis, justice is the most holy of all virtues. He believes it should be pursued relentlessly, and expects the same zealous passion from all his followers. All followers of Vergiliaxis are warriors of justice, wielding honor and truth as their deadly weapons.

TEMPLES

Vergiliaxis' temples, called the Halls of Light, are stunning golden buildings, open to the sun. On the outside, huge statues of dragons hold scales of justice, reminding all who visit of his judgment. Inside, a warm light fills the space, symbolizing truth and clarity.

People come to these halls to seek justice, hold public trials, swear oaths of righteousness, confess wrongdoings in the light, and receive blessings and guidance before facing trials.

You can find these temples in all sorts of places. Some have been standing for centuries, while others seem to appear out of nowhere when there's serious injustice or corruption nearby. When a Hall of Light appears, it's a sign that something is wrong and needs to be set right.

DRACONIC ORGANIZATIONS

Order of the Eternal Flame

The Order of the Eternal Flame is an ancient organization dedicated to Kinarax, the Mother of Dragons, and Draconis, the Father of Dragons, as well as all the other draconic deities. Its members believe that dragons are divine embodiments of primordial wisdom and power. They view Kinarax's ultimate sacrifice as an act of cosmic love, and view Draconis's teachings to be a guiding light for mortals, leading them toward enlightenment and strength.

GOALS AND ACTIVITIES

There are four main goals of the Order of The Eternal Flame.

The first is to seek, protect, and spread the teachings of *Corpus Draconis*, a detailed tome that holds secrets and

deep lore about dragons.

The second is to rekindle the worship of dragons, particularly in places where dragons have been forgotten or forsaken.

The third is to protect dragons, their young, and their eggs.

Finally, they aim to honor Kinarax's ultimate sacrifice with their actions, proving themselves worthy of their blessed mother. Members strive to embody her wisdom, strength, and selflessness, acting as protectors of the weak and defenders of balance.

HEADQUARTERS

The order's sanctuary is a secluded monastery known as the "Eye of Kinarax", hidden high in the mountains. Its location is a closely guarded secret, for within its halls lie records of legendary dragons' whereabouts, known only to the order, sacred relics, including dragon scales



believed to be from Kinarax herself, and fragments of the *Corpus Draconis*, carefully studied and preserved.

INITIATION AND MEMBERSHIP

New initiates must accomplish a series of things in order to qualify for membership. First, they must find their own way up to the Eye of Kinarax, then fast and pray for one month upon their arrival, proving their devotion to Kinarax and Draconis. Only those who do so can participate in the initiation ritual, called the “Trial of the Eternal Flames”. Each initiate is bathed in Kinarax’s sacred fire; a mystical flame that harms only those who lack true love for dragons. If the fire rejects them, they are cast out. If they pass, they are welcomed as a true follower and receive an amulet of Kinarax and Draconis.

There are different titles one can earn within the organization. New members, still proving their worth, are called “Embers”. Once they are deemed ready, they are elevated to “Kindles”; dedicated followers who have shown their devotion through action. Veteran members who guide and train new initiates are known as “Flamekeepers”. Finally, the head of the monastery is called the “High Flame”.

LEADERS

The order is led by High Flame Myrva Fireheart (p. 283), a powerful divination wizard and historian. She is revered for her ability to decipher lost fragments of *Corpus Draconis* through her divination magic. She leads

most significant rituals, and some even say she receives visions of Kinarax herself, glimpses of the great sacrifice that shaped their faith. Other notable members include Tharion the Marked (dwarf, lawful neutral, **veteran**), and Faelithra the Lorekeeper (elf, neutral, **mage**).

Tharion the Marked is a former scoundrel who took an oath to protect dragons after he was saved by a wyrmling. He has a silver streak in his hair; a mark that members believe he received as a blessing from Draconis himself. He is the guard master of the monastery.

Faelithra is a wandering scholar who collects and spreads draconic knowledge in the name of the order. She often goes on adventures, speaks with locals, revives forgotten tales, and teaches villagers about the reverence owed to Kinarax and Draconis.

PLOT HOOKS

High Flame Myrva has had a vision of Kinarax’s voice guiding the order to a hidden valley where dragon eggs might be found.

A local cult has labeled the order as heretics and started a crusade to destroy its relics.

A young dragon has been spotted in a nearby forest, drawing the attention of hunters and bandits. The order calls upon its members to protect the creature and guide it to safety.

Order of Wind Fury

Dragons make the finest mounts if one is worthy of their companionship. None know this as well as the members of this order. The Order of Wind Fury is a fellowship of dragon-riding knights, bound by duty and honor to bring down the justice of good-aligned dragons upon those who dare defy their will. Members of the order are fierce, unyielding and swift as a storm.

GOALS AND ACTIVITIES

The Order of Wind Fury is the sword of the righteous draconic deities, carving and slashing their way through the heretics and infidels that disrespect them. With unwavering hearts, they show no mercy to those who corrupt draconic faith under the guise of allegiance to evil-aligned draconic deities, and guide the faithful in their reverence to the draconic deities of good alignment.



HEADQUARTERS

Legends say that the headquarters of the order is located atop a mountain so high that only dragons can reach it. Unless you can find a dragon to carry you up, this order is one that you'll only hear about in stories.

INITIATION AND MEMBERSHIP

To join the order, one must walk the path of a knight and be a devoted follower of a good-aligned draconic deity. But knighthood alone is not enough; you must also humble yourself as a squire to an existing knight of the order.

A squire of the order runs errands for their knight, as well as tending to their mounts; dragons. The order believes that in the presence of a dragon, even the greatest knight is no better than a squire, and insists that each candidate for initiation care for their knight's mount, learn its moods, and earn its favor. After five years of service, only those who prove their worth may rise to be a knight of the order, provided that they secure a mount of their own.

LEADERS

The order's founder and leader is Lady Tallinda (p. 285), a half-dragon warrior, believed to be a descendant of the first knight to ever ride a dragon.

PLOT HOOKS

A knight of the order cannot find their draconic mount, and they need help finding it.

An evil dragon rider has been terrorizing towns and villages.

Lady Tallinda has ordered a raid on a distant island; a sacred location for the followers of an evil draconic deity. She needs able-bodied warriors she can trust to send on this quest.

Scale Collectors

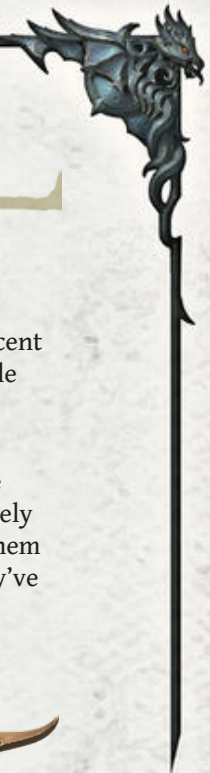
Scale Collectors are a secretive network of spies, thieves, and treasure hunters who specialize in robbing dragon hoards. They slip into lairs unnoticed, stealing everything from gold and jewels to rare magical artifacts. Their reputation for boldness and stealth makes them feared by dragon cultists and hated by younger dragons.

Most cities and villages turn a blind eye to their activities. As far as the common folk are concerned, the Scale Collectors don't steal from ordinary people; only from dragons, and that's fine by them.

GOALS AND ACTIVITIES

Scale Collectors have a single, simple goal: steal from draconic creatures who collect vast fortunes. Unlike the Serpent Slayers, who charge in weapons drawn, Scale Collectors rely on stealth, trickery, and careful planning. Ideally, a dragon never even realizes they were there... though things don't always go according to plan.





HEADQUARTERS

The Scale Collectors operate out of a hidden tavern known as the “Vaulted Fang,” located in a bustling city. From the outside, the tavern seems like any other; but to those in the know, it’s one of the most secure thieves’ dens in the world.

There is a vast network of connected tunnels below the tavern, accessible only to trusted members of the organization. A hidden quest board in the underground complex lists recently discovered dragon lairs. The base is thus used as a base of operations and a front to obtain information on dragon sightings and adventurer groups.

Members who take a job from the board must pay 10% of their earnings to the guild. If they fail to bring back treasure, they must pay a fine in gold coins to use the board again. Each lair has a different penalty, based on its expected riches and danger level. This creates a hierarchy within the organization, though it is an informal one. Rookies stick to lairs with a 1,000 gp penalty, while veteran members won’t touch anything under 25,000 gp.

INITIATION AND MEMBERSHIP

Not just anyone can join the Scale Collectors. An initiate must either be personally vouched for by a member, or they must have somehow found their way into the Vaulted Fang and requested membership from Frazax, the Guildmaster.

Initiates are not immediately allowed into the underground complex. Instead, they start with entry-level quests, handed to them by Frazax, which mostly require stealing from a wyrmling or a weak draconic creature. Only after a successful job (and handing over all their loot) is an initiate considered a full member.

LEADERS

The leader of the Scale Collectors is Frazax Kaitian (p. 277), a tiefling whose cheerful, laid-back nature hides a brilliant mind and ruthless instincts. He’s well-liked by the guild members and respected as a strong leader. However, some say that he’s more than he seems. It is thought that he might actually be a dragon in disguise, aiming to be the richest dragon of all. In truth, he is simply a very ambitious tiefling who aims to be the richest creature of all.

PLOT HOOKS

A personal item of Frazax has disappeared, and he suspects a traitor in the organization.

A **young sand dragon** (p. 189), furious over a recent heist in its lair, has vowed to track down every Scale Collector involved.

A former guild member claims to know Frazax’s deepest secret; that he is, in fact, a dragon. They’re blackmailing him, and he’s willing to pay handsomely for their silence, or rather, pay a party to silence them permanently. The hired party has no idea why they’ve been given such an opportunity.

Serpent Slayers

Serpent Slayers are a group of fierce, bloodthirsty warriors who live for one thing and one thing only: hunting all-things-dragon. They track, fight, and kill draconic creatures; especially the most infamous and legendary. Their methods are deadly, their battles bloody. Still, most towns and villages, who simply call them “Dragon Hunters”, see them as a necessary evil, welcoming them as a shield against dragon attacks. Their way of life is funded by the treasures they claim from those they kill.

GOALS AND ACTIVITIES

For a Serpent Slayer, dragon hunting is more than just a job, it’s a path to glory, a road leading to the stellar reputation of a brave warrior. They believe that slaying these mighty, magical beasts is the ultimate test of courage, strength, and skill. Most Serpent Slayers care little for collateral damage; villages burned, forests razed, or ruins left in their wake are just part of the hunt.

They’re known to track other dragon hunters or warriors who cross paths with draconic creatures, hoping to join the fight and claim the kill. They also have ties to the Scale Collectors, a thieves’ guild that specializes in robbing dragon hoards; a partnership that sometimes leads to alliances.

HEADQUARTERS

Serpent Slayers don’t have a central headquarters. Instead, the organization is split into regional groups, each with its own leader. Every region has a meeting



place, chosen by its leader and agreed upon by the local slayers. These could be anything from a tavern or cave to a village square or even just a tree in the wilderness where they gather before a hunt.

INITIATION AND MEMBERSHIP

Becoming a Serpent Slayer requires more than mere skill; it demands determination, fearlessness, and a thirst for battle.

Training is brutal, far harsher than that of most warrior bands. After that's done, trainees are allowed to try their chances at initiation, which does not consist of a formal process, but just one rule: kill a draconic creature. If an initiate can do that, they are recognized as a Serpent Slayer by the region's leader.

LEADERS

The Serpent Slayers operate in small, independent groups, each with their own regional leader. These leaders form a council known as the "Circle of the Hunt", which gathers once a year to discuss new recruits, dragon sightings and upcoming targets, and the organization's progress and goals.

The leader of the circle is chosen based on merit. Whichever regional leader's group has slain the most dragons over the past year is given the title. For the past ten years straight, the honor has belonged to Prax the Green Nails (p. 287).

PLOT HOOKS

An **adult apocalypse dragon** (p. 169) has been spotted in the skies.

A band of Serpent Slayers has gone missing while tracking a dragon.

A wounded warrior, claiming to be a Serpent Slayer chasing a winged beast, asks for the party's help.

Word Seekers

Dragons have a unique way of casting spells; their words have the potential to create, shape, empower, and change arcane energies. Word Seekers are spellcasters who wish to find, learn, utilize and master these Draconic words, becoming better, more powerful spellcasters through the secrets of dracomancy (p. 113).



GOALS AND ACTIVITIES

The goals of Word Seekers are threefold: to gain mastery over dracomancy, to ensure the continuity of this grand tradition, and last but not least, to help dragons reclaim their deserved glory. They scour all planes of existence in search of Draconic words that contain magical essence, which they then add to their immense library, spending an endless amount of time trying to learn how to utter them.

Their library is said to house detailed information on over twenty Draconic words, with each new discovery bringing them a step closer to dracomancy mastery. Only Word Seekers are allowed in the hallowed halls of this great hub for knowledge. As such, members of the organization seek to protect this knowledge from the sands of time, while ensuring that the sacred words do not fall into the wrong hands.

HEADQUARTERS

Their sanctuary, the House of the First Tongue, is a grand temple where the entirety of the draconic pantheon is honored. This gigantic stone building houses rooms for worship, study, as well as accommodation. The library of the organization also resides within its hallowed halls, where one rule is absolute: no language but Draconic may be spoken.

INITIATION AND MEMBERSHIP

Not everyone can join the Word Seekers; one must already be a spellcaster, know how to read, write, and speak Draconic, and crave above all else to learn the ancient words of dracomancy. Although practitioners of dracomancy do not have to be spellcasters, Word Seekers believe that knowledge of spellcasting is the key to fully understanding the holy words spoken by dracomancers.

There is a strict hierarchy within the organization. Initiates are called “Drakelings” and must prove their worth by discovering a new Draconic word or successfully casting a spell using dracomancy. “Word Scribes”, the newest members of the organization, undertake the training of Drakelings, who are only allowed to speak to themselves. Once a drakeling proves their worth, they to the rank of “Word Scribes”, gaining limited access to the organization’s library. Word Scribes who know five or more Draconic words earn the title of “Dracomancer”, gaining unlimited access to the library.

LEADERS

Xylandria “Thundervoiced” Yylvar (p. 291), an old sage with a vast knowledge of dracomancy, has been the head of the organization for the past 25 years. As “Master Dracomancer”, she is responsible for the training and general well-being of all members of the organization.

PLOT HOOKS

Xylandria has called upon her followers to venture across the world in search of lost Draconic words. The first to bring her new knowledge will earn a reward, though she has not yet told anyone what that will be.

A book has been stolen from the library, taking the holy knowledge it contained with it. It must be restored, and those responsible must be brought to justice.

A dracomancer was found dead in his room; his tongue ripped from his head.

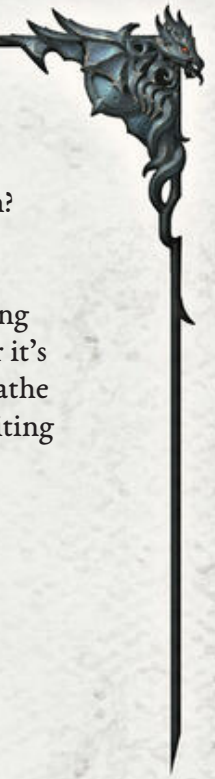


CHAPTER III
Draconic Offerings





ere lies the hoard of forgotten and ancient practices; a toolkit to use dragons in entirely new ways in your games. Want to play as a dragon? There's a full system for leveling one up. Want to ride one? We've written rules for bonding, soaring, and growing stronger together. You'll also find ways of forging weapons from draconic bones, brewing potions from scales, and casting magic the way dragons do. Whether it's dracomancy, dragon smithing, or simply letting your campaign breathe fire in new ways, these offerings are fragments of a greater myth, waiting to be told at your table.



DRACOMANCY

Dracomancy is the ancient art of dragon magic. Dragons had been casting spells even before wizards understood the mechanisms of magic, clerics unlocked the power of prayer to create divine miracles, and the first sorcerers discovered the hidden potential within. The art of dracomancy was as natural for dragons as breathing is for humanoids. They tamed the chaotic and uncontrollable rivers of magic to unleash unimaginable wonders, and did so with the greatest of ease, passing the art down through generations. Eventually, a select few mortals were deemed worthy, and were taught its secrets.

In this section, you'll find the details of dracomancy, which serves three main purposes. First, it allows GMs to easily turn any dragon into a spellcaster without assigning spellcasting class levels, ensuring they remain balanced. Second, it enables all characters, regardless of class, to learn dracomancy; though of course, at a price.

Third, it offers characters the ability to modify existing spells, altering their range, shape, damage type, and more.

A SMALL DICTIONARY

Below, you'll find tables filled with Draconic words associated with different spell components, used in the composition of dracomancy spells. Saying these words out loud in the proper manner, as explained below, unleashes an ancient incantation that sounds like a draconic song.

Components	Draconic Word
Focus	Taz
Material	Nob
Somatic	Brur
Verbal	Fryz

Shape	Draconic Word
Circle	Cath
Cone	Koron
Cube	Pir'tos
Cylinder	Viem
Line	Seox
Single Target	A'eth
Sphere	En'du

Damage Type	Draconic Word
Acid	Ylth
Bludgeoning	Rerma
Cold	Iluss
Fire	Qyld
Force	Qan
Lightning	Xisme



Necrotic	Thyn
Piercing	Hald
Poison	Ru'fa
Psychic	Narg
Radiant	Rodme
Slashing	Dirag
Thunder	Titha

Duration	Draconic Word
Instantaneous	Byd
Up to 1 minute	Hofri
Up to 10 minutes	Irmo
Up to 1 hour	Al'fod
Up to 8 hours	Fod
Up to 1 day	Ephys
Up to 1 week	Dyl-Ros
Up to 1 month	Ysanth
Up to 1 year	Ram'co'elbe
Until dispelled or triggered	Envor

Spell Level	Draconic Word
Cantrip	Jo
1st-level	Ni
2nd-level	Esd
3rd-level	Poiv
4th-level	Puvni
5th-level	Samar
6th-level	Ethik
7th-level	Varsia
8th-level	Semarsip
9th-level	Chovnarreir

Spell School	Draconic Word
Abjuration	Mupp
Conjuration	Konkal
Divination	Voyan
Enchantment	Domm-Pe
Evocation	Fi Hess
Illusion	Eznaz
Necromancy	Mulhess
Transmutation	D'lash

Range	Draconic Word
Self	Cai
Touch	Uxzo
Up to 30 feet	Doap
Up to 60 feet	Hiad
Up to 90 feet	Sult
Up to 120 feet	Mehos
Up to 500 feet	Palra
Up to 1 mile	Reir
Over 1 mile	Darsurtha

Saving Throw	Draconic Word
Strength	Brut
Dexterity	Vres
Constitution	Andur
Intelligence	Nind
Wisdom	Spires
Charisma	Fasci



HOW DRAGONS PERFORM DRACOMANCY

While any dragon is a fascinating creature to encounter, a dragon casting spells is an even more astonishing sight to behold. To the rest of us humble creatures, a spell cast by a dragon sounds like the most beautiful, complex song, sung by the most expert of troubadours. This is no coincidence. Dracomancy is a form of art, tapping into the most primal powers of the universe through the songs sung by the gods themselves as they shaped the universe. It's hard, complicated, and extremely powerful. It could devastate the caster if done wrong, just as it could change the course of history when wielded with care and respect.

Dracomancy can be simply described as a free-form style of spellcasting. A practitioner of this style, who is called a "dracomancer", should follow the rules provided below. In short, a dracomancer can modify a spell's damage type, required saving throw, or even its spell school, as long as they can provide an explanation that fits the narrative (as determined by the GM).

Rule 1. Dragons can cast spells of certain levels, and the maximum level increases as they age. The table below illustrates the level of spells that dragons of different ages can cast, as well as the number of spells they can cast using dracomancy each day.

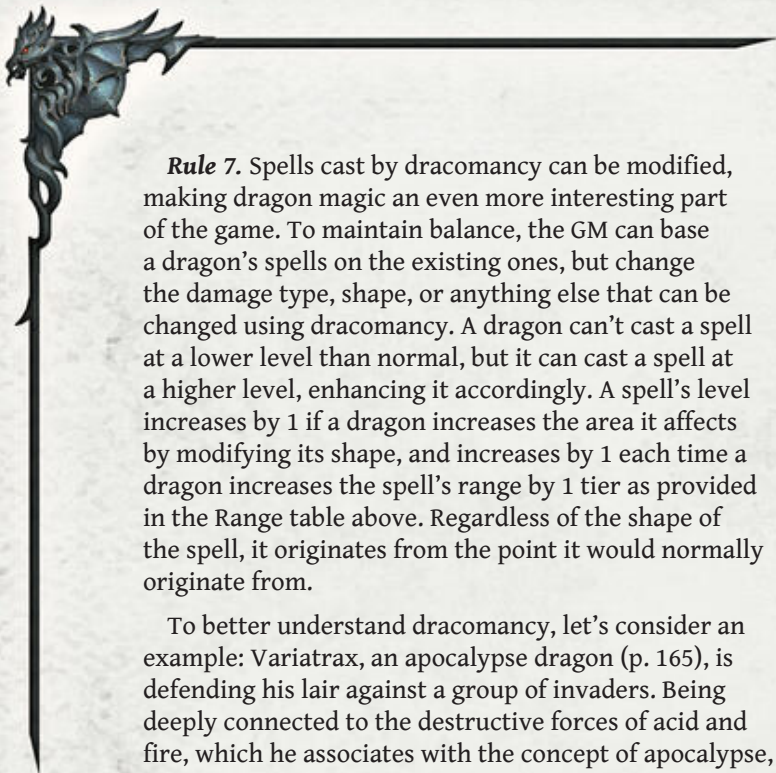
Rule 2. Dracomancy doesn't require spell slots, nor does it require practitioners to be spellcasters beforehand.

Rule 3. Dracomancy, as described above, is a form of magic infused with divine singing. Each song carries divine momentum, which must be built up gradually. To cast higher-level spells, a dragon must first cast lower-level spells in ascending order. For example, to cast a 2nd-level spell using dracomancy, the dragon must first cast a 1st-level spell. The momentum generated by casting a spell lasts for (up to) 1 minute. If not used within that time, the magical energy created by the momentum fades away.

Rule 4. Dracomancy is a form of collective spellcasting. When a dragon casts a spell with dracomancy, an ally dragon within 300 feet of it can use this spell's momentum to cast a spell of one higher level.

Rule 5. A dragon can use dracomancy to cast a spell with a casting time of one action or one reaction as a bonus action.

Rule 6. A dragon can cast two spells on a turn with dracomancy, ignoring the restrictions of normal spellcasting. This makes older dragons particularly dangerous, which makes mortals show them the respect they deserve.



Rule 7. Spells cast by dracomancy can be modified, making dragon magic an even more interesting part of the game. To maintain balance, the GM can base a dragon’s spells on the existing ones, but change the damage type, shape, or anything else that can be changed using dracomancy. A dragon can’t cast a spell at a lower level than normal, but it can cast a spell at a higher level, enhancing it accordingly. A spell’s level increases by 1 if a dragon increases the area it affects by modifying its shape, and increases by 1 each time a dragon increases the spell’s range by 1 tier as provided in the Range table above. Regardless of the shape of the spell, it originates from the point it would normally originate from.

To better understand dracomancy, let’s consider an example: Variatrax, an apocalypse dragon (p. 165), is defending his lair against a group of invaders. Being deeply connected to the destructive forces of acid and fire, which he associates with the concept of apocalypse, Variatrax uses these elements to wreak havoc on his enemies.

When Variatrax first detects the intruders, he begins building momentum. He casts a 1st-level spell on himself, calling upon draconic blessings, followed by a 2nd-level spell on the entrance to his inner lair as a trap (casting both spells on the same turn). With these two spells cast, Variatrax now has enough momentum to cast a 3rd-level spell.

For his 3rd-level spell, Variatrax chooses *fireball*, changing its damage type to acid; a modification allowed by dracomancy that doesn’t affect the spell’s level. To protect his treasure hoard, he alters the spell’s shape from a 20-foot-radius sphere to a 20-foot cone. Because the cone covers less area than the sphere, this adjustment doesn’t increase the spell’s level either.

Variatrax roars in Draconic, “*Nobrrur Fryzron Ylthydiv Fiheess!*”; a custom incantation of his own creation. A cone of acid erupts from the center of where the sphere would normally originate, engulfing the invaders.

Since dracomancy allows multiple spells to be cast on a single turn, Variatrax uses his bonus action to cast *fireball* again, this time as a cone of acid. He then casts the same spell once more as his action, unleashing yet another cone of acid. With this overwhelming display of power, the invaders are utterly destroyed.

Age Category	Spell Level Limitations
Wyrmling	1st (Unlimited), 2nd (1/Day)
Young	1st (Unlimited), 3rd or lower (5/Day)

Adult	1st (Unlimited), 6th or lower (7/Day)
Ancient	Up to 3rd (Unlimited), 6th or lower (9/Day), 7th-9th (3/Day)
Greatwyrm	Up to 5th (Unlimited), 9th or lower (11/Day)

HOW MORTALS PERFORM DRACOMANCY

Dracomancy is in and of itself a practice made by dragons for dragons. That is not to say, however, that only dragons can perform this art; other creatures can learn the practice through disciplined, intensive study. Still, no matter how much work a non-dragon dracomancer may put into their craft, they cannot match the mastery of their dragon counterparts, and the mere act of performing dracomancy demands a great amount of physical exertion from them. The rules for non-dragon dracomancers are provided below.

Rule 1. Dracomancers can cast spells of certain levels, and the maximum level increases along with their level or challenge rating. A dracomancer can cast spells up to the same level as a sorcerer of their level.

Rule 2. Dracomancy doesn’t require spell slots, nor does it require practitioners to be spellcasters beforehand. However, casting a spell with dracomancy reduces the hit point maximum of the dracomancer by a number equal to five times the spell level. This reduction lasts until the dracomancer finishes a long rest.

Rule 3. Dracomancy, as described above, is a form of magic infused with divine singing. Each song carries divine momentum, which must be built up gradually. To cast higher-level spells, a dracomancer must first cast lower-level spells in ascending order. For example, to cast a 2nd-level spell using dracomancy, the dracomancer must first cast a 1st-level spell. The momentum generated by casting a spell lasts for (up to) 1 minute. If not used within that time, the magical energy created by the momentum fades away.

Rule 4. Although dracomancy is a form of collective spellcasting, non-dragon dracomancers can’t use it in this way, as dragons do.

Rule 5. Although a dragon can use dracomancy to cast a spell of which the casting time is equal to one action or one reaction as a bonus action, non-dragon dracomancers can’t benefit from this feature.

Rule 6. While a dragon can cast two spells on a turn with dracomancy, non-dragon dracomancers do not possess that ability.

Rule 7. Spells cast by dracomancy can be modified, making dragon magic an even more interesting part of the game. To maintain balance, the GM can base a dragon's spells on the existing ones, but change the damage type, shape, or anything else that can be changed using dracomancy. A non-dragon dracomancer cannot cast a spell at a lower level than its original level, but they can use higher-level spell slots to enhance it as normal. A spell's level increases by 1 if a dracomancer increases the area it affects by modifying its shape, and increases by 1 each time a dracomancer increases the spell's range by 1 tier as provided in the Range table above.

HOW TO LEARN DRACOMANCY

Dracomancy, as described so far, is a rare and difficult art to master. While dragons instinctively understand dracomancy, non-dragons must dedicate themselves to

intensive study to learn its secrets. This knowledge can be gained either directly from a dragon or by studying ancient draconic texts.

For a mortal, mastering the basics of dracomancy requires at least one year of disciplined effort, with 8 hours of study each day. This process demands intense focus, meticulous attention, and uninterrupted dedication. It's not uncommon to find sages secluded in forgotten draconic temples or hidden away in dragon lairs, pouring over ancient scrolls in their pursuit of this knowledge.

There is, however, one small exception. Wizards who follow the School of Dracomancy, a subclass detailed in this book, are uniquely suited to learn and master this art more quickly and effectively than others.

DRACONIC ALCHEMY & SMITHING

A dragon's carcass is a valuable resource for those skilled in harvesting its body parts and crafting with them. Potions and poisons made from these impressive dragon parts are extremely powerful and should be approached with caution, as they gain more power depending on the wielder, just as potions and poisons, swords made from an ancient dragon's bones become even more imposing in the hands of a capable warrior. Similarly, an armor made from dragon scales is more than enough to provide protection and give the wearer an intimidating look.

This section is meant to provide you with all the information you need to harvest dragon carcasses, and use what you acquire to craft useful items.

Harvesting and Crafting

To harvest a dragon's body parts (such as its horns, claws, bones, scales) and use them to craft handy tools, you must be proficient in a specific set of skills and have proficiency with a certain set of tools.

You must be proficient in the Medicine and Nature

skills to know how to harvest a dragon's body parts without damaging them. You must also be proficient with the smith's tools and woodcarver's tools, and succeed on a Wisdom (Survival) check. Once you've successfully harvested the parts you needed, you must succeed on an Intelligence check to carefully craft the harvested body parts into effective items.

The difficulty of the checks required for each step varies according to the challenge rating of the dragon. The older the dragon, the more difficult it gets to harvest and craft its body parts, as a dragon's anatomy gets more and more complex with each passing year. The DC for each of the checks equals 5 + the challenge rating of the dragon (up to a maximum of 30). If the harvested body parts belong to various dragons, use the challenge rating of the dragon with the highest challenge rating. On a failed check, the body parts are useless. On a successful check, the body parts are well-harvested or well-crafted.

Harvesting dragon parts is a long process. How long it takes changes according to the size of the dragon, as outlined on the table below.



Dragon's Size	Time Required for Harvesting
Small or Smaller	2 hours
Medium	8 hours
Large	1 day
Huge	2 days
Gargantuan	4 days

Once you've finished harvesting the dragon, it's time to put those materials to use. You can brew potions or poisons from its guts, forge weapons from its fangs, claws, horns, or bones, and craft armor using its scales, bones, or horns. If you're looking for something more ornamental, you can also shape its remains into rings, amulets, or other accessories; though these hold no magical properties on their own. The table below shows how many items you can craft from a dragon's remains based on its size.

Dragon's Size	Craftable Items
Small	1 potion/poison, 1 two-handed weapon, 2 one-handed weapons, or 4 accessories
Medium	1 potion/poison, 1 two-handed weapon, 2 one-handed weapons, 1 armor, and 8 accessories
Large	Medium x 2
Huge	Medium x 4
Gargantuan	Medium x 8

Crafting Potions & Poisons

The crafted potions or poisons have magical properties determined by the challenge rating or level of the dragon whose harvested body parts are used during the crafting. If multiple dragons' body parts are used in the crafting process, the rarity of the item is determined by the challenge rating of the weakest dragon, as outlined on the table below.

Challenge Rating or Level	Rarity of the Item
5 or lower	Common

6 - 10	Uncommon
11 - 15	Rare
16 - 20	Very Rare
21 or higher*	Legendary

You can craft the several potions and poisons given below using this system, along with the others introduced in this book. Of course, as the GM, you're free to create and add as many new concoctions as you like.

CORROSIVE VENOM

Poison, legendary

This thick, black poison oozes and corrodes everything it touches. A vial of it can coat a 5-foot-square area, remaining active for 8 hours. While active, the affected area is considered difficult terrain. Any creature that touches it for the first time on a turn or remains in contact with it takes 4d6 acid damage.

If a weapon is coated with this poison or strikes a coated surface, the weapon begins to corrode. Each time it touches the poison, it takes a permanent and cumulative -1 penalty to attack and damage rolls. If the penalty reaches -5, the weapon is destroyed. A weapon directly coated with this poison suffers a harsher effect, taking a -2 penalty instead.

CRIPPLING ICHOR

Poison, rare

This bright-yellow poison has a slightly sweet-and-sour taste. You can use your action to coat a weapon or 10 pieces of ammunition with the poison, activating its benefits for 1 minute. When you hit a creature with a weapon coated with *crippling ichor* within the duration, it takes an extra 2d6 necrotic damage and must make a DC 13 Constitution saving throw. On a failed save, the creature is restrained until the end of its next turn. On a successful save, its speed is halved until the end of its next turn.

ELIXIR OF DRACONIC SENSES

Potion, rare

This slimy potion is made from mashed dragon eyes. When you drink it, you have the following benefits for 1 hour:

- You gain blindsight with a radius of 30 feet.
- You gain Darkvision out to a range of 120 feet.

- You have advantage on Wisdom (Perception) checks.

ELIXIR OF DRAGON VITALITY

Potion, very rare

Made from dragon blood, this potion has a metallic taste and a vibrant crimson color. When you drink it, you have the following benefits for 1 hour:

- You gain 25 temporary hit points at the start of each of your turns.
- You have advantage on Constitution saving throws and ability checks.
- You have advantage on death saving throws.

ELIXIR OF SCALE FORMATION

Potion, common

When you drink this viscous, dark green potion, you have a +1 bonus to AC for 1 minute.

Crafting Armor or Weapons

The crafted weapons and armor have magical properties according to the challenge rating or level of the dragon whose harvested body parts are used during the crafting. If multiple dragon's body parts are used during the crafting process, use the challenge rating or level of the dragon with the lowest one while consulting the table below.

Challenge Rating or Level	Property of the item
5 or lower	No magical properties.
6 - 10	Weapons have a +1 bonus to attack and damage rolls.
11 - 15	Weapons have a +2 bonus to attack and damage rolls, and armor have a +1 bonus to AC.
16 - 20	Weapons have a +3 bonus to attack and damage rolls, and armor have a +2 bonus to AC.
21 or higher*	Weapons have a +4 bonus to attack and damage rolls, and armor have a +3 bonus to AC.

*The weapons crafted using the harvested body parts of such dragons can deal an extra 2d6 damage on a hit if the dragon's breath weapon is affiliated with certain kinds of damage types. For example, if a red dragon's body parts are used during the crafting, the weapon deals an extra 2d6 fire damage. Similarly, the armor crafted using such dragons grants resistance to the said damage type. For example, if a green dragon's body parts are used during the crafting, the armor grants resistance to poison damage. These weapons require attunement.

Crafting From Special Dragons

Corpus Draconis introduces dragons unlike any you've seen before; beings infused with the raw forces of time, apocalypse, fate, and other primal powers. Crafting items from the remains of these dragons carries unique effects, detailed below, rather than the standard properties listed earlier. Items marked with an asterisk (*) require attunement.

As the GM, feel free to use the effects below as inspiration for effects you may apply to other dragons you introduce into your campaign.

APOCALYPSE DRAGON

Weapons and armor crafted from the body parts of apocalypse dragons have the features detailed below.

Young Apocalypse Dragon (Armor). You have a +1 bonus to AC while wearing this armor.

Young Apocalypse Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d4 force damage on a hit, and you regain hit points equal to the amount of force damage dealt.

Adult Apocalypse Dragon (Armor)*. You have a +2 bonus to AC while wearing this armor. Whenever you are targeted by the *disintegrate* spell, you take the damage as usual; however, if the damage reduces you to 0 hit points, you fall unconscious instead of turning to ashes.

Adult Apocalypse Dragon (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d4 force damage on a hit, and you regain hit points equal to the amount of force damage dealt.

Ancient Apocalypse Dragon (Armor)*. You have a +3 bonus to AC while wearing this armor. Whenever you are targeted by the *disintegrate* spell, you take the



damage as usual; however, if the damage reduces you to 0 hit points, you fall unconscious instead of turning to ashes. You have resistance to force damage.

Ancient Apocalypse Dragon (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. Attacks made with this weapon deal an extra 2d6 force damage on a hit, and you regain hit points equal to the amount of force damage dealt.

Greatwyrms of Apocalypse (Armor)*. You have a +3 bonus to AC while wearing this armor. Whenever you are targeted by the *disintegrate* spell, you take the damage as usual; however, if the damage reduces you to 0 hit points, you fall unconscious instead of turning to ashes. You also have resistance to fire and force damage.

Greatwyrms of Apocalypse (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 3d6 force damage on a hit, and you regain hit points equal to the amount of force damage dealt.

FOREST DRAGON

Weapons and armor crafted from the body parts of forest dragons have the features detailed below.

Young Forest Dragon (Armor). You have a +1 bonus to AC while wearing this armor.

Young Forest Dragon (Weapon)*. Attacks made with this magic weapon deal an extra 1d4 poison damage on a hit, and the target must succeed on a DC 13 Constitution saving throw or its speed is reduced by 5 feet until the end of its next turn.

Adult Forest Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC and are immune to being restrained.

Adult Forest Dragon (Weapon)*. You have a +1 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d6 poison damage on a hit, and the target must succeed on a DC 15 Constitution saving throw or its speed is reduced by 10 feet until the end of its next turn.

Ancient Forest Dragon (Armor)*. While wearing this armor, you have a +2 bonus to AC, you are immune to being restrained, and your speed can't be reduced by any means.

Ancient Forest Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d6 poison damage on a hit, and the target must succeed on a DC 17 Constitution saving throw or become restrained until the end of its next turn.

Greatwyrms of Forest (Armor)*. You have the following benefits while wearing this armor:

- You have a +3 bonus to AC.
- You have resistance to poison damage.
- You are surrounded by ivies; once per minute when you are hit by a melee weapon attack, you can use your reaction to halve the damage.
- You are immune to being restrained.
- Your speed can't be reduced by any means.

Greatwyrms of Forest (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d8 poison damage on a hit, and the target must succeed on a DC 20 Constitution saving throw or become restrained for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

HOURLASS DRAGON

Weapons and armor crafted from the body parts of hourglass dragons have the features detailed below.

Hourglass Dragon Wyrmling (Weapon). You have a +1 bonus to attack and damage rolls made with this magic weapon.

Young Hourglass Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC and a +4 bonus to initiative rolls.

Young Hourglass Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. As part of your Attack action, you can coat it in sand, reshaping it to deal bludgeoning, piercing or slashing damage (one of your choice).

Adult Hourglass Dragon (Armor)*. While wearing this armor, you have a +2 bonus to AC, and you can use your bonus action to turn into sand until the start of your next turn. While in sand form, you can move through a space as narrow as 1 inch wide without squeezing, anything you're carrying turns to sand, and you cannot use any actions, bonus action or reactions.

Adult Hourglass Dragon (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. As part of your Attack action, you can coat it with sand, reshaping it to deal bludgeoning, piercing or slashing damage (one of your choice), and increasing the range of the weapon by 5 feet.

Ancient Hourglass Dragon (Armor)*. You have a +3 bonus to AC while wearing this armor. After each long rest, choose three spells of 5th level or lower from

the wizard spell list. You can cast these spells without expending a spell slot (DC 18, +10 to hit with spell attacks). You can cast these spells a total number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

Ancient Hourglass Dragon (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. As part of your Attack action, you can coat your weapon in sand, reshaping it to deal bludgeoning, piercing or slashing damage (one of your choice) and increasing its range by 10 feet.

Greatwyrms of Time (Armor)*. You have a +3 bonus to AC while wearing this armor. After each long rest, choose three spells of 7th level or lower from the wizard spell list. You can cast these spells without expending a spell slot (DC 20). The spells reset at the end of each long rest. Also, you can cast the *time stop* spell (DC 20) as an action, without expending a spell slot. Once you cast the spell in this way, you must finish a long rest to do so again.

Greatwyrms of Time (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. As part of your Attack action, you can coat it in sand, reshaping it to deal bludgeoning, piercing or slashing damage (one of your choice) and increasing its range by 10 feet. If you miss an attack, you can bend time itself to try again, rerolling the attack. You must use the new result.

PESTILENCE DRAGON

Weapons and armor crafted from the body parts of pestilence dragons have the features detailed below.

Young Pestilence Dragon (Armor)*. You are immune to diseases.

Young Pestilence Dragon (Weapon)*. Attacks made with this magic weapon deal an extra 1d4 necrotic and 1d4 poison damage on a hit.

Adult Pestilence Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC and are immune to diseases and being poisoned.

Adult Pestilence Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d6 necrotic and 1d6 poison damage on a hit, and the creature must succeed on a DC 16 Constitution saving throw or become poisoned until the end of its next turn.

Ancient Pestilence Dragon (Armor)*. While wearing this armor, you have a +2 bonus to AC and are immune to poison damage, being poisoned and diseases.

Ancient Pestilence Dragon (Weapon)*. You have a +3

bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d8 necrotic and 1d8 poison damage on a hit, and the creature must succeed on a DC 18 Constitution saving throw or become poisoned until the end of its next turn. Also on a hit, the creature's hit point maximum is reduced by an amount equal to the necrotic damage dealt. The reduction lasts until the creature finishes a long rest.

Greatwyrms of Pestilence (Armor)*. While wearing this armor, you have a +3 bonus to AC and are immune to poison damage, being poisoned and diseases. You can use your action to emanate an aura of pestilence in a 15-foot radius. Creatures within the aura must make a DC 20 Constitution saving throw whenever they enter the area for the first time on a turn or start their turn within. On a failed save, a creature takes 2d6 necrotic damage and starts suffocating until the end of its next turn. On a successful save, the damage is halved and the creature does not suffocate. You can end the aura as a bonus action.

Greatwyrms of Pestilence (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d10 necrotic and 1d10 poison damage on a hit, and the target must succeed on a DC 20 Constitution saving throw or become poisoned until the end of its next turn. Also on a hit, the creature's hit point maximum is reduced by an amount equal to the necrotic damage dealt. The reduction lasts until the creature finishes a long rest. If a creature drops to 0 hit points as a result of damage dealt by the weapon, you can choose not to kill it, cursing it with pestilence instead. The creature regains consciousness 1d4 hours later. The creature wakes up having gained two levels of exhaustion and is poisoned. Neither of these conditions can be reduced or cured by any means until the creature dies.

POISON DRAGON

Weapons and armor crafted from the body parts of poison dragons have the features detailed below.

Young Poison Dragon (Armor)*. You are immune to being poisoned.

Young Poison Dragon (Weapon)*. Attacks made with this magic weapon deal an extra 1d8 poison damage on a hit.

Adult Poison Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC, resistance to poison damage, and immunity to being poisoned.

Adult Poison Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d12 poison



damage on a hit, and the creature must succeed on a DC 16 Constitution saving throw with disadvantage or become poisoned until the end of its next turn.

Ancient Poison Dragon (Armor)*. While wearing this armor, you have a +2 bonus to AC, as well as immunity to poison damage and to being poisoned. When you are subjected to poison damage, you take no damage and regain hit points equal to half of the poison damage dealt.

Ancient Poison Dragon (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d8 poison damage on a hit, and the creature must succeed on a DC 20 Constitution saving throw with disadvantage or become poisoned until the end of its next turn. While poisoned in this way, the creature cannot regain hit points.

Greatwurm of Poison Dragon (Armor)*. While wearing this armor, you have a +3 bonus to AC, as well as immunity to poison damage and being poisoned. When you are subjected to poison damage, you take no damage and regain hit points equal to the poison damage dealt.

Greatwurm of Poison Dragon (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d12 poison damage on a hit, the target's hit point maximum is reduced by an amount equal to the poison damage dealt, and the target becomes poisoned until the end of its next turn. While poisoned in this way, the target cannot regain hit points.

STORMCLAW DRAGON

Weapons and armor crafted from the body parts of stormclaw dragons have features detailed below.

Young Stormclaw Dragon (Armor)*. You have resistance to lightning damage.

Young Stormclaw Dragon (Weapon)*. You have a +1 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d4 lightning damage on a hit.

Adult Stormclaw Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC and immunity to lightning damage.

Adult Stormclaw Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d6 lightning damage on a hit, and the target must succeed on a DC 13 Constitution saving throw or be paralyzed until the end of its next turn.

Ancient Stormclaw Dragon (Armor)*. While wearing this armor, you have a +2 bonus to AC and immunity to lightning damage. Additionally, whenever you are hit by a creature within 5 feet of you while wearing the armor, the creature takes 1d6 lightning damage.

Ancient Stormclaw Dragon (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 3d6 lightning damage on a hit, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Greatwurm of Stormclaw. (Armor)*. While wearing this armor, you have a +3 bonus to AC, as well as immunity to lightning damage and being paralyzed. Additionally, whenever you are hit by a creature within 5 feet of you while wearing the armor, the creature takes 2d6 lightning damage.

Greatwurm of Stormclaw. (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 3d6 lightning damage on a hit, and the target must succeed on a DC 17 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. Additionally, you can use your action to release a burst of chain lightning targeting up to three creatures you can see within 30 feet of you. Each target must make a DC 22 Dexterity saving throw, taking 30 (4d12) lightning damage on a failed save or half as much damage on a successful one.

FATE DRAGON

Weapons and armor crafted from the body parts of fate dragons have the features detailed below.

Young Fate Dragon (Armor)*. You cannot be surprised.

Young Fate Dragon (Weapon)*. You have a +1 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d6 radiant damage on a hit.

Adult Fate Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC and cannot be surprised while wearing the armor.

Adult Fate Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d6 radiant damage on a hit.

Ancient Fate Dragon (Armor)*. While wearing this



armor, you have a +2 bonus to AC and cannot be surprised. Also while wearing the armor, you can use your action to speak a command word and gain the benefits of the *foresight* spell for 8 hours. You must finish a long rest before you can use the benefits of the spell in this way again.

Ancient Fate Dragon (Weapon)*. You have a bonus equal to your Charisma modifier +3 to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d6 radiant damage on a hit.

Greatwurm of Fate (Armor)*. While wearing this armor, you have a +3 bonus to AC, cannot be surprised and are always under the effects of the *foresight* spell.

Greatwurm of Fate Dragon (Weapon)*. You have a bonus equal to your Charisma modifier +3 to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 3d6 radiant damage on a hit. When you score a critical hit using it, the target is cursed until it receives a *greater restoration* spell or a similar magic with higher level. The cursed creature cannot gain the benefits of a long rest.

OBLIVION DRAGON

Weapons and armor crafted from the body parts of oblivion dragons have the features detailed below.

Oblivion Dragon Wyrmling (Weapon). You have a +1 bonus to attack and damage rolls made with this magic weapon.

Young Oblivion Dragon (Armor)*. You can use your action to become invisible while in dim light for 1 hour. You must finish a long rest before you can use this feature again.

Young Oblivion Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. You can choose to change the weapon's damage type to force damage as part of your action.

Adult Oblivion Dragon (Armor)*. You can use your action to become invisible while in dim light for 1 hour while wearing this armor. Also while wearing this armor, you can use your action to teleport to an unoccupied space you can see within 120 feet of you. Once you use one of these features, you must finish a short or long rest to use it again.



Adult Oblivion Dragon (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. You can also use your action to change the weapon's damage type to force damage.

Additionally, you can use your action to target up to three creatures within 120 feet of you and make three separate ranged weapon attacks. On a hit, a target takes 3d6 force damage.

Ancient Oblivion Dragon (Armor)*. While wearing this armor, you can use your bonus action to become invisible while in dim light for 1 hour. Also while wearing this armor, you can use your bonus action to teleport to an unoccupied space you can see within 120 feet of you. Once you use one of these features, you must finish a short or long rest to use it again.

Additionally, if you fail a saving throw while wearing this armor, you can choose to succeed instead. Once you use this benefit, you must finish a long rest to use it again.

Ancient Oblivion Dragon (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. You can choose to change the weapon's damage type to force damage as a part of your action.

Additionally, you can use your action to target up to four creatures within 120 feet of you and make four separate ranged weapon attacks. On a hit, a target takes 3d6 force damage.

Greatwurm of the End (Armor)*. While wearing this armor, you can use your bonus action to become invisible while in dim light for 1 hour. Also while wearing the armor, you can use your bonus action to teleport to an unoccupied space you can see within 120 feet of you. If you fail a saving throw, you can choose to succeed instead. Once you use one of these features, you must finish a short or long rest to use it again.

Additionally, for any Strength, Dexterity or Constitution check, you can use one of the followings of your choice: Intelligence, Wisdom, or Charisma.

Greatwurm of the End (Weapon)*. You have a +4 bonus to attack and damage rolls made with this magic weapon. You can choose to change the weapon's damage type to force damage as part of your action. You have advantage on weapon attack rolls made with this weapon.

Additionally, you can use your action to target up to five creatures within 120 feet of you and make five separate ranged weapon attacks. On a hit, a target takes 3d6 force damage.

SOUL DRAGON

Weapons and armor crafted from the body parts of soul dragons have the features detailed below.

Young Soul Dragon (Armor)*. While wearing this armor, you can see into the Ethereal Plane and detect the exact location of undead creatures within 60 feet of you.

Young Soul Dragon (Weapon)*. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Adult Soul Dragon (Armor)*. While wearing this armor, you can see into the Ethereal Plane and detect the exact location of undead creatures within 60 feet of you.

When you are hit by an attack that you can see, you can use your reaction to reduce the damage by 1d10 + your Wisdom modifier.

Adult Soul Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d4 necrotic damage and 1d4 radiant damage on a hit.

Ancient Soul Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC, and you can see into the Ethereal Plane and detect the exact location of undead creatures within 60 feet of you.

Additionally, when you are hit by an attack that you can see while wearing the armor, you can use your reaction to reduce the damage by 1d10 + your Wisdom modifier.

Ancient Soul Dragon (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d8 necrotic and 1d8 radiant damage on a hit.

Additionally, after hitting a creature with this weapon, you can use your bonus action to summon spectral chains that bind your target. The target must succeed on a DC 18 Charisma saving throw or be restrained by the chains for 1 minute. While restrained in this way, the target takes 1d8 radiant and 1d8 necrotic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Greatwurm of Soul (Armor)*. While wearing this armor, you have a +2 bonus to AC, and you can see into the Ethereal Plane and detect the exact location of undead creatures within 60 feet of you. Also, when you are hit by an attack that you can see while wearing the armor, you can use your reaction to reduce the damage by 1d10 + your Wisdom modifier.

Additionally, you can use your action to cast the *death ward* spell without requiring any material components

and without expending a spell slot. Once you cast the spell in this way, you must finish a long rest to do so again.

Greatwurm of Soul (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d12 necrotic and 1d12 radiant damage on a hit.

Additionally, as a bonus action, after hitting a creature with this weapon, you can summon spectral chains to bind your target. The target must succeed on a DC 21 Charisma saving throw or be restrained by the chains for 1 minute. While restrained in this way, the target takes 1d12 radiant and 1d12 necrotic damage at the start of each of its turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Additionally, you can choose to hit creatures that are in the Ethereal Plane while you are on the Material Plane, provided that you can see them.

WAR DRAGON

Weapons and armor crafted from the body parts of war dragons have the features detailed below.

War Dragon Wyrmling (Weapon). Attacks made with this weapon deal an extra 1d6 fire damage on a hit.

Young War Dragon (Armor)*. While wearing this armor, you have advantage on saving throws against spells and magical effects.

Young War Dragon (Weapon)*. You have a +1 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 1d6 fire damage on a hit.

Adult War Dragon (Armor)*. While wearing this armor, you have advantage on saving throws against spells and magical effects, as well as resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Adult War Dragon (Weapon)*. You have a +2 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d6 fire damage on a hit.

When you reduce a creature to 0 hit points with this weapon, you can use your reaction to attack another creature within 5 feet of you.

Ancient War Dragon (Armor)*. While wearing this armor, you have a +1 bonus to AC, advantage on saving throws against spells and magical effects, and resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

Ancient War Dragon (Weapon)*. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 2d6 fire damage on a hit.

When you reduce a creature to 0 hit points with this weapon, you can use your reaction to attack another creature within 5 feet of you.

When you hit a creature with it, you can choose to mark it. If you do so, the target must succeed on a DC 18 Charisma saving throw or be marked by you. You score a critical hit on a roll of 18, 19 or 20 against the marked creatures. You can have only one creature marked in this way at a time.

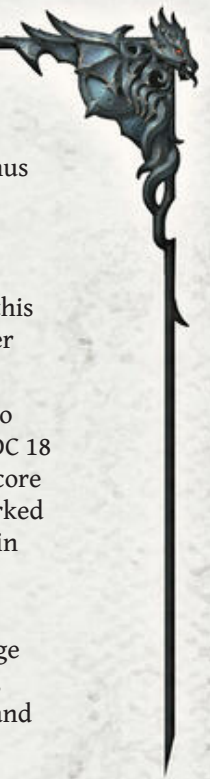
Greatwurm of War (Armor)*. You have a +2 bonus to AC. While wearing this armor, you have advantage on saving throws against spells and magical effects, you also have resistance to bludgeoning, piercing, and slashing damage from non-magical weapons.

When you finish a long rest, roll a d6. On a roll of 6, you can cast the *power word kill* spell without expending a spell slot. When you cast the spell in this way, you must finish a long rest and roll a d6. On a roll of 6, you can cast it again. This d6 cannot be rerolled by any means.

Greatwurm of War (Weapon)*. You have a +3 bonus to attack and damage rolls made with this magic weapon. Attacks made with it deal an extra 3d6 fire damage on a hit.

When you reduce a creature to 0 hit points with this weapon, you can use your reaction to attack another creature within 5 feet of you.

When you hit a creature using this magic weapon, you can choose to mark it. If you do so, the target must succeed on a DC 18 Charisma saving throw or be marked by you. You score a critical hit on a roll of 18, 19 or 20 against the marked creatures. You can have up to 3 creatures marked in this way at a time. If you mark a fourth creature, the mark on the first creature disappears.





DRAGON LEVELING

Dragons are magnificent creatures that predate most other species. Their rich traditions, literature, and collective knowledge have inspired others, leading them to implement the culture of dragons in the creation of a culture of their own. Even dragons of the same type can differ significantly, so it's only natural for them to have different stat blocks. It might even be deemed disrespectful to put them alongside other monsters and to forget about them.

In this section, you will find a new mechanic that will help you delve into the details of dragon-specific class options and how to create dragons from scratch. This section allows you to create dragons with levels instead of challenge ratings.

This section also explains how to create dragons of the same type with various abilities. This will be accomplished by determining ability scores, then gaining levels in the Dragon class, increasing those ability scores in various ways at different levels, and choosing from different subclasses specific to this class.

As designers, we created a class and subclasses specifically for dragons to capture their essence and show why they grow stronger in their own way, rather than as a bard or barbarian.

It should also be noted that this class is more powerful than other classes since it is not designed for players. It is designed for the GM to create mighty and powerful dragons that live up to the legends told of their glorious creation. However, by reducing the bonuses gained in Age Improvement Stages and Proficiency Bonuses, the GM could allow their players to play as dragons if they so choose.

Ability Scores

You should first determine the ability scores of a dragon, starting with those of a wyrmling, which increase as the dragon grows and becomes stronger.

Dragons are powerful creatures, and their ability

scores reflect that power. To determine one ability score of a dragon, roll 5d6 and find the sum of the highest three. Repeat this process for each ability score. You can match these scores with abilities in the order rolled, or in any order you choose. If one or more of your ability scores are low, not to worry. A weakness can become a power and the randomness of the ability scores can greatly enrich the narrative of the story. For example, a low Constitution score may represent a rare, incurable illness that drives the dragon to seek divine aid, eventually leading it to become a paladin.

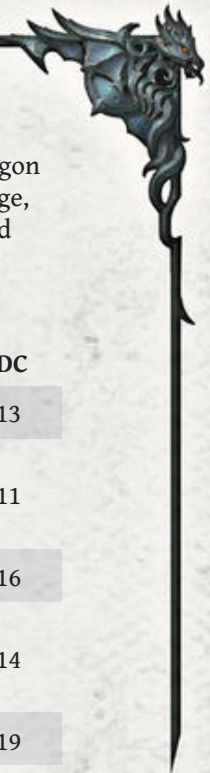
The ability scores increase as the dragon grows, and a dragon grows at each Age Improvement Stage as described in the next section.

The Dragon Class

After determining the ability scores of a wyrmling dragon, you can start leveling the dragon to reach the desired level. When the dragon reaches certain levels in this class, it grows in age and size, which increases the ability scores as well. The dragon chooses a subclass and gains its features at certain levels, as detailed in the following sections.

The Dragon Class Table

Level	Proficiency Bonus	Class Feature
1st	+3	Dragon Type, Dragon Features
2nd	+3	Damage Resistance
3rd	+3	Coalition of Scales
4th	+3	Condition Resistance
5th	+4	Damage Resistance
6th	+4	Coalition of Scales Feature
7th	+4	Age Improvement Stage
8th	+4	Damage Resistance
9th	+5	Condition Resistance



10th	+5	Coalition of Scales Feature
11th	+5	Condition Resistance
12th	+5	Damage Resistance
13th	+6	Coalition of Scales Feature
14th	+6	Age Improvement Stage
15th	+6	Condition Resistance
16th	+6	-
17th	+7	Coalition of Scales Feature
18th	+7	Age Improvement Stage
19th	+7	-
20th	+8	Glorious Being

DRAGON TYPE

At 1st level, choose any dragon type you like. This choice determines your appearance, scale colors, favorite things to hoard, relationships with other dragons, and how they're going to be formed. Most importantly, it defines your breath weapon.

The dragons in this book have unique features. As the GM, you can also choose to add any feature relevant to the chosen dragon type, whether it is taken from a dragon or another creature.

DRAGON FEATURES

At 1st level, you gain the following draconic features.

Bite. You have deadly fangs, with which you can make a melee weapon attack using your Strength or Dexterity modifier. The attack deals 1d6 piercing damage on a hit. The damage die increases by one size at each Age Improvement Stage (to 1d8, 1d10 and 1d12).

Blindsight. You have blindsight with a radius of 10 feet. Its range increases to 30 feet when you become young, 60 feet when you become adult, and stays that way in further Age Improvement Stages.

Breath Weapon. You gain a breath weapon depending on what type of dragon you are. You can choose whether your breath weapon affects a linear or conic area. The range and damage of the Breath Weapon changes as explained in the table below, and all of them

require a Dexterity saving throw. If the chosen dragon type has a Breath Weapon that does not deal damage, you can adjust it with the following DCs, shapes and ranges.

Age	Shape	Range	Damage	DC
Wyrmling	Cone	15 feet	6d6	13
Wyrmling	Line	15 feet long, 5 feet wide	8d6	11
Young	Cone	30 feet	12d6	16
Young	Line	30 feet long, 5 feet wide	10d6	14
Adult	Cone	60 feet	18d6	19
Adult	Line	60 feet long, 5 feet wide	12d6	17
Ancient	Cone	90 feet	24d6	22
Ancient	Line	90 feet long, 10 feet wide	16d6	20
Greatwurm	Cone	120 feet	30d6	25
Greatwurm	Line	120 feet long, 10 feet wide	18d6	23

Claw. You have claws, with which you can make a melee weapon attack using your Strength or Dexterity modifier. The attack deals 1d6 slashing damage on a hit. This damage increases by one die at each Age Improvement Stage (to 1d8, 1d10 and 1d12).

Damage Immunities. You are immune to the damage type you deal with your Breath Weapon. If this damage type is poison, then you are immune to being poisoned as well.

Darkvision. You have darkvision out to a range of 60 feet. Its range increases to 120 feet when you reach 14th level in this class.

Hit Points. Your Hit Die is d8. The hit points you have at 1st level are equal to 8 + your Constitution modifier, and at each additional level, you gain additional hit points equal to 1d8 plus your Constitution modifier. However, at each Age Improvement Stage, the die grows by one size (from 1d8 to 1d10, from 1d10 to 1d12, and from 1d12 to 1d20). When this happens, you do not reroll previously gained hit dice.



Languages. You know Common and Draconic. In each Age Improvement Stage, you learn another language of your choice.

Saving Throws. You gain proficiency in two saving throws of your choice.

Skills. You gain proficiency in two skills of your choice.

Tail. You have a tail, with which you can crush your enemies by making a melee weapon attack using your Strength or Dexterity modifier. The attack deals 1d6 bludgeoning damage on a hit. This damage increases by one die (to 1d8, 1d10 and 1d12) at each Age Improvement Stage.

Wings. You can use your action to beat your wings relentlessly. Each creature within 10 feet of you must succeed on a Dexterity saving throw (DC = 8 + your Strength modifier + your proficiency bonus) or take 2d6 bludgeoning damage and be knocked prone. This damage increases by one die (to 1d8, 1d10 and 1d12) at each Age Improvement Stage. If you can fly, you can then move up to half your speed.

DAMAGE RESISTANCE

At 2nd level, and again at 5th, 8th and 12th levels, you gain resistance to one damage type of your choice. Resistance to bludgeoning, piercing, and slashing damage are separate; gaining one does not grant the others. Moreover, resistance to nonmagical bludgeoning, piercing or slashing damage and resistance to magical bludgeoning, piercing or slashing damage count as different choices for the purposes of this feature. It is also advised that resistance to magical bludgeoning, piercing, or slashing damage is bypassed by attacks made with weapons of certain precious metals, such as adamantine.

COALITION OF SCALES

At 3rd level, choose a Coalition of Scales, which is determined according to your interests. The coalition you choose grants you features at 3rd level and again at 6th, 10th, 13th, and 17th level. Choose one of the following coalitions: Coalition of Scholars, Coalition of Shadows, and Coalition of Warriors.

CONDITION RESISTANCE

At 4th level, and again at 9th, 11th, and 15th level, you gain advantage on saving throws you make against one condition of your choice.

AGE IMPROVEMENT

At 7th level, and again at 14th and 18th level, you become older, growing in power and size. You become a young dragon at 7th level, an Adult dragon at 14th level, and an ancient dragon at 18th level. Additionally, you are free to take a feature at each Age Improvement Stage.

Your ability score increases, and the changes in your size and their effects are as follows:

Wyrmling to Young. Choose four ability scores. Increase two of them by 4, and increase the other two by 1. You can't increase ability scores above 22. Your size becomes Large, and you have a +1 bonus to AC thanks to your thicker scales.

Young to Adult. Choose three ability scores. Increase two of them by 4, and increase the other by 2. You can't increase ability scores above 26. Your size becomes Huge, and you have a +1 bonus to AC thanks to your thicker scales.

Adult to Ancient. Choose five ability scores. Increase one of them by 5, increase two of them by 4, and increase the other two by 2. You can't increase ability scores above 30. Your size becomes Gargantuan, and you have a +1 bonus to AC thanks to your thicker scales.

GLORIOUS BEING

At 20th level, you reach your ultimate form, becoming a greatwurm. Greatwyrms symbolize a natural force in the strings of fate and in the complex structure of the universe. As one of these sources of power, it is hard for you to be truly killed.

When you die, you have a chance to be reborn after 1 month. However, your rebirth depends on certain conditions, which should be approved by the GM. You can use the greatwyrms written in this book as a guideline to determine whether or not the necessary conditions for the rebirth of a dragon have been met. If the conditions are not met within 1 month, you cannot be reborn.

Coalitions of Scales

You can find the three different Coalitions of Scales listed below. Choose one of them to specialize in a different aspect of dragonhood.

COALITION OF SCALE KNIGHTS

The dragons of this coalition fly through the battlefield with an air of inevitable destruction. As mighty and imposing figures, they wield weapons and wear armor made of their own bones, flesh and scales, which they conjure with their innate magic.

Regardless of their types, scale colors and alignments, all dragons of this coalition have a code of conduct. They uphold these codes above all else, integrating them into their lives and mastering them as they do the art of war.

ARMAMENTS OF DRACONIC DESTRUCTION

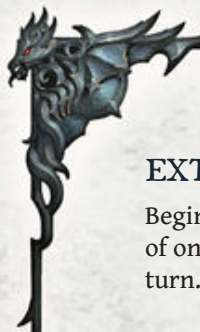
At 3rd level when you choose this coalition, you are able to conjure armor and weapons out of thin air using the magic that runs in your veins. The conjured armor and weapons are made of your own bones, flesh and scales, which make them weightless in your hands since they are extensions of your own body.

It takes a bonus action to conjure an armor and a two-handed weapon, an armor and a weapon and a shield, or an armor and two one-handed weapons of your choice. A conjured weapon remains until you dismiss it (no action required), or you fall unconscious.

The power and properties of the armor and weapons you can conjure with this feature depends on your level in this class, as shown in the table below:

Level	Armor	Weapon
3rd	Breastplate	Common
6th	Half Plate	The weapon becomes magical and deals an extra 1d6 force damage on a hit.
9th	Plate	Uncommon
12th	Plate +1	Rare
15th	Plate +2	Very Rare
18th	Plate +3	Legendary Weapon





EXTRA ATTACK

Beginning at 6th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

HEAT OF BATTLE

Starting at 10th level, when you hit a creature with a weapon you have conjured with the Armaments of Draconic Destruction feature, your weapon attacks made with those weapons deal an extra 1d6 fire damage on a hit until the end of your next turn.

EXTRA ATTACK

Beginning at 13th level, you can attack thrice, instead of twice, whenever you take the Attack action on your turn.

DRAGON ENDURES

Starting at 17th level, whenever you drop a creature whose level or challenge rating is equal to or higher than half your level in this class (rounded down) to 0 hit points, you gain resistance to the next damage you take within 1 minute.

COALITION OF SPELL SCALES

The dragons of this coalition are scaled mystics, great scholars and relentless occultists. They gather knowledge, for which they feel an insatiable hunger, and they can wield magic like no other. They uncover forgotten draconic traditions with which they power their spells with their scales, creating magical wonders even the greatest mages envy.

OCCULTIST

Starting when you choose this coalition at 3rd level, you can cast spells by sacrificing your scales. Choose a spellcasting class, and you can cast the spells on that class's spell list. Charisma is your spellcasting ability for these spells. While casting a spell, you lose some of your scales and your hit point maximum decreases by 1d8 for each spell level of the spell (cantrips count as 1st-level spells). This reduction lasts until you finish a long rest, at which point you also regain all your scales.

Regardless of the chosen class, you can cast spells using your innate magic just like a sorcerer. You can cast 2nd level spells at 3rd level, and you can cast spells of one level higher for each two more levels you have

in this class. You cast these spells requiring no material components.

Additionally, you gain proficiency in two of the following skills of your choice: Arcana, History, Nature, Religion. Your proficiency bonus is doubled for any ability check you make that uses the chosen proficiencies.

PRICE OF MAGIC

Also at 3rd level, you lose a portion of your physical might to delve into the endless oceans of draconic magic. Your Hit Die becomes d6, and grows by one size at each Age Improvement stage (from 1d6 to 1d8, from 1d8 to 1d10, and from 1d10 to 1d12). You don't reroll the previous die when its size grows.

MAGIC-INFUSED NATURE

Starting at 6th level, you feel more comfortable while casting spells at the price of your own health. The hit point maximum reduction in the Occultist feature decreases by 1d6 for each spell level of the spell.

DUAL MIND

At 10th level, the magical reaction between your scales and the spells that you've cast grows a second mind. You choose another spellcasting class and can cast the spells on that class's spell list thanks to this second mind. However, you can only cast a number of spells equal to your proficiency bonus from that spell list, and when you cast a spell from the spell list of that secondary class, your hit point maximum is reduced by 1d8 for each spell level of the spell, instead of 1d6. You regain the ability to cast spells from the secondary class when you finish a long rest.

For example, let's say your first spellcasting class is wizard and your second is cleric. When you cast a wizard spell, your hit point maximum is reduced by 1d6 per spell level. When you cast a cleric spell, your hit point maximum is reduced by 1d8 per spell level. Additionally, you can cast only a number of cleric spells equal to your proficiency bonus before finishing a long rest. The maximum spell level for both wizard and cleric spells is determined by the Occultist feature.

The secondary mind also allows you to concentrate on two spells at once, as long as they are from different spellcasting classes.

SCALE MAGE

Starting at 13th level, the hit point maximum reduction in the Occultist feature decreases to 1d4 for each spell

level of the spell for your first choice of spellcasting class, and to 1d6 for your secondary choice.

SPELL ABSORPTION SCALES

Starting at 17th level, you can absorb spells. When you are affected by a spell, you can choose to reduce your hit point maximum by a number equal to 1d8 for each spell level of the spell affecting you to absorb the magical energy of the spell. If the spell is affecting creatures other than you, they are not affected as well.

COALITION OF HOARDERS

The dragons of this coalition are exceptional hoarders even among their own kind. They are highly skilled in identifying and using magic items, cursed objects, lost relics, and artifacts. They not only live to find and gather precious objects but also to protect and preserve them. They are masters at creating perfect lairs, setting traps to protect their hoards, and devising defense mechanisms to guard themselves against hoard thieves.

HOARDER'S SPELLS

Starting when you choose this coalition at 3rd level, you can cast the following spells without expending a spell slot and requiring no material components. Once you cast a spell, you must finish a long rest to do so again.

Dragon Class Level	Spells
3rd	<i>arcane lock, arcanist's magic aura</i>
6th	<i>find the path, glyph of warding, legend lore</i>
10th	<i>arcane eye, arcane hand</i>
13th	<i>arcane sword, guards and wards</i>
17th	<i>antipathy/sympathy, astral projection</i>

HOARDER'S LOGBOOK

Also starting at 3rd level, you can identify items with a short study. As a 1-minute study you conduct while holding an item, you can make an Intelligence (Arcana) or Intelligence (History) check to identify it. The DC of the check depends on the item's rarity: 13 for uncommon items, 15 for rare items, 17 for very rare items, 19 for legendary items and 21 for artifacts. On

a success, you identify the item, learn any command word that is required to activate it, whether it is cursed or not along with the nature of the curse, as well as its rarity and value.

Moreover, you have a logbook in which you record the list of the items you have found and added to your hoard, along with the information you've uncovered about them. This logbook can be in any form; stone tablets, a collection of parchments, a pile of bones, or anything else you want. You can use your action to conjure one of the items of your choice in the logbook and use it. The item remains until you dismiss it as another action, or for 1 minute. You can use this feature a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

EFFICIENT ITEM USER

Starting at 6th level, if you are expending a charge while using an item, you expend 1 less charge (a minimum of one charge).

EFFICIENT ATTUNER

At 10th level, you become able to attune to four items at once, instead of three.

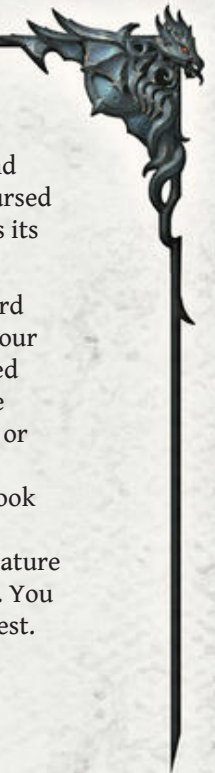
POTENT ITEM

Starting at 13th level, you can activate or use the benefits of a magic item in areas devoid of magic, such as an area under the effects of the *antimagic field* spell.

Once you use this feature, you must finish a short or long rest to use it again.

MAGIC ITEM ENTHUSIAST

At 17th level, you become able to attune to five items at once, instead of four.





DRAGON RIDING

“The knight, on her ever-faithful companion with eyes and wings of fire, flew towards the shattering, fading sun. With sword and shield in her capable hands and dedication in her eyes, she flew, as her mount’s roar pierced through the sky. Fierce was her presence, but her dragon’s claws were fiercer still, talons ready to tear open the skies. Together, they climbed higher and higher, closer and closer to the dying sun. She would collect its shattered pieces if it was the last thing she did. She would make it whole once more, and her mount’s fire would reignite the fading star, driving away the unnatural darkness.”

Dragons, majestic creatures, different from the rest in all respects, surely cannot be expected to be treated as any other mount. Those who have earned the right to be called “dragon riders” know the intricacies involved. This section seeks to demystify the practice, allowing our readers to familiarize themselves with the many benefits and pitfalls, while also providing storytelling and

roleplaying tips for players and GMs alike.

DRAGON RIDING: AN UNCOMMON OCCURRENCE

Corpus Draconis is designed to restore the former glory of dragons to your gaming table. Dragons are revered creatures; feared, respected, and worshiped by many. Riding one of these incredible beings is a feat deserving of equal respect, making the practice of dragon riding an exceedingly rare and legendary occurrence. In most settings, only ancient tales speak of heroes mighty enough to mount a dragon, and encountering a character who has earned a dragon’s respect and formed such a bond is close to someone from our world coming face to face with a dragon.

The rules for dragon riding in *Corpus Draconis* are written with this sense of wonder in mind. However, if dragons in your setting are more common or more easily tamed, feel free to adjust the rules to suit your campaign. This guide offers a flexible framework for dragon riding that can be adapted to fit any 5E table.

DRAGON RIDING ROLEPLAYING TIPS

Dragons are honorable, highly intelligent creatures. The bond between a rider and a dragon thrives when

the rider approaches the dragon with respect and care, always mindful that a dragon is a sentient being, not a mere beast. Ideally, the dragon and the rider should share similar ideals or alignments, creating mutual understanding and trust.

Most dragons prefer to be treated as equals in such a relationship and strongly oppose being reduced to the role of a servant. Riders must recognize that a dragon is not simply a mount, like a horse, but a powerful, sentient creature with its own desires and will. Failing to treat the dragon with respect and nurturing the relationship may result in the dragon abandoning the rider; or worse, turning against them.

In the rarest of cases, a rider might attempt to intimidate a dragon into submission. While this is incredibly uncommon, it’s worth noting that dragons, despite their power, are social beings with deep connections to the Material Plane. Some beings, especially those of great wickedness, may be capable of instilling fear even in a dragon. For instance, a pit fiend lord of the lower planes might coerce a dragon into becoming its mount, though such an occurrence would be extraordinarily rare. More realistically, a fiend would form an alliance with a dragon that shares its alignment, forging a partnership based on a common malevolence or ambition.

HOW TO MOUNT A DRAGON

Persuading or intimidating a dragon is no easy task. The potential rider must prove their worth to the dragon they wish to ride, or gain an advantage that forces the dragon into submission.

One way to earn a dragon’s respect is by completing quests on its behalf. For example, a dragon might ask the characters to retrieve a stolen artifact from its hoard. In return, the dragon could offer its companionship. Alternatively, a character might work against the dragon, using leverage to ensure cooperation. For instance, the party could recover the dragon’s lost eggs and threaten to harm them unless the dragon agrees to serve.

The dragon’s response will depend heavily on its personality and the campaign’s narrative. Some dragons may require additional favors or tasks before offering their companionship, while others might react to threats with immediate hostility, attacking on sight.

Encourage your characters to make a Charisma



(Intimidation) or Charisma (Persuasion) check while persuading or forcing a dragon into being a mount. The DC for the check varies depending on three factors:

Challenge Rating vs. Character Level. The greater the difference between the dragon’s challenge rating and the characters’ level, the more difficult it will be to persuade or intimidate the dragon.

Familiarity. If the characters have spent time getting to know the dragon, their familiarity can make persuasion or intimidation easier, lowering the DC.

Leverage. Completing tasks for the dragon or gaining an upper hand makes it more likely to accept becoming a mount, lowering the DC.

If a character fails the check, it means the dragon is not yet willing to be mounted. The character must continue to build trust, demonstrate their worth, or find new leverage before attempting to persuade or intimidate the dragon again.

DRAGON RIDING SYSTEM

Your character has a dragon they can ride; this is where the real adventure begins. Below is a new dragon riding mechanic that functions like a class of its own. However, any character can gain access to this class-like system and progress through its levels, as long as they have a dragon to mount. If a character loses their dragon companion or begins riding a different dragon, they don’t lose any progress in the system.

Progressing in the dragon riding system is straightforward and follows a similar structure to standard character level progression. The experience required to level up in this system is outlined in the table below. However, only the experience earned while riding a dragon counts toward leveling up in dragon riding.

If you, as the GM, use milestones instead of experience points, you can level up your players’ dragon riding ability whenever you feel it fits the story.

DRAGON RIDING TABLE

Level	Feature	Dragon Riding Experience Required
1	Dragon Rider	Having Found A Dragon To Mount
2	Control Over The Dragon	900 XP
3	True Companion	6,500 XP

4	Battleborn	23,000 XP
5	Improved Riding	48,000 XP
6	Battle Mastery	85,000 XP
7	Dragon Master	120,000 XP
8	Shared Intelligence	165,000 XP
9	Roaming the Battlefield	225,000 XP
10	Legendary Rider	305,000 XP

DRAGON RIDER

You can mount a dragon, but it remains an independent mount that acts on its own initiative. The dragon does not automatically obey your commands and may rarely choose to take actions. It moves and acts as it wishes, which could include fleeing from combat, attacking a badly injured foe, or otherwise acting against your desires. When the dragon takes an action that goes against your will, you must succeed on a DC 10 Dexterity saving throw or fall off the mount.

CONTROL OVER THE DRAGON

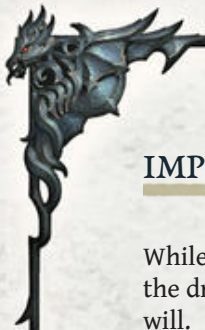
As the bond between you and your dragon mount deepens, it becomes a controlled mount. You and the dragon now share the same initiative count and act on the same turn. The dragon moves according to your directions and has three available actions: Dash, Disengage, and Dodge.

TRUE COMPANION

Your experience with your dragon mount allows you to better control and understand it. You can now speak and understand Draconic, and your dragon mount can now take Reactions.

BATTLEBORN

You can command your dragon to take specific actions while mounted. When you command your dragon to take an action, it counts as one of your own actions. However, you can only command the dragon to take a single Attack action on your turn.



IMPROVED RIDING

While riding your dragon, you cannot fall off, even if the dragon moves in a way that is against its, or your, will.

BATTLE MASTERY

You and your dragon mount have become seasoned companions in combat. When you command your dragon to take an action, it no longer counts against the number of actions you yourself can take. However, you can still only command your dragon to take one Attack action on your turn.

DRAGON MASTER

Your dragon mount grants you magical gifts as your bond grows stronger. Choose one of the following benefits when you reach this level. If your dragon mount changes, you can select a new benefit:

- Your attacks deal an additional 1d6 damage of the type dealt by your mount's breath weapon.
- You can use your dragon mount's Reaction to shield yourself with its wings when you are targeted by an attack you can see. You gain a +2 bonus to AC against the triggering attack.

- Mounting your dragon no longer costs you movement.
- You gain resistance to the damage type dealt by your dragon mount's breath weapon. If the dragon can deal multiple types of damage with its breath weapon, the type to which you gain resistance is determined by the GM.

ROAMING THE BATTLE

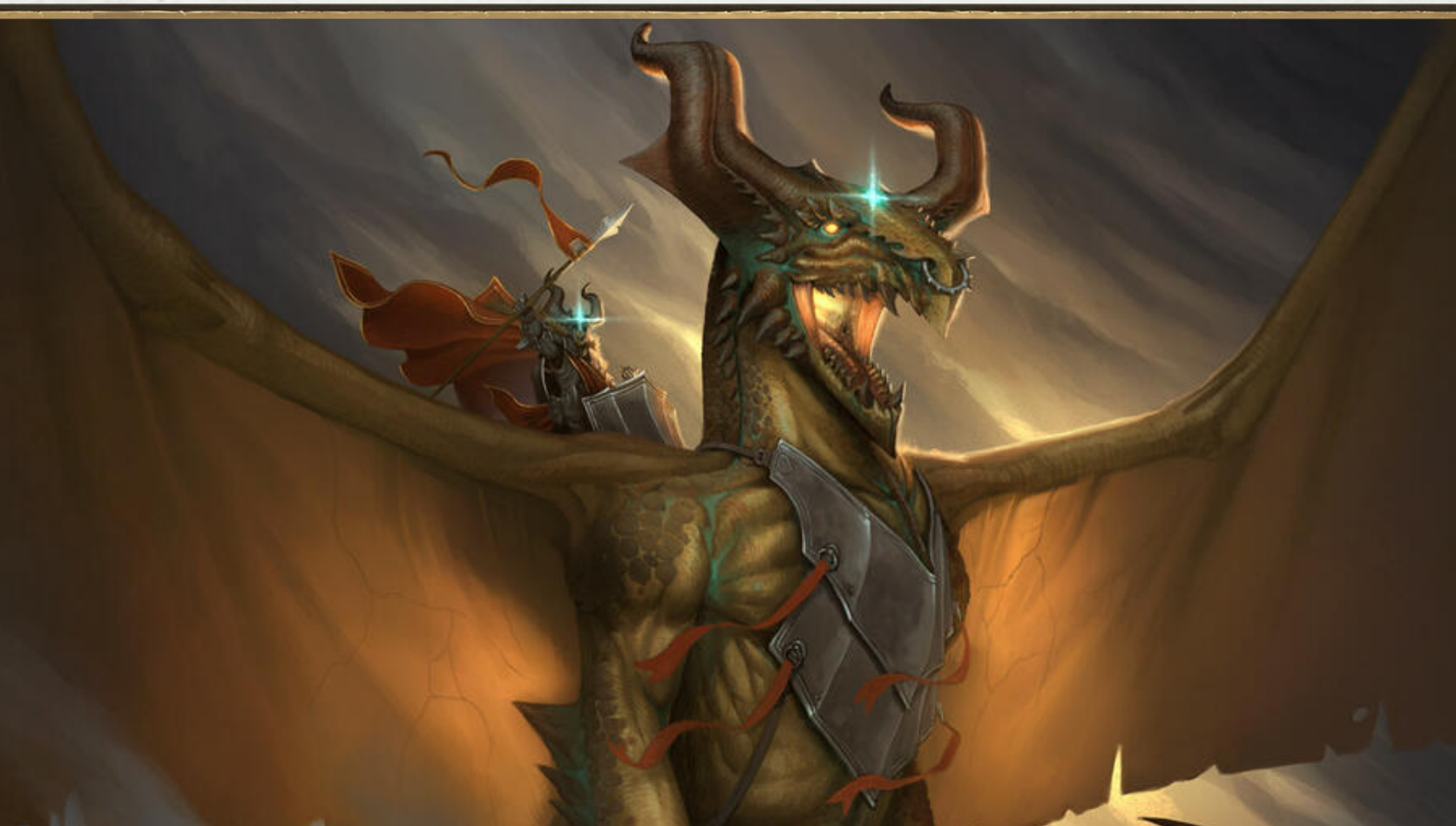
You can command your dragon mount to take as many Attack actions as the dragon's Multiattack feature allows.

SHARED INTELLIGENCE

You and your dragon mount develop a bond of the mind, allowing you to communicate telepathically while on the same plane of existence. Additionally, you choose one more benefit from the Dragon Master feature.

LEGENDARY RIDER

You can command your dragon to take Legendary Actions, if it has any.



DRAGON BINDING

Magic has long been used to summon demons, make pacts with devils, conjure spirits, leap into fey realms and even contact alien entities. But what about dragons? These ancient, proud beings have been beyond the grasp of most spellcasters, that is, until now. This section introduces dragonbinding; a powerful and dangerous form of magic that allows skilled practitioners to summon dragons from distant planes or bind those nearby into service.

WHAT IS DRAGONBINDING?

Dragonbinding is a specialized form of conjuration magic. Its practitioners, called dragonbinders, can summon dragons from distant planes or bind existing ones into service. But dragons are not demons to be commanded or spirits to be beckoned; they are proud, intelligent, and can be quite vengeful when disrespected. Only those with true mastery, unwavering willpower, or a sharp mind can hope to wield this power without disastrous consequences.

REQUIREMENTS

Below, you'll find the prerequisites that must be met before attempting this rare and powerful form of magic.

Focus. You must be attuned to a very rare or legendary item with a strong connection to dragonkind. This could be a treasure plundered from a dragon's hoard, a relic imbued with draconic magic, or an artifact tied to a dragon's history.

Knowledge. You must study dragonbinding for at least 96 hours; a grueling process that can't be rushed or done casually during short or long rests. While the existence of dragonbinding is known to some, the exact details are guarded by those with the privilege of knowing them. Draconic cults, esoteric scholars, and even dragons themselves spread misinformation to protect their kind, or simply to punish arrogant mortals.

Proficiencies. To be able to conduct the rituals of dragonbinding, you must be proficient in either Arcana or Religion, and you must be able to speak and write

Draconic.

RITUAL OF DRAGONBINDING

Once you've met all the requirements listed above you can attempt the 1-hour ritual of dragonbinding. The ritual follows three critical steps:

Binding Circle. You must draw a binding circle, using rare materials worth at least 1,000 gold pieces per challenge rating (or level) of the dragon. A successful DC 18 Intelligence (Arcana or Religion) check ensures the circle is properly drawn. A failure wastes the materials, requiring you to start over.

Offering. You must lure the dragon you wish to bind into the circle you've drawn. While dragons are not easily tempted, they do have a weakness; treasure. You must place an item worth at least 2,000 gp in the center of the circle to catch the dragon's attention.

Moment of Binding. When the ritual ends, you must convince the dragon to obey. Make a Charisma (Persuasion) check if you appeal to its pride, or a Charisma (Intimidation) check if you try to dominate it, or another relevant check based on your approach. The DC is 8 + the dragon's challenge rating or level.

On a success, the dragon is bound into your service for 1 hour. You can extend this duration by offering additional treasure as you perform the ritual; each extra 2,000 gp worth of items placed in the circle adds another hour. At the end of the duration, the dragon disappears if it is from another plane. Otherwise, it stays where it is, and attacks you if you disrespected it in any way.

On a failed check, the dragon resists, and most likely attacks you on the spot for your arrogance.

EMPOWERING THE DRAGON

You can enhance your bound dragon by incorporating additional modifications into the ritual. These enhancements come at an added cost, which must be paid during the Binding Circle phase:

Emotional Sight (500 gp). The dragon can magically



sense and understand the emotions of any creature within 60 feet and instantly detect lies unless the target is shielded from divination magic.

Keeper of Knowledge (200 gp). The dragon is proficient in one of the following skills of your choice: Arcana, History, Nature, or Religion. If the dragon is already proficient in the chosen skill, its proficiency bonus is doubled for any ability checks made with that skill. This modification can be made repeatedly for each skill.

Over-Talented (600 gp). The dragon has one more feat of your choice, as long as it meets the feat's prerequisites. This modification can be made up to three times on one dragon.

Ritual Arcana (Cost Varies). The dragon can cast a spell of your choice. Once it casts the spell, it can cast

it again after 1 hour. This modification costs 200 gp for each spell level of the spell.

THE RESULT

As it has already been pointed out, a dragonbinder can either summon a dragon from another plane or bind one that walks the world they're in. According to the option chosen, the results of the ritual changes slightly in terms of game mechanics:

If you bind a dragon already in the world, it retains its statistics and abilities. If you summon a dragon from beyond, its stats are determined using the rules of *Dragon Leveling* (p. 126).

HATCHING A DRAGON EGG

Hatching a dragon egg is more than a simple waiting game. Each dragon egg is unique, requiring specific environmental conditions, emotional nurturing, and arcane influences to awaken the mighty wyrmling within. If neglected, an egg might never hatch; or worse, it could produce a weak, unstable dragon. Those who understand and respect the process, however, may form an unbreakable bond with a dragon that lasts an eternity.

THE RIGHT ENVIRONMENT

Each type of dragon has evolved to thrive in a particular habitat, and its egg mirrors this preference. If the environment is unsuitable, the egg may remain dormant indefinitely or develop abnormally, sometimes transforming into a saterax (p. 10). When a dragon egg is found in the game, you can roll a d12 to determine the environment most suitable for the egg to hatch.

Environment 1. The egg must be kept in extreme heat, preferably within an active volcano or near molten rock. A spell that deals fire damage can substitute for lava if needed when cast on the egg on an hourly basis.

Environment 2. The egg requires a dry, electrically charged atmosphere. It was laid at the heart of a caged desert storm, in a cave filled with storm-charged crystals, hidden inside a storm giant's castle, or guarded by storm elementals.

Environment 3. The egg thrives in the dense humidity of a swamp, particularly one rich in decaying organic matter. It should be regularly bathed in toxic alchemical substances to ensure proper development.

Environment 4. The egg requires a stable, fetid environment such as a brackish pool. It can be submerged in acid-laced water to promote its growth.

Environment 5. The egg must be laid in an ice cave or an environment of permafrost. After about a year, it should be exposed to warmth gradually. If heated too quickly, the hatchling may struggle with developmental issues.

Environment 6. The egg requires a chamber full of crystals, reflecting light and radiant energy. It thrives best under natural sunlight or sacred light.

Environment 7. The egg needs a perfect balance of cold and light, such as a mountaintop bathed in moonlight.

Environment 8. The egg prefers salt-laden air and a rhythm that ebbs and flows just like the tides. It develops best near crashing ocean waves, in the remains of a shipwreck, or along sea cliffs.

Environment 9. The egg absorbs warmth directly from the environment and thus thrives in sun-drenched dunes. It needs warmth and shifting sands.

Environment 10. The egg requires mineral-rich caves, ideally with underground streams that provide continuous resonance. The cave's acoustics in the cave

help shape the wyrmling's developing mind.

Environment 11. The egg grows stronger when infused with magical and psychic energies. Leylines, wizard towers, magic schools are perfect incubation sites.

Environment 12. The egg demands solitude. It flourishes in the stillness of deep forests or hidden sanctuaries, where the magic inside it can grow undisturbed.

EMOTIONAL NEEDS

Aside from warmth, humidity, and magic, dragon eggs also need emotional nourishment to prosper. Dragons are highly intelligent even before birth, and their developing minds respond to the emotions around them.

Dreams & Magic. Some dragon eggs need a touch of the arcane to hatch properly. Exposure to magical discussions, spellcasting, meditation and other magical phenomena helps develop their mental faculties.

Family Warmth. Some dragon eggs prefer a social atmosphere. Friendly conversations, music and stories nourish the dragon within, developing its mind and spirit.

Rage & Conflict. Some dragon eggs crave intensity, thriving around battlefields or gladiator pits. The thunder of battle, the heat of raw emotion, and the clash of steel stir something deep inside, helping them grow strong and fierce.

Solitude & Mystery. Some dragon eggs have an instinct to hide. They require secrecy and stillness to develop, and too much exposure to strangers can slow their hatching.

Tranquility. Some dragon eggs need peace and harmony to hatch. If exposed to anger, fear, or violence, the dragon within may grow anxious or even refuse to hatch.

MAGICAL INFLUENCE

Dragons have a magical nature. They have developed their own spells, mastered a unique way of spellcasting called dracomancy (p. 113), and shaped the course of history with their magical powers throughout the ages. Keeping these facts in mind, it is only natural for a dragon egg to be affected by powerful magical forces.

Below, you'll find a few examples of how magic can shape a dragon even before it hatches. Feel free to expand upon these ideas, using different spells to create

unique effects.

Holy and Unholy Influence. Casting the *hallow* spell on a dragon egg on a weekly basis, infusing it with holy or unholy power, may cause the dragon to develop abyssal, angelic, demonic, fiendish or infernal traits.

Undeath and Necromancy. Keeping the egg in a place of undeath or surrounded by necromantic energy may result in the dragon hatching as an undead, obtaining the *undead dragon template* (p. 267).

Arcane Vision. Casting the *arcane's magic aura* on a dragon egg each day may enhance the dragon's spellcasting abilities, or grant it a permanent magical sight, similar to having the *detect magic* spell constantly active.

Size and Speed Manipulation. Casting the *enlarge/reduce* spell on a dragon egg daily may result in the dragon to hatch one size larger or smaller than normal. Similarly, casting the *haste* spell in the same way may permanently increase the dragon's speed by 5 feet.

MORE THAN JUST A CARRIER

A dragon egg isn't just a shell waiting to crack; it is a vessel containing a sentient, developing mind. Long before it hatches, the creature inside is aware of the world around it, listening to voices, absorbing emotions, and attuning to magic. A caretaker's actions can shape a dragon's personality, attitude, and even its abilities. Raising a dragon egg isn't just about providing warmth and protection; it's about forming an everlasting connection.

The Egg Remembers. A dragon inside an egg is already learning. It can recognize voices, and a caretaker who speaks to it regularly becomes the first voice the dragon truly knows. This can foster a deep sense of trust, making the caretaker the dragon's first ally.

Since the egg can hear and learn, speaking its name during incubation may imprint it on the dragon, shaping its sense of identity. If they've heard it often while inside the egg, most dragons respond to names given to them before birth.

However, sound isn't the only thing dragons can sense inside an egg; they can also perceive scents and magical auras. If a caretaker frequently holds or stays close to the egg, the dragon will associate their presence with safety and comfort.

The Weight of Emotions. Just like humanoid infants, dragons respond to emotions. However, unlike humanoid babies, a dragon's emotions are more intense and primal. If the egg is exposed to prolonged fear, anxiety, or aggression, it may influence the hatchling's



personality in unexpected ways. While leaving a dragon egg undisturbed will not prevent it from hatching, active interaction can create a deeper connection between dragon and caretaker.

One of the most effective ways to nurture a dragon egg is through speech and song. Storytelling and singing can encourage an egg to hatch sooner if done consistently. Holding the egg or resting a hand on its shell while speaking, humming, or singing further strengthens this connection.

The Gaze of the Draconic Pantheon. All dragons are watched by the Draconic Pantheon. Words spoken in Draconic resonate within the developing mind, stirring something ancient and instinctual. Clerics, paladins, and devoted followers of dragon gods who bless an

egg may find the hatchling more receptive to their teachings and divine magic.

WHAT COMES AFTER HATCHING

When the dragon within the egg comes to life fully, its true journey starts. Whether good or evil, celestial or undead, each dragon has an important role to play within the strings of fate, and each one carves a unique path for themselves. When a dragon hatches, you can use the rules detailed in the *Dragon Leveling* section (p. 126) to shape the dragon as it grows in power. Its personality, on the other hand, will be determined by a combination of what befalls the dragon before and after it's hatched.



CHAPTER IV

Draconic Magic





Some say dragons are magic. Not just spellcasters, not just creatures touched by the arcane, but living wells of power, too ancient and immense to understand. This chapter cracks open that mystery, offering spells and items steeped in draconic legacy.

Within, you'll find mauls made from dragon skulls, cloaks woven from shimmering scales, and necklaces that whisper to the winds as you fall. There's a spell that calls forth the gaze of an apocalypse, a cantrip that summons a phantasmal wyrmling to fight by your side, and fireballs that burn brighter, burn harder, burn until there's nothing left but dust. These are the tools and secrets passed down from the hoards and hearts of dragonkind. Use them well. Once you do, your table may never look the same.

DRACONIC ITEMS

Armor

ARMOR OF THE DRAGON SLAYER

Armor (any light armor), very rare (requires attunement)

Adorned with runes that disrupt draconic magic, this armor is also enhanced to improve your speed and agility. While wearing it, you gain the following benefits:

- You have a +1 bonus to AC.
- Your speed increases by 10 feet.
- When you are subjected to an effect that allows you to make a Dexterity saving throw to take half the damage, you take no damage on a success and only half damage on a failure.

ARMOR OF EVERFLAME

Armor (light, medium, or heavy), very rare

Decorated with ancient Draconic flame runes, this armor is enchanted with the Everflame (p. 58); the legendary flames of ancient dragons. While wearing it, you have resistance to fire and radiant damage.

As an action, you can transform into a sphere of Everflame, as if casting the *fireball* spell (3rd level, spell

save DC 15) with yourself. You appear where you throw yourself as a fireball, after the explosion. The spell's fire is Everflame, ignoring resistance to fire damage.

Once you use this feature, you cannot do so again until you finish a short or long rest.

DRACONAUT ARMOR

Armor (medium), rare (requires attunement)

This armor, originally crafted for **draconauts** (p. 240) can be salvaged from the carcass of one and adjusted to fit any Medium creature for a cost of 25 gp in materials. While wearing it, your AC becomes 15 + your Dexterity modifier (maximum of 3).

Potions & Poisons

DRAGONROT

Poison, very rare

This silvery, ooze-like poison is made from desecrated dragon blood and causes extreme pain to dragons.

You can use an action to coat a weapon or 10 ammunition with the *dragonrot* to gain the benefits of the poison for 1 minute.

When you hit a dragon with a weapon or ammunition coated with the *dragonrot*, the dragon takes an extra 2d6 necrotic damage, and the dragon must make a DC 20 Constitution saving throw. On a failed save, it is paralyzed until the end of its next turn. On a successful save, the dragon isn't paralyzed but it can't use its breath weapon until the end of its next turn.

LIQUID BREATH

Potion, uncommon

For 1 minute after drinking this potion, you can unleash a breath weapon.

As an action, you exhale acid, cold, fire, lightning, or thunder (determined by the GM) in a 30-foot cone. Each creature in the area must make a Dexterity saving throw (DC = 8 + your proficiency bonus + your Constitution modifier), taking 6d6 damage on a failed save or half as much damage on a success.

PRIMORDIAL ICHOR

Potion, legendary

This is the blood of an ancient (or older) dragon infused with magic to empower those who drink it. It is very rarely found on the market, and is deemed sacred by temples of draconic deities. When you drink this *primordial ichor*, you gain the following benefits for 8 hours:

- You gain blindsight with a radius of 60 feet.
- You gain a +10 bonus to passive Perception.
- You can understand and speak Draconic.
- Your attacks deal an additional 2d6 fire damage which can't be reduced by any means.
- You have immunity to fire damage.
- You have immunity to being charmed and frightened.

Rings & Rods

RING OF THE DRAGON MASTER

Ring, legendary (requires attunement)

This onyx ring is in the shape of a dragon's claw. When you wear it, you gain the following benefits:

- You know Draconic.
- You sense the location of any dragon within 120 feet of you.
- You have a +7 bonus to Wisdom (Insight), Charisma (Intimidation) and Charisma (Persuasion) checks against dragons.
- You can cast the *dominate monster* spell without expending a spell slot or any components. Once you cast the spell in this way, you must finish a long rest to do so again.

ROD OF DRAGON REPELLING

Rod, very rare

This silver rod is shaped like two dragons intertwined, spiraling toward the tip of the rod. You can use your action to fix the rod in the ground and activate it with its command word. When activated, it emanates an invisible, spheric aura with a radius of 120 feet. Dragons outside the aura must succeed on a DC 18 Wisdom saving throw to enter. Dragons in the area have disadvantage on attack rolls and saving throws.



WHELP PROTECTOR

Ring, rare (requires attunement)

Designed by dragons to protect whelpings from lair invaders and savage beasts, this ring is also a prized treasure of mortal warriors.

When your hit points drop below half of your hit point maximum while wearing this ring, you gain resistance to bludgeoning, piercing and slashing damage for 1 minute, or until your current hit points equals or exceeds half of your hit point maximum.

Weapons

DRAGON HEAD

Weapon (any bludgeoning), rare (requires attunement)

Shaped like a dragon's head, this adamantine magic weapon smolders faintly from its hollow eyes, nose, and mouth.

When you hit a creature with it, you can deal an extra 2d6 fire damage to either the target or another creature of your choice within 5 feet of it, or you can use the *dragon head* to cauterize your own wounds, regaining 1d4 hit points.



DRAGON SKULL

Weapon (maul), rare (requires attunement)

This magic weapon is crafted by fixing a dragon's skull to an adamantine rod. While wielding it, you have the following benefits:

- When you hit a creature with an attack using this weapon, it takes an extra 2d6 piercing damage as the skull's teeth tear its flesh.
- You can use your action to coat the head with adamantine for 1 minute. Once you use this feature, you must finish a long rest before you can do so again.

DRAGON SPINE

Weapon (whip), uncommon

Made from a draconic spine, this whip consists entirely of dragon bone, including its handle. When you hit a creature with it, the wound continues to bleed.

Whenever you hit a creature with an attack using this weapon, the target takes an additional 1 damage of the weapon's damage type at the start of each of its turns for 1 minute, until the target or an ally takes an action to stanch the wound with a successful DC 12 Wisdom (Medicine) check or until the target receives magical healing.

DRAGONKILLER

Weapon (any melee), rare (requires attunement)

The blade of this weapon, specifically designed to slay dragons, is inscribed with five glowing, red runes, each representing one charge.

The *dragonkiller* has 5 charges. When you hit a creature with an attack, you can expend one charge to deal an extra 2d8 force damage to the target. If the target is a dragon, the extra force damage is doubled. When you expend a charge, the expended rune glows blue and fades away.

The *dragonkiller* regains 1d4 + 1 expended charges daily at dawn.



TWIN FANGS

Weapon (any slashing), rare

These twin magic weapons, each crafted from one fang of the same dragon grant a +1 bonus to attack and damage rolls. If you deal damage to the same creature with both of these weapons on a single turn, the creature takes an extra 2d6 damage. The type of this damage is the same as the breath weapon of the dragon whose fangs were used to craft these weapons.

Wondrous Items

AMULET OF WYRMFIRE

Wondrous item, uncommon (requires attunement)

This amulet is made of a dark grey dragon scale, upon which a magical flame constantly flickers. This fire sheds bright light in a 10-foot radius and dim light for an additional 10 feet, and it doesn't burn or harm you. Additionally, when you are subjected to a dragon's breath weapon, the flame absorbs some of the impact, reducing the damage you take by 2d6.

ANCESTRAL DRAGON TATTOO

Wondrous item (tattoo), legendary (requires attunement)

This tattoo, covering your head, shoulders, chest and arms, looks like the skeletal remains of a dragon. While you are not wearing any armor, you can use your action to activate the tattoo, causing dragon bones and spikes to form over it for 1 minute.

While the tattoo is active, you have a +3 bonus to AC, immunity to being charmed and frightened, and resistance to necrotic damage. You can also use these bones and spikes as claws, which deal 1d8 slashing damage on a hit. If a creature grapples you while the tattoo is active, it takes 1d8 piercing damage and an extra 1d8 piercing damage at the end of each of its turns until the grapple ends.

You can activate this tattoo a number of times equal to your proficiency bonus. You regain any expended uses when you finish a long rest.

CLOAK OF SCALES

Wondrous item, very rare (requires attunement)

Woven from dragon scales, this cloak shifts in color depending on the type of damage resistance it grants (determined by the GM). While wearing it, you gain the following benefits:

- You have advantage on saving throws against effects caused by dragons.
- You have resistance to acid, cold, fire, lightning or poison damage (determined by the GM when you acquire the item).

However, the overlapping scales make a soft but constant rustling sound, giving you disadvantage on Dexterity (Stealth) checks.





CORPUS DRACONIS

Wondrous item, artifact (requires attunement by an ally of dragons)

There are countless tomes written about dragons; about their might, wisdom, and power. But none compare to *Corpus Draconis*. This codex is a divine artifact, penned by Draconis, one of the two Eldest dragons and the head of the Draconic Pantheon. Traveling through the cosmos, he recorded the essence of dragonkind, their glories, and their wisdom. *Corpus Draconis* is more than a book. It is a relic infused with draconic magic, a beacon meant to rekindle the awe and reverence to dragons. Through the knowledge stored within, Draconis seeks to resurrect his lost soulmate, Kinarax, and through this book, dragons shall rule the cosmos once more.

The tome's gilded cover shimmers like dragon scales, shifting colors as it catches the light. The ink upon its pages glows faintly. The book itself is imbued with the power of a dragon's breath. Some of its pages are said to have been purposefully scattered across the world by Draconis, left as omens for those destined to walk the path of dragons.

The codex is bound by a golden clasp, shaped like the talon of an ancient wyrm. Only a creature attuned to it may open its pages. To attune to *Corpus Draconis*, a creature must either possess draconic blood (such as a dragonborn or sorcerer of draconic origin) or demonstrate unwavering reverence toward dragons by making a significant offering at a draconic shrine; permanently sacrificing a treasured memory, offering of something of extraordinary value, or surrendering a loved one to the will of dragonkind.

Reading the entire codex requires six days of study. A creature who is not attuned to it but dares to read it must succeed on a DC 22 Wisdom saving throw or be overwhelmed by draconic visions, falling unconscious for 1d6 hours and suffering 4d10 psychic damage as their mind struggles to comprehend the grandeur of dragonkind. Once attuned, the reader gains ancient draconic insight and power, acquiring the following benefits:

Ability Score Increase. After you spend the required time to read and comprehend the codex, one ability score of your choice increases by 2, to a maximum of 24. This increase is permanent and remains even if you lose attunement. If you lose attunement to the tome but become attuned to it again later on, you do not benefit from this feature.

Breath of the Elders. If you possess a breath weapon, its damage die increases by one size (for instance, from d6 to d8).

If you do not possess a breath weapon, you gain the ability to exhale a 60-foot cone of pure draconic energy as an action. All creatures within the cone must make a DC 18 Dexterity saving throw; taking 6d8 force damage on a failed save, or half as much on a successful one.

Once you use this feature, you must finish a long rest to use it again.

Dracomancy. Not only do you unlock the secrets of dracomancy, but become able to perform its wonders as if you were a dragon; unburdened by the limitations that plague other mortals.

You can cast any spell recorded within the tome without expending a spell slot, though you must still provide the required material components. Once you cast a spell in this way, you can't use this feature again until a number of days equal to the spell's level have passed.

Draconic Scholar. You have advantage on Intelligence (Arcana, History, Nature, and Religion) checks related to dragons, draconic artifacts, and ancient civilizations once ruled by dragons.

Trial of the Wyrms. The codex does not grant its blessings freely. Once you are attuned to it, you must live in accordance with the ideals of dragonkind. This includes honoring dragons and treating them with due reverence, acting with wisdom in all matters, and preserving power, ensuring it does not fall into unworthy hands. If you act in direct defiance of these tenets (for instance, by betraying a dragon's trust), the codex brands you as unworthy. The next time you attempt to use one of its powers, your attunement is permanently broken, and the codex vanishes in a flash of draconic light, returning to Draconis himself.

Voice of Draconis. You have advantage on Charisma (Intimidation and Persuasion) checks.

Wings of the Dragon. You can use your action to summon ethereal draconic wings, gaining a flying speed of 60 feet for 1 hour.

Once you use this feature, you must finish a long rest to use it again.

Corpus Draconis is nearly indestructible. Its destruction can only be achieved by an act of ultimate desecration. If (and only if) the codex is submerged in the blood of a greatwyrm, given willingly by the greatwyrm for this purpose, in a desecrated temple that originally belonged to a deity in the Draconic Pantheon, do its pages blacken and the tome crumbles to dust. Even then, it should be noted that Draconis has the entirety of the text committed to his memory, and that he will personally descend to prevent such a disrespectful attempt. And, dear reader, Draconis is not someone you want to cross. He is not just a dragon; he

is a universal force, one of the two Eldest Dragons, a primordial power coiled at the center of existence. Even if his physical body were somehow destroyed, which is a feat beyond mortal comprehension in and of itself, his essence would endure. For just as Kinarax, whose soul endures even after her great sacrifice, Draconis will never fade.

DRAGON FLUTE

Wondrous item, uncommon (requires attunement by a bard)

This flute, carved from the femur of a dragon and inscribed with Draconic sigils meaning *arcane* and *power*, can be used as a spellcasting focus.

While using it as a focus, you gain a +1 bonus to spell attack rolls and your spell save DC increases by 1.

MASK OF THE GREATWRYRM

Wondrous item, legendary (requires attunement)

This wooden mask, carved to resemble a dragon's face, is inscribed with runes that press against the wearer's skin. While attuned, the mask reshapes to fit your face, granting the following benefits:

- You gain the half dragon template. Your dragon half is Gargantuan and its color is determined by the GM.
- You gain truesight with a radius of 30 feet.
- When you fail a saving throw, you can choose to succeed instead. Once you use this feature, you must finish a long rest to use it again.

Curse. The mask cannot be removed from your head until you drop to 0 hit points or a *wish* spell is cast to take it off.

NECKLACE OF THE DRAGON RIDER

Wondrous item, rare (requires attunement)

This necklace resembles the wings of a dragon. While wearing it, you can cast the *feather fall* spell without expending a spell slot or any components. Additionally, you have advantage on Dexterity saving throws while mounted on a dragon.





REGALIA OF THE DRAGON QUEEN

Once upon a time, there was a priestess who worshipped a dragon so powerful that even the divines tread carefully around it. Though the dragon had many followers, the priestess stood out with her formidable magic, unbridled loyalty, and impeccable service. The impressed dragon gifted her with a set of relics; each the epitome of power in its own right. Together, they made the priestess unstoppable.

With these items in her grasp, she rose from priestess to queen, wreaking havoc upon a kingdom and building her own in its place.

Clad in her five-piece regalia of ruby and gold, the queen survived countless battles, relentlessly scorching her enemies to cinders. For years, none could stand against her. That is, until she fell in love. The rest of the story is a mystery. It is not known how or why the queen wanted to reveal her face to her lover, nor whether said lover had any part in her untimely demise. What is known is that the moment she removed her mask to reveal her face, the assassins struck. They cut her down where she stood, pried the relics from her cooling body, and scattered them across the world, ensuring no one would ever wield such power again.

Some say the regalia still calls out, pulling at the strings of fate to be reunited, so they can make sure the assassins, their relatives, or whatever else may be left from their existence burn in the fires of vengeance.

The *regalia of the dragon queen* consists of five items: the *goldfire cloak*, the *goldfire crown*, the *goldfire mask*, the *goldfire scepter*, and the *goldfire shield*. However, even a small number of these pieces carry great potential when brought together. Below, you'll find the benefits you gain when you are attuned to a number of pieces of the regalia, in addition to the benefits granted by the pieces themselves.

2 Pieces. You have resistance to fire damage.

3 Pieces. You have immunity to fire damage and resistance to cold damage. Additionally, any fire damage you deal becomes goldfire, bypassing resistance to fire damage and treating immunity to fire damage as resistance.

4 Pieces. When you drop to 0 hit points, you are surrounded by golden flames and affected by the *heal* spell. Once you benefit from this feature, you must

finish a long rest to do so again.

5 Pieces. You magically obtain an item called the *goldfire egg*; a shiny, golden dragon egg adorned with rubies, holding your life essence. If you die, the regalia (excluding the egg) melts into nothing. 1d4 days later, you are reborn in golden flames in the nearest unoccupied space within 15 feet of the egg, wearing all pieces of the regalia, attuned to it once more.

GOLDFIRE CLOAK

Wondrous item, rare (requires attunement)

Made of golden, burning feathers and decorated with rubies, this cloak is forever ready to turn into wings and carry you to the skies. While wearing the cloak, you have the following benefits:

- You have a flying speed of 30 feet.
- You can use your action to hurl burning feathers at up to 3 targets of your choice that you can see within 60 feet of you, making a ranged spell attack against each of them, using your Charisma modifier. On a hit, a target takes 2d6 fire damage.

GOLDFIRE CROWN

Wondrous item, very rare (requires attunement)

This golden crown made of living flames radiates heat as a constant reminder of its burning power.

While attuned to the crown, your Charisma score increases by 2, up to a maximum of 20.

While wearing this crown, you can use your action to cast the *fire shield* spell without expending a spell slot. You can cast the spell in this way a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

GOLDFIRE MASK

Wondrous item, rare (requires attunement)

This golden mask fashioned in the form of the upper

half of a dragon's face has rubies for eyes. When worn, it sharpens your senses.

The *goldfire mask* magically conforms to your face, feeling as natural as your own skin. However, the moment you remove it, its attunement ends.

While attuned to this mask, you gain the following benefits:

- You have a +5 bonus to passive Perception checks.
- You have advantage on saving throws against being blinded.
- You can use your action to cast the *scorching ray* spell (3rd level) by shooting rays from the ruby eyes without expending a spell slot. Charisma is your spellcasting ability for this spell. You can cast the spell in this way a number of times equal to your Charisma modifier (a minimum of once). You regain any expended uses when you finish a long rest.

GOLDFIRE SCEPTER

Rod, very rare (requires attunement)

This golden scepter, shaped like a dragon's forearm, holds a ruby sphere in its claw, its magic waiting to humble enemies and make others bow before your might.

While attuned to the scepter, you have resistance to acid and thunder damage. While holding it, you can cast the *bane* spell (4th level, save DC 16) without expending a spell slot

GOLDFIRE SHIELD

Armor (shield), very rare (requires attunement)

This golden round shield is adorned with colorful gemstones, and its edges are doused with eternal, golden flames. While holding this shield, you have the following benefits:

- You have a +1 bonus to AC.
- When you take damage from a spell, the spellcaster must succeed on a DC 16 Constitution saving throw or take 2d6 fire damage.

TREASURE OF THE HOARD WATCHER

Once, there was a mighty paladin who served an even mightier dragon. After taking the Oath of the Treasure Warden (p. 65), Sevenar was given the duty to roam the planes and find new items to add to Kovinarx's ever-growing hoard. The dragon gifted the paladin with a set of items to protect her from harm, and to make it easier for her to locate valuable treasure during her travels.

Known as the *treasure of the hoard watcher*, the set consisted of a breastplate, a crown, a pair of gauntlets, and a mask. Each item was of the deepest black adamantine and bathed in the flames of Kovinarx with a single, unblinking eye at the center, its pupil resembling a gemstone. Kovinarx observed Sevenar through these eyes, gracing the paladin with its presence across the planes.


One day Sevenar felt great pain, and an unstoppable pull toward the dragon's lair. Her heart pounding and fearing the worst, she raced to Kovinarx's side, only to find devastation. Kovinarx had been slain by thieves. The dragon's followers had made it in time to save Kovinarx's hoard and kill the villains who had slain their master, but the mighty dragon was no more.

Grief became purpose. Sevenar formed the Hoard Watchers, a knighthood sworn to protect the treasure and resurrect Kovinarx. She ordered new sets of the *treasure of the hoard watcher*, gifting them to her trusted lieutenants. However, wealth whispers and gold tempts.

Greed crept into the knighthood, and oaths were broken. A civil war erupted, shattering the order from within. Sevenar saw only one way to end it, and brought the mountain down upon them all. The lair collapsed, entombing the knights, the treasure, and herself beneath stone and shadow.

Yet time does not keep secrets forever. As the years went on, earthquakes, underground rivers, and other natural phenomena scattered each *treasure of the hoard watcher*, eventually bringing them to new owners.

The complete treasure of the hoard watcher consists of four pieces: the *breastplate of the jade eye*, the *crown of the sapphire eye*, the *gauntlets of the topaz eye* and the *mask of the obsidian eye*. However, even a small number of these pieces carry great potential when brought together. Below, you'll find the benefits you gain when you are attuned to a number of pieces of the treasure,



in addition to the benefits granted by the pieces themselves.

2 Pieces. You have a +4 bonus to initiative rolls.

3 Pieces. You can attune to the fourth piece of the treasure without expending an attunement slot.

4 Pieces. You gain proficiency in the Investigation and Perception skills as well as a +4 bonus to passive Investigation and passive Perception.

BREASTPLATE OF THE JADE EYE

Armor (breastplate), rare (requires attunement)

This dark armor is an adamantine breastplate, bearing the depiction of a massive eye with a jade pupil, covering almost the entire armor. The eye moves, shifting and blinking on its own, giving chills to those who see it. It is rumored that this was once the eye through which Kovinarx watched the paladin.

While wearing this suit of adamantine armor, you have the following benefits:

- You have advantage on Charisma (Intimidation) checks.
- You can't be surprised.
- When you are hit by an attack, you can use your reaction to open the eye wide, emanating a 15-foot cone of blinding green light. All creatures within the cone must succeed on a DC 15 Constitution saving throw or be blinded until the end of their next turn. Once you use this feature, you must finish a short or long rest to use it again. The DC increases by 2 and the number of uses increases by 1 for each piece of the *treasure of the hoard watcher* you are attuned to.

CROWN OF THE SAPPHIRE EYE

Wondrous item, rare (requires attunement)

Forged from jagged adamantine, this dark crown bears an eye with a sapphire pupil in the front. It was not made to shield Sevenar from divination, but to track

those who sought to uncover secrets.

While wearing this crown, you have the following benefits:

You can cast the *clairvoyance*, *divination* and *legend lore* spells. Once you cast the *clairvoyance* and *divination* spells in this way, you must finish a long rest to do so again. You can cast the *legend lore* spell once per week.

If a divination spell or another magical effect that counts as divination magic is cast on you, you become aware of it, even if it should normally go unnoticed as stated in its description. You can also make a Charisma saving throw against the spellcaster's spell save DC even if the spell does not require a saving throw. On a success, you receive a small piece of information about the caster; perhaps a name, a location, or a fragment of their intent. The GM determines the details of the information.

GAUNTLETS OF THE TOPAZ EYE

Wondrous item, very rare (requires attunement)

This pair of adamantine, spiked gauntlets are adorned with small eyes with topazes for pupils. Imbued with the magic of the mighty Kovinarx, they improve the wearer's grip, enhancing their abilities in combat.

While wearing these gauntlets, you have the following benefits:

- You can't be disarmed.
- You can cast the *bane*, *bless*, *enlarge/reduce*, and *shield of faith* spells without expending a spell slot. When you cast one of these spells in this way, you may choose to cast an additional one from the list as part of the same action. If both require concentration, you may concentrate on both as if they were a single spell, losing both on a failed check.

When you cast a total of 6 spells using these gauntlets, you must finish a long rest to cast spells with them again.

MASK OF THE OBSIDIAN EYE

Wondrous item, rare (requires attunement)

This full-face adamantine mask bears a single, yawning obsidian eye where the mouth should be. It sees the hidden, and its whispers demand truth. When you're attuned to it, it magically takes the shape of your face, making it extremely comfortable to wear.

Kovinarx wasn't just obsessed with treasure, knowledge was just as valuable to him, and it was Sevenar's job to track it down. To help, the dragon forged this mask with two key powers: one to find those who might know something useful and another to get them to talk. Since liches tend to hoard secrets and surround themselves with undead, Kovinarx made sure the mask was designed to deal with both.

You have the following benefits while wearing this mask:

- You know if there is an undead within 30 feet of you unless it has total cover.
- The mask has 2 charges. As an action, you can expend one charge to force a creature that can hear you within 60 feet of you to answer a question as if you were a trusted ally. The creature must succeed on a DC 17 Wisdom saving throw, or it must answer the question truthfully. If you and the creature don't share at least one language, or if the creature doesn't know the answer to the question, it can't provide an answer.

WRATH OF THE WAR DRAGON

Wondrous item, rare

This banner is a tapestry that depicts the clash of two armies under the great wings of a war dragon. Once placed on a solid surface as an action, it gradually infuses a 60-foot-radius sphere centered on it with destructive energies in the course of 8 hours. At the end of that time, the sphere remains infused for 24 hours.

While within the sphere infused with energy, creatures cannot benefit from resistances to any damage type.





DRACONIC SPELLS

This section offers spells inspired by dragons. Some are made for players to face dragons, some of them are designed for dragons to utilize. Each one reflects the power, fear, or wonder that dragons bring to the world. Whether you play as a draconic creature, fight one, or follow their path, these spells are sure to add new flavor to your game.

Spell List

BARD SPELLS

CANTRIPS (0 LEVEL)

Draconic Ally
Dragon Wrath
Gift of Pestilence
Present Presents
Rotting Dragon

1ST LEVEL

Reaving Claw
Sense Dragon
Tongue of the Liar Dragon

2ND LEVEL

Cries of the Dying Dragon
Draconic Might
Dragons' Diplomat

3RD LEVEL

Conjure Hoard Guardian
Hoard Illusion
Roar Vortex
Unbreakable Fortress of Draconic Mind

4TH LEVEL

Calculated Strikes

5TH LEVEL

Draconic Destruction
Dragon Suffocation

6TH LEVEL

Deadly Hoard Magnet

7TH LEVEL

Breath Shield
Burn Magic

8TH LEVEL

Dragonflight

9TH LEVEL

Arcane Legacy
Gaze of the Apocalypse

CLERIC SPELLS

CANTRIPS (0 LEVEL)

Draconic Ally
Dragon Wrath
Rotting Dragon
Watchful Dragon

1ST LEVEL

Reaving Claw
Sense Dragon

2ND LEVEL

Cries of the Dying Dragon

3RD LEVEL

Unbreakable Fortress of Draconic Mind

4TH LEVEL

Cage of Bones and Scales

5TH LEVEL

Kinarax's Wrath

6TH LEVEL

Aid of the Hourglass Dragon
Deadly Hoard Magnet
Scale Shield

7TH LEVEL

Breath Shield

8TH LEVEL

Lair of Life and Death

9TH LEVEL

Corument's Ravage

DRUID SPELLS

CANTRIPS (0 LEVEL)

Dracovenom
Draconic Ally
Dragon Wrath
Gift of Pestilence

Rotting Dragon

Ruler of Skies

1ST LEVEL

Dragonbrand Weapon
Reaving Claw
Rusting Breath
Skillful Bond of Wyrmlings

2ND LEVEL

Draconic Might
Elemental Scorching
Everflame Ward

3RD LEVEL

Unbreakable Fortress of Draconic Mind

4TH LEVEL

Everflaming Ignition

5TH LEVEL

Draconic Destruction
Kinarax's Wrath

6TH LEVEL

Aid of the Hourglass Dragon
Deadly Hoard Magnet
Eye of the Hoard Watcher
Scale Shield

7TH LEVEL

Breath Shield

8TH LEVEL

Lair of Life and Death

9TH LEVEL

Gaze of the Apocalypse

PALADIN SPELLS**1ST LEVEL**

Bloodhungry Scales

Draconic Aura

Dragonbrand Weapon

Sense Dragon

2ND LEVEL

Cries of the Dying Dragon

3RD LEVEL

Dragonslaught

Roar Vortex

Unbreakable Fortress of
Draconic Mind**4TH LEVEL**

Cage of Bones and Scales

Calculated Strikes

5TH LEVEL

Kinarax's Wrath

RANGER SPELLS**1ST LEVEL**

Bloodhungry Scales

Dragonbrand Weapon

Rusting Breath

Skillful Bond of
Wyrmlings**2ND LEVEL**

Everflame Ward

3RD LEVEL

Dragonslaught

Unbreakable Fortress of
Draconic Mind**4TH LEVEL**

Cage of Bones and Scales

Calculated Strikes

Everflaming Ignition

5TH LEVEL

Draconic Destruction

**SCALE SHAMAN
SPELLS****CANTRIPS (0
LEVEL)**

Dracovenom

Draconic Ally

Dragon Wrath

Gift of Pestilence

Rotting Dragon

Ruler of Skies

1ST LEVEL

Bloodhungry Scales

Dragonbrand Weapon

Reaving Claw

Rusting Breath

Sense Dragon

Skillful Bond of
Wyrmlings**2ND LEVEL**

Draconic Might

Elemental Scorching

Everflame Ward

3RD LEVEL

Dragonslaught

Unbreakable Fortress of
Draconic Mind**4TH LEVEL**

Dragon Mark

Everflaming Ignition

5TH LEVEL

Draconic Destruction

Dragon Suffocation

Kinarax's Wrath

6TH LEVELAid of the Hourglass
Dragon

Deadly Hoard Magnet

Eye of the Hoard Watcher

Scale Shield

7TH LEVEL

Breath Shield

Burn Magic

8TH LEVEL

Dragonbound Revenance

Lair of Life and Death

9TH LEVEL

Gaze of the Apocalypse

**SORCERER
SPELLS****CANTRIPS (0
LEVEL)**

Dracovenom

Dragon Wrath

Gift of Pestilence

Rotting Dragon

Watchful Dragon

Wyrmling's Orb

1ST LEVEL

Reaving Claw

Sense Dragon

Tongue of the Liar Dragon

2ND LEVEL

Draconic Might

Everflame Ward

Illusory Drake

3RD LEVELUnbreakable Fortress of
Draconic Mind**4TH LEVEL**

Everflaming Ignition

5TH LEVEL

Draconic Destruction

Satera's Blood

6TH LEVEL

Deadly Hoard Magnet

7TH LEVEL

Disintegrating Fireball

8TH LEVEL

Dragonbound Revenance

Dragonflight

9TH LEVEL


Gaze of the Apocalypse

WARLOCK SPELLS**CANTRIPS (0
LEVEL)**

Dracovenom

Dragon Wrath





Gift of Pestilence
Rotting Dragon
Watchful Dragon

1ST LEVEL

Bloodhungry Scales
Reaving Claw
Sense Dragon

2ND LEVEL

Everflame Ward

3RD LEVEL

Dragonslaught

4TH LEVEL

Cage of Bones and Scales

5TH LEVEL

Draconic Destruction
Dragon Suffocation

6TH LEVEL

Aid of the Hourglass
Dragon
Deadly Hoard Magnet
Eye of the Hoard Watcher

7TH LEVEL

Burn Magic

8TH LEVEL

Dragonbound Revenance
Dragonflight

9TH LEVEL

Gaze of the Apocalypse

WIZARD SPELLS

CANTRIPS (0 LEVEL)

Dracovenom
Dragon Wrath
Gift of Pestilence
Rotting Dragon
Watchful Dragon

1ST LEVEL

Reaving Claw
Sense Dragon
Tongue of the Liar Dragon

2ND LEVEL

Draconic Might
Illusory Drake

3RD LEVEL

Conjure Hoard Guardian
Eyes of the Dragon
Hoard Illusion
Unbreakable Fortress of
Draconic Mind

4TH LEVEL

Dragon Mark

5TH LEVEL

Draconic Destruction
Dragon Suffocation

6TH LEVEL

Deadly Hoard Magnet
Eye of the Hoard Watcher

7TH LEVEL

Disintegrating Fireball

8TH LEVEL

Dragonbound Revenance
Dragonflight

9TH LEVEL

Arcane Legacy
Gaze of the Apocalypse

WYRM OVERLORD SPELLS

1ST LEVEL

Bloodhungry Scales
Draconic Aura
Dragonbrand Weapon
Rusting Breath
Sense Dragon
Skillful Bond of
Wyrmlings

2ND LEVEL

Cries of the Dying Dragon
Everflame Ward

3RD LEVEL

Dragonslaught
Roar Vortex
Unbreakable Fortress of
Draconic Mind

4TH LEVEL

Cage of Bones and Scales
Calculated Strikes
Everflaming Ignition

5TH LEVEL

Draconic Destruction
Kinarax's Wrath

Spell Descriptions

AID OF THE HOURGLASS DRAGON

6th-level divination

Casting Time: 1 hour

Range: Self

Components: V, S, M (an hourglass)

Duration: 8 hours

You call upon the spirit of an **hourglass dragon** (p. 186) to aid you on your search for knowledge. For the duration, you are considered proficient in all Intelligence checks, adding your proficiency bonus twice.

ARCANE LEGACY

9th-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

You channel the greatest arcane energies of the universe; the very same that the ancient dragons used to build their empires. You gain the following benefits for the duration:

- Your damage-dealing spells deal an extra 2d6 force damage. If the spell deals damage to more than one creature, all of them take the additional damage.
- When a creature regains hit points from a spell that you cast, it regains an additional 1d8 hit points for each level of the spell.
- You have 50 temporary hit points.
- You have advantage on saving throws against spells and other magical effects.

BLOODHUNGRY SCALES

1st-level evocation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 minute

You touch a weapon, and imbue it with phantasmal dragon scales, sharpening its edges. For the duration, weapon attacks made with this weapon deal an extra 1d4 slashing damage on a hit. If the target's current hit points are less than its hit point maximum, the extra damage increases to 1d6.

BREATH SHIELD

7th-level abjuration

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S, M (a dragon fang worth 200 gp, which the spell consumes)

Duration: 1 minute

You create a protective energy shield in a 30-foot-radius sphere centered on you, which moves with you. While within the area, you and your allies have resistance to damage from breath weapons.

At Higher Levels. When you cast this spell using a spell slot of 9th level, you and your allies gain immunity instead of resistance while within the sphere.

BURN MAGIC

7th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a dragon fang, which the spell consumes)

Duration: Concentration, up to 1 minute

You burn away the magical prowess of a creature of your choice. Choose a creature that you can see within range. The target must succeed on a Charisma saving throw or immediately expend 1d4 + 1 spell slots, starting with the highest level it has. If the target has no remaining spell slots, it takes fire damage equal to ten times the number rolled on the d4.

At Higher Levels. When you cast this spell using a spell slot of 8th level or higher, the number of spell slots that must be expended on a failed save increases when you reach certain levels: at 8th level (1d6 + 1) and at 9th level (1d8 + 1).





CAGE OF BONES AND SCALES

4th-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (bones and scales of a dragon worth 50 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You conjure a 15-foot-radius sphere of swirling dragon bones and scales centered on a point within range. Each creature in the area must succeed on a Dexterity saving throw or be restrained in the cage.

While restrained by the spell, a creature takes 1d8 piercing damage and 1d8 slashing damage at the start of each of its turns. A restrained creature can make a Strength saving throw at the end of each of its turns, freeing itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the radius of the sphere increases by 5 feet for each 2 slot levels above 4th.

CALCULATED STRIKES

4th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: 1 minute

You extend your hand, your eyes glowing with radiant energy as you analyze a creature's defenses. Choose one of the following effects when you cast this spell:

- You have advantage on attack rolls against the creature for the duration.
- You have disadvantage on attack rolls against the creature for the duration, but it has a penalty to AC equal to the slot level you expended to cast this spell.

CONJURE HOARD GUARDIAN

3rd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (gold, jewels and other valuable items worth 400 gp)

Duration: Concentration, up to 1 hour

You summon a **hoard guardian**, a creature made of gold, jewels, and other items that can be found in a dragon's hoard. You can choose to make the hoard guardian a burning protector or slayer, and it appears in an unoccupied space that you can see within range. It disappears when it drops to 0 hit points or when the spell ends.

The guardian is friendly to you and your companions. In combat, it shares your initiative count and takes its turn immediately after yours. It obeys any verbal commands that you issue to it (no action required). If you don't issue any commands to it, it takes the Dodge action and moves to avoid danger.

CORUMENT'S RAVAGE

9th-level abjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You summon Corument, the legendary maul of Satera (p. 104); a weapon of devastation for oppressors and salvation for the oppressed. Satera wielded this flaming stone maul with its adamantine hilt to crush her enemies, fight against oppression, and protect those who shared her fate.

Make a ranged spell attack against a target of your choice that you can see within range. Flames roar, wolves howl, and a burning maul flies toward the target. On a hit, the target takes 8d12 bludgeoning damage and 8d12 fire damage. Constructs and buildings take double damage from the maul, while a saterai takes no damage from it.

If you target a saterai, a worshiper of Saterax, or someone that you firmly believe is in need of urgent help from Satera with the attack, the maul casts the *heal* spell on the target instead of dealing damage. However, if Satera finds your target unworthy of her protection, the maul may still deal damage instead of healing, at the GM's discretion.

Corument was reforged to break through the defenses of oppressive spellcasters, who posed a real challenge for Satera. If you hit a target you know is affected by an ongoing magical effect, you can choose to dispel it, as if casting *dispel magic* (7th level).

CRIES OF THE DYING DRAGON

2nd-level necromancy

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

You force a creature to experience the sorrow and pain of a dying dragon. Choose a creature that you can see within range, compelling it to make a Wisdom saving throw. On a failed save, the creature starts to cry uncontrollably, is blinded, and has disadvantage on saving throws until the end of its next turn. On a successful save, the spell fails and has no effect.

DEADLY HOARD MAGNET

6th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V

Duration: Instantaneous

Dragons use this spell to obliterate thieves, burying them under the very hoard they sought to steal.

You curse a creature that you can see within range, turning it into a magnet for loose metal. Make a ranged spell attack against the target. On a hit, all unattended metal objects (of Large or smaller size) within 30 feet of it fly toward the target, dealing 4d8 bludgeoning damage, 4d8 piercing damage, and 4d8 slashing damage.

At Higher Levels. When you cast this spell using a spell slot of 7th level or higher, you can choose one more target within range for each slot level above 6th, making a separate attack roll for each target.

DISINTEGRATING FIREBALL

7th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (500 gp worth of gems and a dragon scale, all of which the spell consumes)

Duration: Instantaneous

You evoke the destructive energies of an **apocalypse dragon** (p. 165). A bright streak flashes from your fingertip to a point of your choice within range,

erupting in a 30-foot-radius sphere of red and purple flames. Each creature in the area must make a Dexterity saving throw; taking 5d6 fire plus 5d6 force damage on a failed save, or half as much damage on a successful one. The fire spreads around corners.

A creature reduced to 0 hit points by this spell is disintegrated, turning to dust, along with everything it is wearing and carrying (except magic items). The creature can be restored to life only by means of a *true resurrection* or a *wish* spell.

Additionally, this spell automatically disintegrates Medium or smaller nonmagical objects in the area that aren't being worn or carried, as well as creations of magical force such as the *wall of force* spell. If the object in the area is a Large or larger object, or a creation of magical force, this spell disintegrates a 5-foot-cube portion of it. A magic item in the area is unaffected by this spell.

DRACONIC ALLY

Illusion cantrip

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You create a Tiny, illusory phantasmal dragon that hovers around your head and helps you in combat for the duration of the spell. When you cast this cantrip, choose one of the following damage types: acid, cold, fire, lightning, or poison.

When you hit a creature with an attack, the phantasmal dragon hits the same target with a ray of energy. The target must succeed on a Wisdom saving throw or take 1d6 damage of the chosen type. If you cast the spell again before the duration ends, the first draconic ally disappears.

This spell's damage increases by 1d6 when you reach certain levels: to 2d6 at 5th level, to 3d6 at 11th level, and to 4d6 at 17th level.

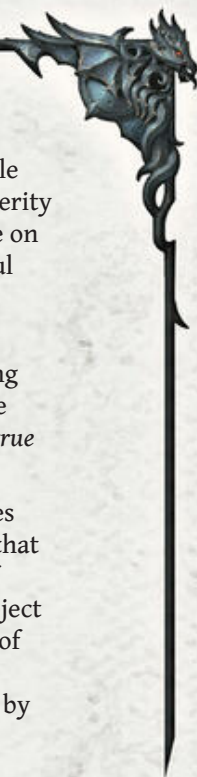
DRACONIC AURA

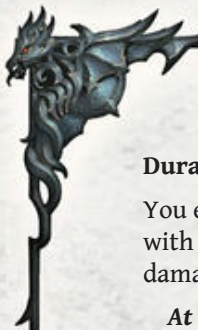
1st-level abjuration

Casting Time: 1 action

Range: Self (15-foot radius)

Components: V, S, M (a tiny mirror shard, a pinch of dragon bone dust)





Duration: Concentration, up to 1 minute

You exude a 15-foot-radius protective aura that radiates with the presence of a dragon. While within the aura, all damage taken by you and your allies is reduced by 2.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the damage reduction increases by 1 for each slot level above 1st.

DRACONIC DESTRUCTION

5th-level evocation

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a dragon scale)

Duration: Instantaneous

You point at a target of your choice within range, and a phantasmal Large dragon head appears 10 feet above it. The dragon exhales a blast of destructive, primal energy in a 30-foot radius sphere centered on the target before vanishing. If there is not enough room for the dragon's head to manifest, the spell fails.

Each creature within the area must make a Dexterity saving throw, taking 8d8 acid, cold, fire, lightning, or poison damage (your choice) on a failed save, or half as much damage on a successful one. The original target has disadvantage on the saving throw.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

DRACONIC MIGHT

2nd-level transmutation

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: 1 minute

You invoke the raw strength of dragons. For the duration:

- If you are smaller than Large, you and any equipment you are wearing become Large. If you lack the space to grow, your size doesn't change. If you are smaller than Large, you and any equipment you are wearing become Large. If you lack the space to grow, your size doesn't change.
- You have advantage on Strength and Constitution checks and saving throws.

- Once on each of your turns, when you hit with a weapon attack, you deal an extra 1d6 damage of one of the following types of your choice: acid, cold, fire, lightning, or poison.

DRACOVENOM

Necromancy cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M

Duration: Concentration, up to 1 minute

You choose a creature within range, infusing its body with the deadly toxins of greatwyrms venom. Once per turn for the duration, the target deals an extra 1d4 poison damage when it hits with a weapon attack. A creature that takes this poison damage must succeed on a Constitution saving throw or be poisoned until the end of its next turn.

The poison damage increases when you reach certain levels: to 2d4 at 5th level, to 3d4 at 11th level, and to 4d4 at 16th level.

DRAGON MARK

4th-level divination

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small origami dragon made from parchment)

Duration: 1 hour

You touch a creature, magically marking it, and connecting your own soul to it for a time. The mark is invisible to the eye and grants the following benefits for the duration:

- You can sense the marked creature's location and whether it is alive as long as it is within 1 mile of you.
- When the marked creature takes any damage, you sense it and can use your reaction to halve the damage. You can use this feature once during the spell's duration.
- The marked creature gains a +1 bonus to its AC.

DRAGON SUFFOCATION

5th-level conjuration

Casting Time: 1 action

Range: 120 feet

Components: V, S, M (a piece of steel chain)

Duration: Concentration, up to 1 minute

You target a dragon within range and conjure a spectral chain that tightly wraps around its neck and mouth. The target must succeed on a Constitution saving throw or start suffocating, preventing it from using its breath weapon or casting spells that require verbal components.

DRAGON WRATH

Conjuration cantrip

Casting Time: 1 action

Range: See Text

Components: V

Duration: Instantaneous

You evoke the wrath of dragons, demonstrated in one of the following ways of your choice:

Dragon Claw. A Large phantasmal dragon claw appears and slashes at a creature within 5 feet of you. Make a melee spell attack against a target of your choice. On a hit, the attack deals 1d4 slashing damage and 1d6 damage of one of the following damage types of your choice: acid, cold, fire, lightning, or poison.

The damage increases when you reach higher levels: to 2d4 and 2d6 at 5th level, to 3d4 and 3d6 at 11th level, to 4d4 and 4d6 at 17th level.

Dragon Fang. A Large phantasmal dragon mouth bites at a creature within 5 feet of you. Make a melee spell attack against a target of your choice. On a hit, the attack deals 1d4 piercing damage and 1d6 damage of one of the following damage types of your choice: acid, cold, fire, lightning, or poison.

The damage increases when you reach higher levels: to 2d4 and 2d6 at 5th level, to 3d4 and 3d6 at 11th level, to 4d4 and 4d6 at 17th level.

Dragon Horn. A Large phantasmal dragon head slams into a creature within 5 feet of you. Make a melee spell attack against a target of your choice. On a hit, the attack deals 1d8 bludgeoning damage, and the target must succeed on a Strength saving throw or be knocked prone.

The damage increases when you reach higher levels: to 2d8 at 5th level, to 3d8 at 11th level, to 4d8 at 17th level.

Dragon Tail. A Large phantasmal dragon tail strikes an enemy within 10 feet of you. Make a melee spell attack against a target of your choice. On a hit, the attack deals 1d8 bludgeoning damage, and the target must succeed on a Strength saving throw or be restrained until the of its next turn.

The damage increases when you reach higher levels: to 2d8 at 5th level, to 3d8 at 11th level, 4d8 at 17th level.

DRAGONBOUND REVENANCE

8th-level necromancy

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a tiny sack of bone dust)

Duration: Instantaneous

You choose a target within the range, overwhelming it with the necrotic energies of ancient necromancer dragons. The target must succeed on a Wisdom saving throw or take 10d10 necrotic damage.

If a creature drops to 0 hit points as a result of this damage, it is consumed by the necrotic energy and returns to life at the end of its next turn as a dragonbound revenant. This undead version of the creature retains its original statistics but suffers the following changes:

- It has a –4 penalty to all ability checks, attack rolls, and saving throws.
- Clerics, paladins, and warlocks generally lose their spellcasting and class features granted by greater powers (such as deities or patrons). However, if the force granting these powers is tied to necromancy or is evil-aligned, the GM may allow the revenant to retain them.
- The creature can only be resurrected by a *wish* spell. If it remains undead for more than 24 hours, it can never be revived by any means.

DRAGONBRAND WEAPON

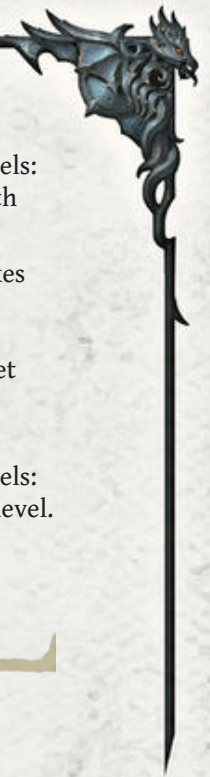
1st-level evocation

Casting Time: 1 bonus action

Range: Touch

Components: S

Duration: 1 round





You touch a weapon, imbuing it with one of the following of your choice: acid, cold, fire, lightning, or poison. For the duration, the weapon deals an extra 1d6 damage of the chosen damage type on a hit. Additionally, the weapon sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The color of the light changes depending on the chosen damage type.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the duration of the spell increases to 1 minute (no concentration required), and the extra damage increases to 2d6.

DRAGONFLIGHT

8th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S, M (a piece of draconic wing)

Duration: Instantaneous

You summon a Large or larger (your choice) dragon to aid you in combat for a limited time. The dragon magically appears in your space for you to mount. It immediately flies up to 30 feet high and 120 feet in a direction of your choice without provoking opportunity attacks, then lands in an unoccupied space. It exhales a destructive breath in a 10-foot-wide line it flies through. Each creature in the line must make a Dexterity saving throw, taking 10d6 acid, cold, fire, lightning, or poison damage (your choice) on a failed save or half as much damage on a successful one.

DRAGONSLAUGHT

3rd-level necromancy

Casting Time: 1 bonus action

Range: Self (one weapon)

Components: V

Duration: Concentration, up to 1 minute

You enchant your weapon so that it rots away a dragon's life essence. For the duration, each hit against a dragon made with the weapon counts as a critical hit, and the dragon takes an extra 2d6 necrotic damage that ignores any immunities or resistances.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, a dragon hit by your attack must succeed on a Wisdom saving throw or be paralyzed until the end of its next turn.

DRAGONS' DIPLOMAT

2nd-level enchantment

Casting Time: 1 action

Range: Self

Components: V, S, M (a dragon scale)

Duration: Concentration, up to 1 minute

You infuse yourself with the magic of ancient dragon bards, becoming a veritable wordsmith with an incredible facility for language. For the duration, you gain a +10 bonus to one of the following checks of your choice: Deception (Charisma), Intimidation (Charisma), Performance (Charisma), or Persuasion (Charisma).

ELEMENTAL SCORCHING

2nd-level evocation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: V, S

Duration: Instantaneous

You exhale elemental energy in a 30-foot line that is 5 feet wide. Each creature in that line must make a Dexterity saving throw, taking 3d8 acid, cold, fire or lightning damage (your choice) on a failed save, or half as much damage on a successful one.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

EVERFLAME WARD

2nd-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, 1 minute

You mark yourself with a draconic glyph that glows on your body, protecting you with the Everflame. For the duration, when you are hit by an attack, the attacker takes 1d4 fire damage from the Everflame, which cannot be reduced by any means.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d4 for each slot level above 2nd.

EVERFLAMING IGNITION

4th-level evocation

Casting Time: 1 action

Range: 300 feet

Components: V, S, M (a pile of ash and a piece of charcoal)

Duration: Instantaneous

You target a creature within range, igniting it and all hostile creatures in a 20-foot-radius sphere centered on it with the Everflame. Each creature fitting this criteria must make a Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as much damage on a successful one. Each ally in the sphere regains 4d6 hit points.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the damage dealt increases by 1d6 for each slot level above 4th.

EYE OF THE HOARD WATCHER

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 minute

A floating eye appears above your head, imbued with the ever-watchful magic that dragons use to guard their hoards. For the duration, you gain the following benefits:

- You have a +2 bonus to AC and Dexterity saving throws.
- You can't be surprised.
- You can take an additional action on each of your turns, using it to take the Dash, Disengage, or Dodge action, to use an object, or to cast a spell of 5th level or lower. This spell doesn't count against the number of spells you can cast on a turn.

EYES OF THE DRAGON

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (a piece of glass)

Duration: See Text

You touch a willing creature to grant it the vision of a dragon, transforming its eyes into draconic eyes. The target gains one of the following benefits of your choice:

- Blindsight with a radius of 60 feet as well as advantage on Wisdom (Perception) checks that rely on sight for 1 minute.
- Darkvision out to a range of 120 feet as well as advantage on Wisdom (Perception) checks that rely on sight for 1 hour.

At Higher Levels. When you cast this spell using a spell slot of 5th level or higher, the target gains both blindsight and darkvision for 1 hour, as well as advantage on Wisdom (Perception) checks that rely on sight.

GAZE OF THE APOCALYPSE

9th-level illusion

Casting Time: 1 hour

Range: 1 mile

Components: V, S, M (the eye of a dragon worth 5,000 gp, which the spell consumes)

Duration: 24 hours

You crush a dragon's eye in your fist, scattering its dust into the wind. The ashes drift toward a point of your choice within range, where a Gargantuan glowing dragon eye rips through the clouds, appearing 100 feet above the chosen point. The eye remains for the duration or until the spell ends.

Each creature within 1 mile of the eye must make a Wisdom saving throw upon seeing the eye for the first time. On a failed save, a creature takes 10d6 psychic damage and is frightened of the eye for the duration. On a successful save, the damage is halved and the creature is not frightened.

A frightened creature can repeat the saving throw at the end of each hour, ending the effect on itself on a success. However, the creature takes 2d6 psychic damage on each consecutive saving throw fail.

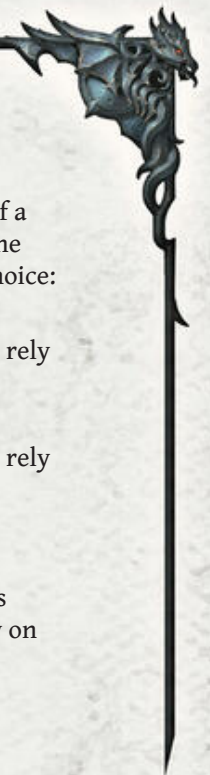
GIFT OF PESTILENCE

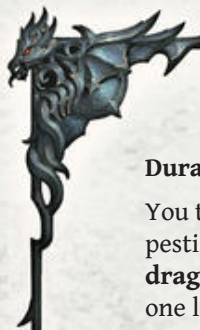
Necromancy cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a moldy piece of meat)





Duration: 8 hours

You touch a willing creature and bestow the gift of pestilence upon them; a blessing from **pestilence dragons** (p. 199). For the duration, the creature suffers one level of exhaustion that cannot be reduced by any means and is immune to all diseases. An unwilling creature must succeed on a Constitution saving throw to reject this gift. This spell does not cure the diseases that the target already has.

HOARD ILLUSION

3rd-level illusion

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (50 gp, which the spell consumes)

Duration: Concentration, up to 1 minute

You create the illusion of a hoard in an unoccupied space that you can see within range. The hoard fills a 20-foot cube and appears to consist of gold coins, gems, artifacts, and other valuables.

Any creature that moves within 30 feet of the illusory hoard or starts its turn there must make an Intelligence (Investigation) check against your spell save DC if it can see the illusion. On a failure, it is stunned until the spell ends. On a success, it recognizes the hoard as an illusion and is immune to the effect for the duration. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

ILLUSORY DRAKE

2nd-level illusion

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You show a rampaging illusory drake to a creature of your choice within range. The creature must fail a Wisdom saving throw or take 6d6 psychic damage. Yes, you read it right. The creature takes damage if it succeeds on the saving throw, since this spell was designed to surprise hoard thieves and lair delvers that have been preparing for months to defeat the dragon.

KINARAX'S WRATH

5th-level divination

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a miniature statue of Kinarax)

Duration: Instantaneous

You scream the name of Kinarax, the Mother of All Dragons and the Protector of All Dragonkind, invoking the loving wrath of one of the two Eldest Dragons.

A wave of draconic energy and haunting melodies fills a 30-foot-radius sphere centered on a point within range. All creatures that aren't dragons must succeed on a Charisma saving throw or take 10d6 force damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each slot level above 5th.

LAIR OF LIFE AND DEATH

8th-level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (the scale of a dragon that is young or older whose worth is 500 gp, which the spell consumes)

Duration: 8 hours

You scream the name of Draconis, the God of All Dragons, Balance, Creation and Destruction, calling upon one of the two Eldest Dragons. Using his power, you create a 20-foot-cube stone lair centered on a point of your choice within range.

When you cast the spell, you can choose up to ten creatures to be protected by the lair. They gain half-cover, and advantage on saving throws and other magical effects while inside.

The lair is destructive for all other creatures. Any unchosen creature inside the lair is plagued by a strange humming melody, made even stranger by draconic whispers. While inside, they must make a Wisdom saving throw at the end of each of their turns, taking 4d6 psychic damage on a failed save, or half as much damage on a successful one.

The lair has one, 10-foot-wide entrance, somewhere of your choice. It has AC 21, 150 hit points, and immunity to bludgeoning, piercing and slashing damage from nonmagical attacks, as well as poison damage and psychic damage. You choose whether the lair is brightly

lit, dimly lit, or in total darkness when you cast the spell.

PRESENT PRESENT

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Instantaneous

You target one creature within range that is not hostile to you, compelling it to offer you a present. The target must succeed on a Charisma saving throw or give you one, then forget about the existence of it for 24 hours. At the end of the 24 hours, the target may become hostile toward you, depending on the importance of the item. The rarity of the present can't be higher than common.

The rarity of the item increases to uncommon when you reach 5th level, to rare at 11th level, and to very rare at 16th level.

REAVING CLAW

1st-level conjuration

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You create a phantasmal, bloody draconic claw, which strikes all creatures within 15 feet of you. If a creature's current hit points are less than its hit point maximum, it must succeed on a Constitution saving throw or take 2d8 force damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, the force damage increases by 1d8 for each slot level above 1st.

ROAR VORTEX

3rd-level evocation

Casting Time: 1 action

Range: Self (30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You let out a thunderous roar imbued with draconic power, which fills a 30-foot-radius sphere centered on you and moves with you. Any creature that enters the area for the first time or ends its turn within must make a Constitution saving throw. On a failed save, a creature takes 1d10 thunder damage and is pushed 10 feet away from you. On a successful save, the damage is halved and the creature isn't pushed away.

For the duration of the spell, you can use a bonus action on each of your turns to cause one of the following additional effects of your choice:

Deafening Burst. Creatures in the area must succeed on a Constitution saving throw or be deafened until the start of your next turn.

Frightening Roar. Creatures in the area must succeed on a Wisdom saving throw or be frightened of you until the start of your next turn. When a frightened creature takes damage or makes a saving throw, it can repeat the saving throw, ending the frightened condition on itself on a success.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the thunder damage increases by 1d10 for each slot level above 3rd.

ROTTING DRAGON

Necromancy cantrip

Casting Time: 1 action

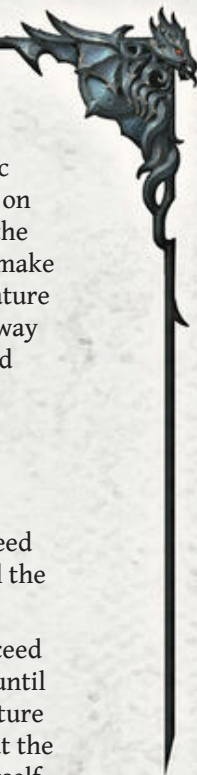
Range: Self

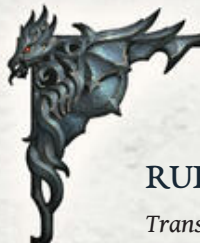
Components: V

Duration: 1 minute

When you cast this spell, you imbue yourself with the ancient agony and melancholy of rotting dragons. When a creature that you can see within 30 feet of you makes an attack against a creature, and if you are aware of the attack, you can use your reaction to infect the attack with this sorrow and pain. Choose two numbers between 1 and 20. The attacker rolls a d20. If the result is one of the numbers you chose, the attack misses.

This spell grows more powerful when you reach certain levels: 5th level (choose 3 numbers), 11th level (choose 4 numbers) and 16th level (choose 5 numbers).





RULER OF SKIES

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 minute

You touch a willing creature, giving it more power over the skies. If the creature has flying speed, it increases by 10 feet.

RUSTING BREATH

1st-level transmutation

Casting Time: 1 action

Range: Self (15-foot cone)

Components: S

Duration: Concentration, up to 1 minute

You exhale a cloud of corrosive air, rusting metal within a 15-foot cone. Unattended metal is instantly corroded. If it is carried or worn, the carrier or the wearer must succeed on a Constitution saving throw to prevent the effect. For the duration, rusted armor takes a -1 penalty to AC, and a rusted weapon takes a -2 penalty to damage rolls.

SATERA'S BLOOD

5th-level transmutation

Casting Time: 1 reaction, which you take when you are hit by an attack

Range: Self

Components: S

Duration: 1 minute

The blood of Satera (p. 104) starts flowing in your veins, filled with crackling, draconic lightning. For the duration, whenever you are hit by an attack, your blood arcs as a bolt of lightning toward the nearest ally or enemy. If the bolt arcs toward an ally, it regains 1d8 hit points. If the lightning arcs toward an enemy, it must make a Dexterity saving throw, taking 2d6 lightning damage on a failed save or half as much damage on a successful one. If the closest ally and the enemy are at the same distance, you choose which one is affected by the spell.

SCALE SHIELD

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (a dragon scale)

Duration: 1 minute

You surround yourself with draconic energy, gaining resistance to two damage types of your choice for the duration. When you take damage of one of the chosen types, you can use your reaction to forgo your resistances and gain immunity to that damage type until the end of your next turn, including against the triggering damage. Once you do, the spell ends.

SENSE DRAGON

1st-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

You momentarily train your senses to recognize draconic presences. You learn how many dragons are within 1,000 feet of you, and the distance between you and the closest dragon, but not their types, exact locations, or other details.

SKILLFUL BOND OF WYRMLINGS

1st-level divination

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

Like young wyrmlings learning from one another, you develop a temporary bond with a creature you touch, gaining insight into its abilities. For the duration, whenever you make an ability check, you can use the touched creature's bonus on the check instead of your own.

TONGUE OF THE LIAR DRAGON

1st-level illusion

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a dragon tongue)

Duration: 1 hour

You choose a creature that you can see within range and carefully weave illusions around it. The creature must succeed on a Wisdom saving throw, or it seems to be lying for the duration, providing false results against Wisdom (Insight) checks and divination magic. Even if the creature succeeds on the saving throw, it is unaware that you tried to cast the spell on it.

UNBREAKABLE FORTRESS OF DRACONIC MIND

3rd-level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S, M (a dragon brain)

Duration: 1 minute

Inherited from ancient draconic texts, this spell was designed to protect a dragon's most precious treasure; its thoughts.

You touch a willing creature, turning its mind into a fortress against magical attacks. For the duration, when the touched creature makes a saving throw against an enchantment spell or against another similar magical effect that affects the mind, the caster must succeed on a Wisdom saving throw or take 8d6 psychic damage from its own magic that backlashes against it.

WATCHFUL DRAGON

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 8 hours

You conjure a Tiny, spectral dragon with AC 18 and 25 hit points in an unoccupied space within range. The dragon has AC 18, 25 hit points, a +8 bonus to Wisdom (Perception) checks, and passive Perception 18. It remains motionless for the duration, until the spell

ends or it is destroyed, observing its surroundings and telepathically informs you of any dangers, provided you and the dragon are on the same plane of existence.

When you reach 11th level, the dragon can inform you even if you are not on the same plane of existence.

WYRM OVERLORD'S ORB

Evocation cantrip

Casting Time: 1 action

Range: Self

Components: V

Duration: 1 minute

This spell was designed by the first Wyrms Overlords (p. 33) as proof of their connection to draconic magic.

When you cast this spell, a Tiny orb of energy starts revolving around you. Once per turn, when you hit a creature with a weapon attack, the orb fires a ray at the target, dealing 1d4 damage. You choose one of the following damage types when you cast the spell: acid, cold, fire, lightning, or poison.

The damage increases when you reach certain levels: to 2d4 at 5th level, to 3d4 at 11th level, and to 4d4 at 16th level.

CHAPTER V

Friends & Foes





his is where dragons become more than just creatures, they become legends. In this chapter, you'll discover some like the apocalypse dragon, whose very presence could shatter the world, and the war dragon, always battle-ready and fierce. These aren't just stat blocks; these dragons have hoards, goals, and stories to tell. Alongside them, you'll find strange beasts like the phoenix wyvern, bursting with elemental fire, or the dracommet, a flying goat with a fiery vengeance.

But dragons aren't the only stars here. Meet Denadra, the young soul dragon still searching for who he's meant to be. Discover Gem Knightblood, a warrior born from gold, honor, and magic. And then there's Xurka, a broken shaman carrying the weight of a dragon's future. This chapter is packed with NPCs. Some are allies, some villains, some somewhere in between, and they're all ready to bring fire and feeling to your game.

SPECIAL DRAGONS

Apocalypse Dragon

If the end of the world had a face, it would be an apocalypse dragon. These harbingers of chaos don't merely cause destruction, they are destruction. Drawn to devastation like moths to flame, they appear in the wake of cataclysms, reveling in ruin and making sure there's nothing left behind.

Their scales glow with fire, blending seamlessly with the ash and cinders of the cities they've turned to dust. Wicked horns curve from their heads and chins, their claws are sharp enough to rip through stone, and their very presence is enough to make the bravest warriors lose hope. Older, more experienced apocalypse dragons can end entire worlds. Seeing one means two things: either the worst is yet to come, or it's already too late. Like all dragons, apocalypse dragons are creatures of extraordinary intellect.

When an ancient apocalypse dragon takes to the skies with its great wings blotting out the sun, the world itself seems to shake. When it unleashes its full fury, its disintegrating fire reduces everything in its path to ashes. Buildings collapse, forests ignite, and entire armies are incinerated. The apocalypse dragon is impending doom itself.

FAVORITE FOOD

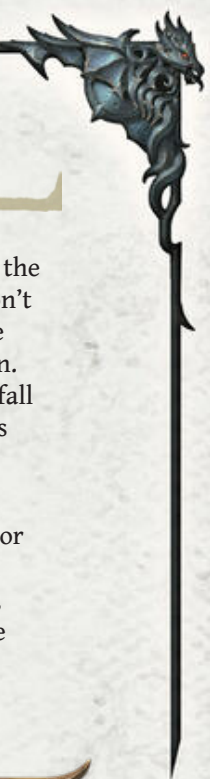
When an apocalypse dragon attacks, it is fueled equally by the act of destruction and the nourishment it gets from those it devours. They are sustained by more than flesh or blood, they feed on the souls of those they slay; and the more fear and suffering their victims feel, the more satisfying the feast. They also find the souls of warriors, mages, and leaders to be particularly exquisite. Powerful beings who try and fail to stop the destruction seem to taste that much sweeter for these ferocious giants of the skies.

If food is scarce, apocalypse dragons turn to ancient battlefields and sites of mass death, where they can feed on the spirits that linger. If they don't find enough there, they simply pick a new settlement to consume.

FAVORITE HABITAT

If a place is in ruins, an apocalypse dragon feels right at home. They seek out the remains of once-great cities, ancient battlefields, and any place steeped in destruction and suffering. Of course, the ideal lair would be one they personally reduced to dust. Nothing satisfies an apocalypse dragon more than resting atop the smoldering remains of a civilization that no longer exists. The more desolate, the better.





FAVORITE HOARD

Apocalypse dragons hoard relics of ruin and desolation. Artifacts from fallen civilizations, cursed objects, and powerful weapons are all among their favorite items. They particularly prize relics with a history of great suffering and ruin. They especially favor items with dark histories, such as ancient tomes chronicling forgotten disasters or the remains of once-revered heroes. Every apocalypse dragon has a single, prized possession in its hoard: a relic from a place they personally destroyed, a reminder of their own legacy of annihilation.

GOALS IN LIFE

The primary goal of an apocalypse dragon is to see the world crumble, reveling in its destruction. They don't see the collapse of civilizations as an end but as the beginning of a new era; one ruled by chaos and ruin. They are driven by an insatiable need to see order fall and suffering reign, ensuring that no place remains untouched by their fury.

Some apocalypse dragons may have worldly objectives such as a kingdom they want to see fall, or an ancient curse they wish to unleash. However, in the end, it's all the same. No matter where they go, no matter what they do, there's only one inevitable outcome. The world burns.

APOCALYPSE DRAGON WYRMLING

Medium dragon, chaotic evil

Armor Class 18 (natural armor)

Hit Points 76 (8d8 + 40)

Speed 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	20 (+5)	12 (+1)	14 (+2)	18 (+4)

Saving Throws Strength +8, Constitution +8, Charisma +7

Skills Arcana +4, Intimidation +7, Perception +5

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, force

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

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

Languages Abyssal, Common, Draconic

Challenge 5 (1,800 XP)

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

ACTIONS

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

Claws of Destruction. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) slashing damage plus 3 (1d6) force damage.

Devouring Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 10 (1d10 + 5) piercing damage. If the target drops to 0 hit points as a result of the attack, or if the dragon uses its Devouring Bite on a creature that has died within 1 minute, the creature is devoured by the dragon, along with its soul. The devoured creature can't be revived by any means short of a *wish* spell, and the dragon regains 1d6 hit points for each Hit Die the creature has.

Disintegrating Fire (Recharge 5–6). The dragon exhales a disintegrating fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 14 (4d6) fire damage and 14 (4d6) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This fire automatically disintegrates a Huge or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this fire disintegrates a 20-foot-cube portion of it. A magic item is unaffected by this fire.



YOUNG APOCALYPSE DRAGON

Large dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 162 (13d10 + 91)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	24 (+7)	16 (+3)	14 (+2)	22 (+6)

Saving Throws Strength +11, Constitution +11, Charisma +10

Skills Arcana +7, Intimidation +10, Perception +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, force

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

Senses blindsight 30 ft., darkvision 90 ft., passive Perception 16

Languages Abyssal, Common, Draconic

Challenge 11 (7,200 XP)

Legendary Resistance (1/Day). If the dragon fails a saving throw, it can choose to succeed instead.

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

ACTIONS

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

Claws of Destruction. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage plus 3 (1d6) force damage.

Devouring Bite. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage. If the target drops to 0 hit points as a result of the attack, or if the dragon uses its Devouring Bite on a creature that has died within 1 minute, the creature is devoured by the dragon, along with its soul. The devoured creature can't be revived by any means short of a *wish* spell, and the dragon regains 1d6 hit points for each Hit Die the creature has.

Disintegrating Fire (Recharge 5–6). The dragon exhales a disintegrating fire in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 28 (8d6) fire damage and 28 (8d6) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This fire automatically disintegrates a Huge or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this fire disintegrates a 20-foot-cube portion of it. A magic item is unaffected by this fire.

REACTIONS

Gaze of the Apocalypse. When a creature that the dragon can see within 60 feet of it makes an attack roll against the dragon, it can turn its gaze on that creature. The target must succeed on a DC 18 Wisdom saving throw or become stunned for 1 minute. A stunned 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 Gaze of the Apocalypse for the next 24 hours. A stunned creature takes 3 (1d6) psychic damage at the end of each of its turns it stays stunned, due to the overwhelming sense of impending doom it feels.



ADULT APOCALYPSE DRAGON

Huge dragon, chaotic evil

Armor Class 20 (natural armor)

Hit Points 279 (18d12 + 162)

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

STR	DEX	CON	INT	WIS	CHA
28 (+9)	14 (+2)	28 (+9)	16 (+3)	16 (+3)	28 (+9)

Saving Throws Strength +15, Constitution +15, Charisma +15

Skills Arcana +9, Intimidation +15, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, force

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

Senses blindsight 60 ft., darkvision 150 ft., passive Perception 19

Languages Abyssal, Common, Draconic

Challenge 18 (20,000 XP)

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

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

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

ACTIONS

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

Claws of Destruction. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 7 (2d6) force damage.

Devouring Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage. If the target drops to 0 hit points as a result of the attack, or if the dragon uses its Devouring Bite on a creature that has died within 1 minute, the creature is devoured by the dragon, along with its soul. The devoured creature can't be revived by any means short of a *wish* spell, and the dragon regains 1d6 hit points for each Hit Die the creature has.

Gore. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage.

Disintegrating Fire (Recharge 5–6). The dragon exhales a disintegrating fire in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 35 (10d6) fire damage and 35 (10d6) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This fire automatically disintegrates a Huge or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this fire disintegrates a 20-foot-cube portion of it. A magic item is unaffected by this fire.

REACTIONS

Gaze of the Apocalypse. When a creature that the dragon can see within 60 feet of it makes an attack roll against the dragon, it can turn its gaze on that creature. The target must succeed on a DC 20 Wisdom saving throw or become stunned for 1 minute. A stunned 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 Gaze of the Apocalypse for the next 24 hours. A stunned creature takes 4 (1d8) psychic damage at the end of each of its turns it stays stunned, due to the overwhelming sense of impending doom it feels.

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.

Move. The dragon moves, provoking no opportunity attacks.

Attack. The dragon makes a Gore attack.

Crushing Fists (Costs 2 Actions). The dragon hits the ground, shattering it in a 60-foot radius centered on itself. The area permanently becomes difficult terrain, turning into a desolate piece of landscape where no life can take root. Creatures within the area must make a DC 21 Dexterity saving throw, taking 10 (3d6) force damage plus 10 (3d6) bludgeoning damage on a failed save or half as much damage on a successful one.



ANCIENT APOCALYPSE DRAGON

Gargantuan dragon, chaotic evil

Armor Class 23 (natural armor)

Hit Points 574 (28d20 + 280)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	30 (+10)	20 (+5)	20 (+5)	30 (+10)

Saving Throws Strength +18, Constitution +18, Charisma +18

Skills Arcana +13, Intimidation +18, Perception +13

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities fire, force

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

Senses blindsight 60 ft., darkvision 300 ft., passive Perception 23

Languages Abyssal, Common, Draconic

Challenge 25 (75,000 XP)

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

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

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

ACTIONS

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

Claws of Destruction. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 19 (2d8 + 10) slashing damage plus 9 (2d8) force damage.

Devouring Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 21 (2d10 + 10) piercing damage. If the target drops to 0 hit points as a result of the attack, or if the dragon uses its Devouring Bite on a creature that has died within 1 minute, the creature is devoured by the dragon, along with its soul. The devoured creature cannot be brought back to life unless a *wish* spell is cast to do so, and the dragon regains 1d6 hit points for each Hit Die the creature has.

Gore. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 23 (2d12 + 10) piercing damage.

Disintegrating Fire (Recharge 5–6). The dragon exhales a disintegrating fire in a 90-foot cone. Each creature in that area must make a DC 25 Dexterity saving throw, taking 49 (14d6) fire damage and 49 (14d6) force damage on a failed save, or half as much damage on a successful one. If this damage reduces the target to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This fire automatically disintegrates a Huge or smaller nonmagical object or a creation of magical force. If the target is a Huge or larger object or creation of force, this fire disintegrates a 30-foot-cube portion of it. A magic item is unaffected by this fire.

REACTIONS

Gaze of the Apocalypse. When a creature that the dragon can see within 60 feet of it makes an attack roll against the dragon, it can turn its gaze on that creature. The target must succeed on a DC 23 Wisdom saving throw or become stunned for 1 minute. A stunned 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 Gaze of the Apocalypse for the next 24 hours. A stunned creature takes 7 (2d6) psychic damage at the end of each of its turns it stays stunned, due to the overwhelming sense of impending doom it feels.

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 apocalypse dragon regains spent legendary actions at the start of its turn.

Move. The dragon moves, provoking no opportunity attacks.

Attack. The dragon makes a Gore attack.

Crushing Fists (Costs 2 Actions). The dragon hits the ground, shattering it in a 60-foot radius centered on itself. The area permanently becomes difficult terrain, turning into a desolate piece of landscape where no life can take root. Creatures within the area must make a DC 23 Dexterity saving throw, taking 14 (4d6) force damage plus 14 (4d6) bludgeoning damage on a failed save or half as much damage on a successful one.



GREATWYRM OF APOCALYPSE

Gargantuan dragon, chaotic evil

Armor Class 24 (natural armor)

Hit Points 717 (35d20 + 350)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	30 (+10)	24 (+7)	24 (+7)	30 (+10)

Saving Throws Strength +19, Constitution +19, Charisma +19

Skills Arcana +16, Intimidation +19, Perception +16

Damage Immunities fire, force; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities all

Senses truesight 120 ft., passive Perception 26

Languages All

Challenge 29 (135,000 XP)

Deathburst. If the dragon drops to 0 hit points, it causes an explosion within a 1-mile radius at the end of the round. Each creature and object in that area takes 350 (100d6) force damage.

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

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

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

ACTIONS

Multiattack. The dragon can use its Apocalypse Now. It then makes five attacks: two with its bite and three with its claws.

Claws of Destruction. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 23 (3d8 + 10) slashing damage plus 9 (2d8) force damage.

Devouring Bite. *Melee Weapon Attack:* +19 to hit, reach 20

ft., one target. *Hit:* 26 (3d10 + 10) piercing damage. If the target drops to 0 hit points as a result of the attack, or if the dragon uses its Devouring Bite on a creature that has died within 1 minute, the creature is devoured by the dragon, along with its soul. The devoured creature cannot be brought back to life unless a *wish* spell is cast to do so, and the dragon regains 1d6 hit points for each Hit Die the creature has.

Gore. *Melee Weapon Attack:* +19 to hit, reach 20 ft., one target. *Hit:* 29 (3d12 + 10) piercing damage.

Apocalypse Now (1/Day). The dragon releases its disintegrating fire at the sky, shrouding everything in darkness. For the next 24 hours, disintegrating fiery embers rain down in a 1-mile radius centered on the dragon. A creature that enters the area for the first time on a turn or starts its turn there takes 75 fire and 75 force damage. Objects and structures take double damage. If this damage reduces a creature to 0 hit points, it is disintegrated. A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. This fire automatically disintegrates a Huge or smaller nonmagical object or a creation of magical force. A magic item is unaffected by this fire.

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 apocalypse dragon regains spent legendary actions at the start of its turn.

Move. The dragon moves, provoking no opportunity attacks.

Attack. The dragon makes a Gore attack.

Crushing Fists (Costs 2 Actions). The dragon hits the ground, shattering it in a 60-foot radius centered on itself. The area permanently becomes difficult terrain, turning into a desolate piece of landscape where no life can take root. Creatures within the area must make a DC 25 Dexterity saving throw, taking 28 (8d6) force damage plus 28 (8d6) bludgeoning damage on a failed save or half as much damage on a successful one.



Fate Dragon

Fate dragons are creatures that are directly and innately connected to the strings of fate. Their scales shimmer with an ethereal glow, and their wings are covered with gleaming magical glyphs, constantly shifting in color from midnight blue to radiant silver, reflecting the stars and constellations that govern fate. Their eyes look like swirling galaxies, and they emanate an aura of ancient wisdom and raw power. Unlike other dragons, fate dragons bring a feeling of calmness with them, often putting those around them in a state of deep contemplation. Their presence is awe-inspiring and humbling all at once.

Fate dragons have constant visions of the past and future, which makes their dreams deeper than those of the average dreamer. Their dreams intertwine in a collage, which is projected on their wings, creating an ever-changing portrait of chaotic beauty.

They see dreams as their safe space; the only place they can feel at peace, where they can ponder the visions sent to them by the universe itself. As a result, they only wake from dreams to share what they deem important; be it the fate of an individual, a village, a kingdom, or an entire world.

FAVORITE FOOD

Fate dragons rarely need to consume food. Their visions and their time in the realm of dreams feed their soul, which keeps their body alive as well. A fate dragon dies if it does not sleep for two weeks. This is not to say, however, that they don't enjoy the taste of certain things and consume them recreationally. They are extremely fond of a particular fruit, one that's magical and particularly rare; called the starfruit. Starfruit grow on trees, and every tree only yields one fruit each century. These trees can be found deep inside untouched forests, elven kingdoms, sacred druid groves, or ancient temples of moon or star-related deities. Some fate dragons leave this world without even tasting a starfruit, and most are willing to bestow great favors upon those who are generous enough to bring them one.

FAVORITE HOARD

All dragons love to hoard, collecting treasures like gold, magic items, gems, books, spells, artifacts, and unique jewelry. But what could impress a dragon that can see the past, present, and future all at once? Having countless visions and spending most of their lives in dreams, fate dragons find it hard to stay grounded in reality, having a hard time distinguishing between what's real and what's a dream. What's more, they cannot possibly remember all the visions that the universe throws their way, which makes it easy for something important to fall through the cracks in the structure of their minds. They thus cherish objects that help them remember important dreams or re-ground them in reality itself. Fate dragons hoard sculptures of significant figures, paintings depicting their surreal dreams, newspapers from reality, gifts from real friends, and countless other items. A fate dragon's treasure hoard usually appears to be the most randomized collection in the universe.

FAVORITE HABITAT

Fate dragons don't have a specific favorite habitat. They love to sleep and prefer a lair where they can do so undisturbed. They might choose lairs deep within the Astral Plane, far from hoard stealers and dragon hunters. They also favor harsh environments like deep deserts or freezing tundras, where it's difficult for unwanted visitors to intrude.

GOALS IN LIFE

Fate dragons exist to maintain balance in the course of fate. While fate can be altered and the "correct" course of history may shift depending on individuals, fate dragons feel compelled to subtly intervene in the lives of other creatures. Their aim is to nudge events in the right direction, making sure that history unfolds as it should.



FATE DRAGON WYRMLING

Medium dragon, neutral

Armor Class 14 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	15 (+2)	14 (+2)	13 (+1)

Saving Throws Intelligence +4, Wisdom +4, Charisma +3

Skills Arcana +4, History +4, Nature +4, Perception +4, Religion +4

Damage Resistances cold, fire

Condition Immunities exhaustion

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic, telepathy 120 ft.

Challenge 2 (450 XP)

Curse of the Fate Dragon. When a creature deals damage to the dragon, it becomes cursed. At the end of its next long rest, it must succeed on a DC 12 Charisma saving throw or can't benefit from the long rest.

YOUNG FATE DRAGON

Large dragon, neutral

Armor Class 15 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	13 (+1)	18 (+4)	17 (+3)	16 (+3)	14 (+2)

Saving Throws Intelligence +6, Wisdom +6, Charisma +5

Skills Arcana +6, History +6, Nature +6, Perception +6, Religion +6

Damage Resistances cold, fire

Condition Immunities exhaustion

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, telepathy 120 ft.

Challenge 5 (1,800 XP)

Curse of the Fate Dragon. When a creature deals damage to the dragon, it becomes cursed. At the end of its next long rest, it must succeed on a DC 14 Charisma saving throw or can't benefit from the long rest.

Fate-Sight. The dragon can't be surprised.

Fate-Sight. The dragon can't be surprised.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 12, +4 to hit with spell attacks):

At will: *guidance*, *mage hand*, *true strike*

1/day each: *detect magic*, *disguise self*, *hideous laughter*

ACTIONS

Shard of Constellation. Ranged Spell Attack: +4 to hit, range 30 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 2 (1d4) radiant damage. The dragon conjures a magical piece of metal from a burning star and attacks with it.

Cursing Breath (Recharge 5-6). The dragon exhales, murmuring to itself in great tranquility. Although no physical effect is seen, creatures within a 15-foot-radius area centered on you become cursed. Each creature in the area must make a DC 12 Charisma saving throw, taking 2 (1d4) necrotic damage on a failed save, or half as much damage on a successful one. A cursed creature repeats the saving throw at the start of each of its turns for the next 5 turns, taking 2 (1d4) necrotic damage on a failed save, or half as much damage on a successful one. Each time a creature takes damage from this breath, the dragon regains 1 hit point. A creature can be cursed in this way a maximum of three times at once.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 14, +6 to hit with spell attacks):

At will: *guidance*, *mage hand*, *true strike*

2/day each: *detect magic*, *disguise self*, *hideous laughter*

1/day each: *bestow curse*, *detect thoughts*, *divination*, *see invisibility*

ACTIONS

Multiattack. The dragon makes two *shard of constellation* attacks.

Shard of Constellation. Ranged Spell Attack: +6 to hit, range 60 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 3 (1d6) radiant damage. The dragon conjures a magical piece of metal from a burning star and attacks with it.

Cursing Breath (Recharge 5-6). The dragon exhales, murmuring to itself in great tranquility. Although no physical effect is seen, creatures within a 30-foot-radius area centered on you become cursed. Each creature must make a DC 14 Charisma saving throw, taking 5 (2d4) necrotic damage on a failed save, or half as much damage on a successful one. A cursed creature repeats the saving throw at the start of each of its turns for the next 5 turns, taking 5 (2d4) necrotic damage on a failed save, or half as much damage on a successful one. Each time a creature takes damage from this breath, the dragon regains 1 hit point. A creature can be cursed in this way a maximum of three times at once.



ADULT FATE DRAGON

Huge dragon, neutral

Armor Class 16 (natural armor)

Hit Points 172 (15d12 + 75)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	21 (+5)	21 (+5)	19 (+4)	15 (+2)

Saving Throws Intelligence +9, Wisdom +8, Charisma +6

Skills Arcana +9, History +9, Nature +9, Perception +8, Religion +9

Damage Resistances cold, fire

Condition Immunities exhaustion

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

Languages All, telepathy 120 ft.

Challenge 12 (8,400 XP)

Curse of the Fate Dragon. When a creature deals damage to the dragon, it becomes cursed. At the end of its next long rest, it must succeed on a DC 17 Charisma saving throw or can't benefit from the long rest.

Fate-Sight. The dragon can't be surprised.

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

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 17, +9 to hit with spell attacks):

At will: *detect magic, disguise self, guidance, mage hand, true strike*

2/day each: *bestow curse, detect thoughts, divination, hideous laughter, see invisibility*

1/day each: *commune, death ward, dream, geas, legend lore, phantasmal killer, resilient sphere*

ACTIONS

Multiattack. The dragon makes four *shard of constellation* attacks.

Shard of Constellation. *Ranged Spell Attack:* +9 to hit, range 90 ft., one target. *Hit:* 14 (2d8 + 5) piercing damage plus 3 (1d6) radiant damage. The dragon conjures a magical piece of metal from a burning star and attacks with it.

Cursing Breath (Recharge 5-6). The dragon exhales, murmuring to itself in great tranquility. Although no physical effect is seen, creatures within a 60-foot-radius area centered on you become cursed. Each creature must make a DC 17 Charisma saving throw, taking 10 (4d4) necrotic damage on a failed save, or half as much damage on a successful one. A cursed creature repeats the saving throw at the start of each of its turns for the next 5 turns, taking 10 (4d4) necrotic damage on a failed save, or half as much damage on a successful one. Each time a creature takes damage from this breath, the dragon regains 1 hit point. A creature can be cursed in this way a maximum of three times at once.

BONUS ACTIONS

Bindings of Fate. The dragon chooses a creature that it can see within 60 feet of it. The target must succeed on a DC 17 Intelligence saving throw, or it has disadvantage on ability checks, attack rolls, and saving throws until the end of its next turn.

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.

Bindings of Fate. The dragon uses Bindings of Fate.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.

Dream Walk (Costs 3 Actions). The dragon escapes to the dreams of a creature that it can see within 60 feet of itself. The creature must succeed on a DC 17 Charisma saving throw or the dragon enters the dreams, stays there for 1 round, reappearing in the space it was in before using this feature, or in the closest unoccupied space if that space is occupied. While in the dreams, the dragon can cast spells upon the creature whose dreams it is in.

ANCIENT FATE DRAGON

Gargantuan dragon, neutral

Armor Class 20 (natural armor)

Hit Points 222 (12d20 + 96)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	28 (+8)	25 (+7)	21 (+5)	16 (+3)

Saving Throws Intelligence +13, Wisdom +11, Charisma +9

Skills Arcana +13, History +13, Nature +13, Perception +11, Religion +13

Damage Resistances cold, fire, radiant

Condition Immunities exhaustion

Senses blindsight 60 ft., truesight 60 ft., passive Perception 21

Languages All, telepathy 120 ft.

Challenge 19 (22,000 XP)

Curse of the Fate Dragon. When a creature deals damage to the dragon, it becomes cursed. At the end of its next long rest, it must succeed on a DC 21 Charisma saving throw or can't benefit from the long rest.

Fate-Sight. The dragon is constantly affected by the *foresight* spell.

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

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 21, +13 to hit with spell attacks):

At will: *detect magic, disguise self, divination, guidance, mage hand, true strike*

3/day each: *bestow curse, detect thoughts, hideous laughter, see invisibility*

2/day each: *commune, death ward, dream, geas, legend lore, phantasmal killer, power word stun, resilient sphere*

1/day each: *etherealness, finger of death, wish, power word kill*

ACTIONS

Multiattack. The dragon makes four *shard of constellation* attacks.

Shard of Constellation. Ranged Spell Attack: +13 to hit, range 120 ft., one target. Hit: 20 (3d8 + 7) piercing damage plus 3

(1d6) radiant damage. The dragon conjures a magical piece of metal from a burning star and attacks with it.

Cursing Breath (Recharge 5-6). The dragon exhales, murmuring to itself in great tranquility. Although no physical effect is seen, creatures within a 120-foot-radius area centered on you are cursed. Each creature must make a DC 21 Charisma saving throw, taking 10 (4d4) necrotic damage on a failed save, or half as much damage on a successful one. A cursed creature repeats the saving throw at the start of each of its turns for the next 1 minute, taking 10 (4d4) necrotic damage on a failed save, or half as much damage on a successful one. Each time a creature takes damage from this breath, the dragon regains 1 hit point. A creature can be cursed in this way a maximum of three times at once.

BONUS ACTIONS

Bindings of Fate. The dragon chooses a creature that it can see within 60 feet of it. The target must succeed on a DC 21 Intelligence saving throw, or it has disadvantage on ability checks, attack rolls, and saving throws until the end of its next turn.

REACTIONS

Alter Fate. When the dragon is aware that a creature within 1 mile of it is making an ability check, attack roll, or a saving throw, the dragon can choose to grant advantage or disadvantage on the roll. If the dragon sees a creature that is making such a roll in its dreams, the dragon is counted aware of the roll.

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.

Bindings of Fate. The dragon uses Bindings of Fate.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.

Dream Walk (Costs 3 Actions). The dragon escapes to the dreams of a creature that it can see within 90 feet of itself. The creature must succeed on a DC 21 Charisma saving throw or the dragon enters the dreams, stays there for 1 round, reappearing in the space it was in before using this feature, or in the closest unoccupied space if that space is occupied. While in the dreams, the dragon can cast spells upon the creature whose dreams it is in.

GREATWYRM OF FATE

Gargantuan dragon, neutral

Armor Class 22 (natural armor)

Hit Points 533 (26d20 + 260)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20	16	30	26	22	20
(+5)	(+3)	(+10)	(+8)	(+6)	(+5)

Saving Throws Intelligence +16, Wisdom +14, Charisma +13

Skills Arcana +24, History +24, Nature +24, Perception +22, Religion +24

Damage Immunities cold, fire, poison, radiant

Condition Immunities charmed, exhaustion, frightened, poisoned

Senses blindsight 120 ft., truesight 120 ft., passive Perception 32

Languages All, telepathy 120 ft.

Challenge 27 (105,000 XP)

Curse of the Fate Dragon. When a creature deals damage to the dragon, it becomes cursed. At the end of its next long rest, it must succeed on a DC 24 Charisma saving throw or can't benefit from the long rest.

Death of Fate. If the dragon is killed, the balance of fate in the universe is disturbed. Starting from the moment of its death, conjuration and divination spells don't work for 1 month.

Fate-Sight. The dragon is constantly affected by the foresight spell.

Legendary Resistance (4/Day). If the dragon fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The dragon makes five *shard of constellation* attacks.

Shard of Constellation. *Ranged Spell Attack:* +13 to hit, range 300 ft., one target. *Hit:* 25 (4d8 + 7) piercing damage plus 7 (2d6) radiant damage. The dragon conjures a magical piece of metal from a burning star and attacks with it.

Cursing Breath (Recharge 5-6). The dragon exhales, murmuring to itself in great tranquility. Although no physical effect is seen, creatures within a 300-foot-radius area centered on you become cursed. Each creature must make a DC 24 Charisma saving throw, taking 15 (6d4) necrotic damage on a failed save, or half as much damage

on a successful one. A cursed creature repeats the saving throw at the start of each of its turns for the next 1 hour, taking 15 (6d4) necrotic damage on a failed save, or half as much damage on a successful one. Each time a creature takes damage from this breath, the dragon regains 1 hit point. A creature can be cursed in this way a maximum of three times at once.

BONUS ACTIONS

Bindings of Fate. The dragon chooses a creature that it can see within 60 feet of it. The target must succeed on a DC 24 Intelligence saving throw, or it has disadvantage on ability checks, attack rolls, and saving throws until the end of its next turn.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 24, +16 to hit with spell attacks):

At will: *detect magic, disguise self, divination, guidance, legend lore, mage hand, true strike*

4/day each: *bestow curse, detect thoughts, hideous laughter, see invisibility*

3/day each: *commune, death ward, dream, geas, phantasmal killer, power word stun, resilient sphere*

2/day each: *etherealness, finger of death, wish, power word kill*

REACTIONS

Alter Fate. When the dragon is aware that a creature within 1 mile of it is making an ability check, attack roll, or a saving throw, the dragon can choose to grant advantage or disadvantage on the roll. If the dragon sees a creature that is making such a roll in its dreams, the dragon is counted aware of the roll.

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.

Bindings of Fate. The dragon uses Bindings of Fate.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.

Dream Walk (Costs 3 Actions). The dragon escapes to the dreams of a creature that it can see within 300 feet of itself. The creature must succeed on a DC 21 Charisma saving throw or the dragon enters the dreams, stays there for 1 round, reappearing in the space it was in before using this feature, or in the closest unoccupied space if that space is occupied. While in the dreams, the dragon can cast spells upon the creature whose dreams it is in.



Forest Dragon

Old legends speak of forest dragons as guardians of the woods, keepers of wildlife and protectors of nature itself. Bowing to no threat that dares endanger the balance of life, they still leave an eternal impression on anyone fortunate or unfortunate enough to face them today.

Unlike most dragons, their scales aren't what you notice first, as their bodies are covered in thick, earthy fur that is a rich blend of beige, brown, and deep forest greens; so well-blended into their surroundings that they seem more like part of the forest than a creature within it. They are covered in moss, vines, leaves, bark, even stones. In other words, these dragons wear the forest like a second skin.

There's something deeply calming about being near a forest dragon. They carry themselves with a quiet, powerful dignity. Their eyes are old and wise, and when they speak, their voices rumble low and slow; like the wind through the trees or the deep roots of a mountain. Still, don't let their peaceful presence fool you; their massive thorns twisting above their head are like thorn-covered vines, and their limbs are wrapped in stone-like scales. All in all, they are beauty, strength, and ancient wisdom all wrapped into one.

Forest dragons are proud and majestic, and they take their role as guardians of the woods very seriously. To them, nature must be respected in all its forms; both its gentle growth and its wild destruction. They won't let any disrespect against it go unpunished. With their magic and deep bond to the land, they can breathe life into a dying grove or make a field bloom in moments. They keep their forests healthy and thriving, building strong relationships with the animals that call it home. They can speak with woodland creatures, summon them in times of need, and act as both ruler and protector in their realm where harmony is sacred.

Because of this deep connection to nature, forest dragons are held in high regard by barbarians, druids, and rangers alike. Some druid circles even guard their eggs, raising their young wyrmlings with care. The eldest of these dragons, ancient forest dragons and greatwyrms, sometimes take on apprentices, training powerful archdruids in the ways of the wild.

FAVORITE FOOD

Forest dragons nourish themselves with a unique diet that reflects their deep connection to nature. They prefer fruits, nuts, and berries plucked from their own

domain. They are also known to enjoy the sap of ancient trees and the nectar of rare forest flowers. On occasion, they may eat small woodland creatures like rabbits or squirrels; but only when it doesn't disrupt the balance of the forest.

FAVORITE HABITAT

These versatile dragons can make themselves a home in all kinds of forests; from dense and ancient woodlands to young, thriving groves. They're most at peace when surrounded by the buzzing, chirping, rustling rhythm of life. Their lairs are usually hidden in quiet, tucked-away corners of the forest, offering both shelter and a good view of their domain. The entrance might be a hollow in an old tree or buried beneath the roots of a great one. Their hoards are kept in natural caves, shielded by the forest itself, with plants and animals often acting as guards.

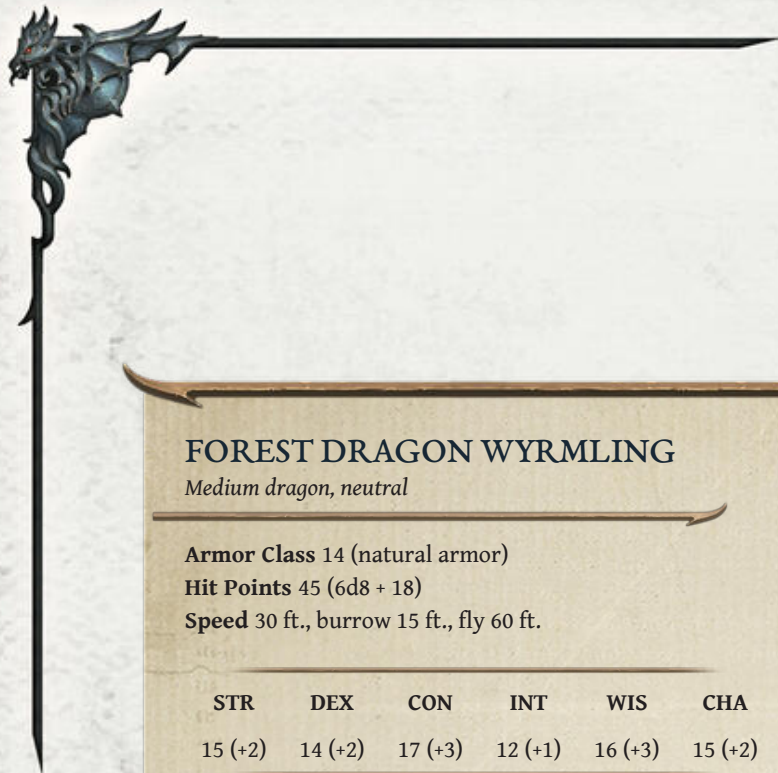
FAVORITE HOARD

Forest dragons' hoards, composed of rare and precious items from the natural world, tell stories of the world around us. Each item in their hoard holds a story and a connection to nature, making it valuable to the dragon. A hoard might include enchanted seeds, gemstones charged with the earth's power, or bird nests woven like works of art. Some collect delicate spiderwebs stretched across black canvases or the shimmering wings of forest insects. They're also deeply fascinated by ancient forest cultures and the deities of nature, so books and tomes are prized additions. You might even find wooden carvings, sacred herbs, or figurines devoted to long-forgotten gods among their treasures.

GOALS IN LIFE

More than anything, forest dragons want to protect the balance of their realm. They wear the title "protector of nature" with pride, and they live it every day. They guard their territory, keeping it safe from those who would harm it and ensuring harmony among all who dwell there. While they're slow to trust, they do seek bonds with others who share their love for the natural world; be they druids, wise wanderers, or other magical beings.





FOREST DRAGON WYRMLING

Medium dragon, neutral

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	17 (+3)	12 (+1)	16 (+3)	15 (+2)

Saving Throws Strength +4, Dexterity +4, Constitution +5, Wisdom +5

Skills Acrobatics +4, Arcana +3, Athletics +4, Nature +3, Perception +5

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Common, Draconic, Sylvan

Challenge 2 (450 XP)

Amphibious. The dragon can breathe air and water.

Natural Aura. Creatures who respect nature, such as barbarians, beasts, druids, rangers, and similar allies, feel at ease in the dragon's presence. The dragon considers these creatures friends. While a friendly creature is within 30 feet of the dragon, the time it needs to complete a long rest is halved. Because of this bond, the dragon is often found resting in the company of such creatures.

Photosynthesis. The dragon regains 6 hit points at the start of each of its turns if it has at least 1 hit point and is in daylight.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *druidcraft*, *entangle*, *shillelagh*, *speak with animals*

2/day: *heat metal*, *plant growth*, *spike growth*

1/day: *barkskin*, *daylight*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 3 (1d6) poison damage.

Vine Storm (Recharge 5-6). The dragon unleashes a storm of poisonous vines in a line that is 15 feet long and 5 feet wide. Each enemy in that line must make a DC 13 Dexterity saving throw, taking 5 (2d4) piercing damage and 5 (2d4) poison damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute or until the vines are cleared.

Horn. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage plus 2 (1d4) poison damage.

Roar of Aid (Recharge 6). The dragon lets out a mighty roar that resonates through the forest, calling upon nearby woodland creatures to come to its aid. Two creatures of challenge rating 1/2 or lower (chosen by the GM) answer the dragon's call, appearing in the nearest unoccupied space. The summoned creatures share the dragon's initiative count. They obey the dragon's verbal commands (no action required), and act on their own if not commanded, but do not take hostile actions against the dragon. They remain for 1 hour, until they or the dragon drops to 0 hit points, or until the dragon dismisses them as a bonus action.



YOUNG FOREST DRAGON

Large dragon, neutral

Armor Class 15 (natural armor)

Hit Points 133 (14d10 + 56)

Speed 40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	19 (+4)	13 (+1)	18 (+4)	16 (+3)

Saving Throws Strength +7, Dexterity +6, Constitution +7, Wisdom +7, Charisma +6

Skills Acrobatics +4, Arcana +4, Athletics +4, Nature +4, Insight +7, Perception +7

Damage Resistances acid

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Sylvan

Challenge 8 (3,900 XP)

Amphibious. The dragon can breathe air and water.

Natural Aura. Creatures who respect nature, such as barbarians, beasts, druids, rangers, and similar allies, feel at ease in the dragon's presence. The dragon considers these creatures friends. While a friendly creature is within 60 feet of the dragon, the time it needs to complete a long rest is halved. Because of this bond, the dragon is often found resting in the company of such creatures.

Photosynthesis. The dragon regains 10 hit points at the start of each of its turns if it has at least 1 hit point and is in daylight.

Innate Spellcasting. The dragon's innate spellcasting

ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *druidcraft*, *entangle*, *shillelagh*, *speak with animals*

3/day: *heat metal*, *plant growth*, *spike growth*

2/day: *barkskin*, *daylight*, *speak with plants*

1/day: *dominate beast*, *polymorph*

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) poison damage.

Vine Storm (Recharge 5-6). The dragon unleashes a storm of poisonous vines in a line that is 30 feet long and 5 feet wide. Each enemy in that line must make a DC 15 Dexterity saving throw, taking 20 (8d4) piercing damage and 20 (8d4) poison damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute or until the vines are cleared.

Horn. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 7 (2d6) poison damage.

Roar of Aid (Recharge 6). The dragon lets out a mighty roar that resonates through the forest, calling upon nearby woodland creatures to come to its aid. Two creatures of challenge rating 2 or lower (chosen by the GM) answer the dragon's call, appearing in the nearest unoccupied space. The summoned creatures share the dragon's initiative count. They obey the dragon's verbal commands (no action required), and act on their own if not commanded, but do not take hostile actions against the dragon. They remain for 1 hour, until they or the dragon drops to 0 hit points, or until the dragon dismisses them as a bonus action.



ADULT FOREST DRAGON

Huge dragon, neutral

Armor Class 15 (natural armor)

Hit Points 147 (14d12 + 56)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	19 (+4)	23 (+4)	15 (+2)	21 (+5)	21 (+5)

Saving Throws Strength +9, Dexterity +8, Constitution +8, Wisdom +9, Charisma +9

Skills Acrobatics +8, Arcana +6, Athletics +9, Insight +9, Nature +6, Perception +9

Damage Resistances acid

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 19

Languages Common, Draconic, Sylvan

Challenge 12 (8,400 XP)

Amphibious. The dragon can breathe air and water.

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

Natural Aura. Creatures who respect nature, such as barbarians, beasts, druids, rangers, and similar allies, feel at ease in the dragon's presence. The dragon considers these creatures friends. While a friendly creature is within 90 feet of the dragon, the time it needs to complete a long rest is halved. Because of this bond, the dragon is often found resting in the company of such creatures.

Photosynthesis. The dragon regains 12 hit points at the start of each of its turns if it has at least 1 hit point and is in daylight.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *animal friendship, druidcraft, entangle, plant growth, speak with animals, speak with plants, shillelagh, spike growth*

3/day: *barkskin, daylight, heat metal*

2/day: *dominate beast, move earth, polymorph*

1/day: *heroes' feast, sunbeam, wall of thorns*

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 12 (2d6 + 5) piercing damage plus 7 (2d6) poison damage. If the target is a Medium or smaller creature grappled by the dragon, that creature is swallowed, and the grapple ends.

While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 10 (3d6) acid damage at the start of each of the dragon's turns.

If the dragon takes 40 or more damage on a single turn from a creature inside it, the dragon must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the dragon. If the dragon dies, the swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

The dragon can only swallow one creature at a time.

Vine Storm (Recharge 5-6). The dragon unleashes a storm of poisonous vines in a line that is 60 feet long and 5 feet wide. Each enemy in that line must make a DC 17 Dexterity saving throw, taking 22 (5d8) piercing damage and 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute or until the vines are cleared. When a creature takes poison damage from the storm, it must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute.

Horn. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage plus 10 (3d6) poison damage.

Roar of Aid (Recharge 6). The dragon lets out a mighty roar that resonates through the forest, calling upon nearby woodland creatures to come to its aid. Two creatures of challenge rating 3 or lower (chosen by the GM) answer the dragon's call, appearing in the nearest unoccupied space. The summoned creatures share the dragon's initiative count. They obey the dragon's verbal commands (no action required), and act on their own if not commanded, but do not take hostile actions against the dragon. They remain for 1 hour, until they or the dragon drops to 0 hit points, or until the dragon dismisses them as a bonus action.

BONUS ACTIONS

Let Them Fly. The dragon can animate a vine, a thorn or a root that it can see within 60 feet of it. With the animated object, the dragon can grab a creature that it can see within 30 feet of the animated object. The target must succeed on a DC 17 Strength or Dexterity saving throw or be thrown 30 feet in a random direction, falling prone upon landing. This may cause the target to take damage from the fall. Alternatively, the dragon can use the animated object to grab one creature and slam it into another. The thrown creature takes 7 (2d6) bludgeoning damage and falls prone. The second creature must succeed on a DC 17 Strength or Dexterity saving throw or take the same damage and fall prone.

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.

Attack (Costs 2 Actions). The dragon makes a Horn attack.

Teleportation (Costs 2 Actions). The dragon magically teleports, along with any equipment it is wearing or carrying and any creatures it has swallowed, to an unoccupied space near a tree within its forest, up to 1 mile away.



ANCIENT FOREST DRAGON

Gargantuan dragon, neutral

Armor Class 17 (natural armor)

Hit Points 185 (10d20 + 80)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	23 (+6)	27 (+8)	21 (+5)	24 (+7)	22 (+6)

Saving Throws Strength +12, Dexterity +11, Constitution +13, Wisdom +12, Charisma +11

Skills Acrobatics +11, Arcana +10, Athletics +12, Nature +10, Insight +12, Perception +12

Damage Resistances acid, bludgeoning, piercing, slashing

Damage Immunities poison

Condition Immunities frightened, poisoned

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

Languages Common, Draconic, Elvish, Sylvan

Challenge 16 (15,000 XP)

Amphibious. The dragon can breathe air and water.

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

Natural Aura. Creatures who respect nature, such as barbarians, beasts, druids, rangers, and similar allies, feel at ease in the dragon's presence. The dragon considers these creatures friends. While a friendly creature is within 120 feet of the dragon, the time it needs to complete a long rest is halved. Because of this bond, the dragon is often found resting in the company of such creatures.

Photosynthesis. The dragon regains 15 hit points at the start of each of its turns if it has at least 1 hit point and is in daylight.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 20, +12 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *druidcraft*, *entangle*, *plant growth*, *speak with animals*, *shillelagh*, *speak with plants*, *spike growth*

4/day: *barkskin*, *daylight*, *heat metal*

3/day: *dominate beast*, *move earth*, *polymorph*

2/day: *heroes' feast*, *sunbeam*, *wall of thorns*

1/day: *control weather*, *earthquake*, *sunburst*

ACTIONS

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

Bite. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 9 (2d8) poison damage. If the target is a Medium or smaller creature grappled by the dragon, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 10 (3d6) acid damage at the start of each of the dragon's turns.

If the dragon takes 40 or more damage on a single turn from a creature inside it, the dragon must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the dragon. If the dragon dies, the swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

The dragon can only swallow two creatures at a time.
Vine Storm (Recharge 5-6). The dragon unleashes a storm of poisonous vines in a line that is 60 feet long and 5 feet wide. Each enemy in that line must make a DC 20 Dexterity saving throw, taking 31 (9d6) piercing damage and 31 (9d6) poison damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute or until the vines are cleared. When a creature takes poison damage from the storm, it must succeed on a DC 20 Constitution saving throw or be poisoned for 1 minute.

Horn. *Melee Weapon Attack:* +12 to hit, reach 20 ft., one target. *Hit:* 20 (3d8 + 7) piercing damage plus 13 (3d8) poison damage.

Roar of Aid (Recharge 6). The dragon lets out a mighty roar that resonates through the forest, calling upon nearby woodland creatures to come to its aid. Two creatures of challenge rating 4 or lower (chosen by the GM) answer the dragon's call, appearing in the nearest unoccupied space. The summoned creatures share the dragon's initiative count. They obey the dragon's verbal commands (no action required), and act on their own if not commanded, but do not take hostile actions against the dragon. They remain for 1 hour, until they or the dragon drops to 0 hit points, or until the dragon dismisses them as a bonus action.

BONUS ACTIONS

Let Them Fly. The dragon can animate a vine, a thorn or a root that it can see within 60 feet of it. With the animated object, the dragon can grab a creature that it can see within 30 feet of the animated object. The target



must succeed on a DC 21 Strength or Dexterity saving throw, or it is thrown 30 feet in a random direction, falling prone upon landing. This may cause the target to take damage from the fall. Alternatively, the dragon can use the animated object to grab one creature and slam it into another. The thrown creature takes 7 (2d6) bludgeoning damage and falls prone. The second creature must succeed on a DC 21 Strength or Dexterity saving throw or take the same damage and fall prone.

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.

Attack (Costs 2 Actions). The dragon makes a Horn attack.

Teleportation (Costs 2 Actions). The dragon magically teleports, along with any equipment it is wearing or carrying and any creatures it has swallowed, to an unoccupied space near a tree within its forest, up to 1 mile away.

GREATWYRM OF THE FOREST

Gargantuan dragon, neutral

Armor Class 19 (natural armor)

Hit Points 312 (16d20 + 144)

Speed 40 ft., burrow 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28	25	29	22	30	23
(+9)	(+7)	(+9)	(+6)	(+10)	(+6)

Saving Throws Strength +15, Dexterity +13, Constitution +15, Wisdom +16, Charisma +12

Skills Acrobatics +13, Arcana +12, Athletics +15, Nature +12, Insight +16, Perception +16

Damage Resistances acid, bludgeoning, piercing, and slashing

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses truesight 120 ft., passive Perception 26

Languages Common, Draconic, Elvish, Sylvan, Telepathy 120 ft.

Challenge 20 (25,000 XP)

Amphibious. The dragon can breathe air and water.

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

Natural Aura. Creatures who respect nature, such as barbarians, beasts, druids, rangers, and similar allies, feel at ease in the dragon's presence. The dragon considers these creatures friends. While a friendly creature is within 300 feet of the dragon, the time it needs to complete a long rest is halved. Because of this bond, the dragon is often found resting in the company of such creatures.

Nature Never Dies. When the dragon dies, forests across

various planes of existence begin to wither over the course of the following month. During this time, misfortune befalls druid circles, rangers are haunted by nightmares, barbarians struggle to control their rage, clerics of nature receive dark omens, and nature-bound paladins feel compelled to seek out the fallen greatwurm. At the end of the month, the dragon is reborn in one of the withered forests. Now awakened and burning with vengeance, it rises to hunt those who brought about its fall, calling upon countless allies who stand ready to fight alongside it.

Photosynthesis. The dragon regains 20 hit points at the start of each of its turns if it has at least 1 hit point and is in daylight.

Innate Spellcasting. The dragon's innate spellcasting ability is Wisdom (spell save DC 24, +16 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *animal friendship*, *druidcraft*, *entangle*, *plant growth*, *speak with animals*, *shillelagh*, *speak with plants*, *spike growth*
5/day: *barkskin*, *daylight*, *heat metal*

4/day: *dominate beast*, *move earth*, *polymorph*

3/day: *heroes' feast*, *sunbeam*, *wall of thorns*

2/day: *control weather*, *earthquake*, *sunburst*

1/day: *foresight**, *storm of vengeance*, *true resurrection*

*The dragon casts this spell on itself before combat.

ACTIONS

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

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage plus 9 (2d8) poison damage. If the target is a Medium or smaller creature grappled by the dragon, that creature is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the dragon, and it takes 10 (3d6) acid damage at the start of each of the dragon's turns.



If the dragon takes 40 or more damage on a single turn from a creature inside it, the dragon must succeed on a DC 16 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the dragon. If the dragon dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 15 feet of movement, exiting prone.

The dragon can only swallow two creatures at a time.

Vine Storm (Recharge 5-6). The dragon unleashes a storm of poisonous vines in a line that is 60 feet long and 5 feet wide. Each enemy in that line must make a DC 24 Dexterity saving throw, taking 40 (9d8) piercing damage and 40 (9d8) poison damage on a failed save, or half as much damage on a successful one. The area becomes difficult terrain for 1 minute or until the vines are cleared. When a creature takes poison damage from this storm, it must succeed on a DC 24 Constitution saving throw or be poisoned for 1 minute.

Horn. *Melee Weapon Attack:* +15 to hit, reach 20 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage plus 13 (3d8) poison damage.

Roar of Aid (Recharge 6). The dragon lets out a mighty roar that resonates through the forest, calling upon nearby woodland creatures to come to its aid. Two creatures of challenge rating 5 or lower (chosen by the GM) answer the dragon's call, appearing in the nearest unoccupied space. The creatures that answer the dragon's call are determined by the GM. The summoned creatures share the dragon's initiative count. They obey the dragon's verbal commands (no action required), and act on their own if not commanded, but do not take hostile actions against the dragon. They remain for 1 hour, until they or the dragon drops to 0 hit points, or until the dragon dismisses them as a bonus action.

BONUS ACTIONS

Let Them Fly. The dragon can animate a vine, a thorn or a root that it can see within 60 feet of it. With the animated object, the dragon can grab a creature that it can see within 30 feet of the animated object. The target must succeed on a DC 24 Strength or Dexterity saving throw, or it is thrown 30 feet in a random direction, falling prone upon landing. This may cause the target to take damage from the fall. Alternatively, the dragon can use the animated object to grab one creature and slam it into another. The thrown creature takes 7 (2d6) bludgeoning damage and falls prone. The second creature must succeed on a DC 21 Strength or Dexterity saving throw or take the same damage and fall prone.

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.

Attack (Costs 2 Actions). The dragon makes a Horn attack.

Teleportation (Costs 2 Actions). The dragon magically teleports, along with any equipment it is wearing or carrying and any creatures it has swallowed, to an unoccupied space near a tree within its forest, up to 1 mile away.



Hourglass Dragon

Hourglass dragons are the masters of time, habitants of the endless sands of the deserts. Their body is composed of ever-shifting hot sands, which can reshape itself into wings, horns, scales, tails, or an entire swirling storm if need be.

To the untrained eye, an hourglass dragon is easy to miss. One moment, it's a harmless dune; the next, a swirling storm. Travelers may walk past them without ever realizing they've been in the presence of something truly powerful.

Hourglass dragons prefer solitude above all else. They spend centuries buried beneath the dunes, lost in deep contemplation; studying time, reality, and the hidden forces that shape existence itself. They don't meddle in the affairs of gods, mortals, or even other dragons. Their peace, however, should never be mistaken for kindness or mercy. They simply wish to be left alone. Should anyone disturb them, they are sure to unleash their wrath in response.

Hourglass dragons do not mate out of a need for love or companionship. For them, the bonds between mates or parents and children are a weakness, a fleeting mortal need. However, when an hourglass dragon wishes to pass its research on time or the knowledge it gathered for ages, it seeks a mate, produces an egg, and buries it deep into the sand. Only when they feel it's time to pass on their mountain of knowledge does it seek a mate, create an egg, and bury it deep in the sand. Once the egg is ready to hatch beneath the burning sands, the hourglass dragon retrieves its offspring; though not out of love but for the pursuit of knowledge that must never be lost.

FAVORITE FOOD

Adult hourglass dragons have long transcended the need for sustenance. Only their young still require nourishment, feeding on minerals in the sand, small desert creatures, or whatever they can find to survive. While they do not prefer to eat sentient beings, survival is far more important for them; if they must, then they will.

FAVORITE HABITAT

As hourglass dragons crave silence, vast deserts or sun-bleached coastlines, or a forgotten ruin buried beneath the hot sands are among their favored habitats.

Of course, the further they are from civilization, the better.

They spend most of their time underground; a forgotten ruin buried beneath the hot sands is heaven for them. There, they can remain undisturbed for centuries, never once needing to look up at the sky.

FAVORITE HOARD

All things ancient and forgotten have significance in the eyes of hourglass dragons. Ancient tomes filled with theories on time and space, magical sigils and rituals whispered through the ages, philosophy, prophecy, and forgotten histories are all among their favorite treasures. Shiny gems, star-forged armor, and legendary weapons of great warriors pale in comparison to the value of knowledge they can receive from such items. As could be expected, hourglass dragons also prize timepieces; hourglasses, sundials, water clocks from different regions are all sacred pieces of their hoard.

GOALS IN LIFE

Unlike other dragons who may seek power or favor material gain, hourglass dragons long for understanding. They wish to see the past and the future as clearly as they see the present, thereby gaining mastery over time itself. They want to understand the nature of existence, becoming the ultimate experts of reality itself. To these ends, they spend an endless amount of time consumed with meticulous study.

This desire for knowledge, however, does not come from a need to share it with others. They hoard knowledge, unraveling the lost history and the forgotten truths of the plane they inhabit. They see themselves as guardians of lost knowledge, and what they know, they keep to themselves.





HOURGLASS DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 67 (9d8 + 27)

Speed 30 ft., burrow 30 ft., climb 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+2)	19 (+4)	16 (+3)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Constitution +6, Intelligence +8, Wisdom +6, Charisma +6

Skills Arcana +11, History +11, Nature +11, Perception +6, Religion +11, Stealth +7

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities all

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 16

Languages Draconic

Challenge 6 (2,300 XP)

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the dragon remains motionless, it is indistinguishable from a pile of sand.

Scholar. The dragon's proficiency bonus is doubled for its Intelligence ability checks (already included).

Timekeeper. The dragon is always aware of time. It always knows the date, hour, and how much time has passed between occurrences.

ACTIONS

Multiattack. The dragon makes two melee weapon attacks.

Pseudosand. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) bludgeoning, piercing, or slashing damage (the dragon's choice). The dragon changes its shape, creating a desired type of weapon from the sands that shape its body, and using it to attack a target within reach.

Spellcasting. Each time the dragon takes the Spellcasting action, it rolls 1d4 + 1. The result determines the highest level of spell that the dragon can cast with that action. The dragon has access to all spells from the wizard spell lists. When the dragon takes the Spellcasting action again, it repeats the roll and uses the new result. The dragon requires no components to cast spells.

Infiltration (Recharge 5-6). The dragon targets a creature within 15 feet of it. The creature must succeed on a DC 14 Dexterity saving throw or the sand that make up the dragon's body seeps into any opening it can find. The creature takes 35 (10d6) fire damage as the hot sand scorches the creature's insides. It is also blinded, deafened, and paralyzed until the end of its next turn.

REACTIONS

Sandstorm. When an attack is made against the dragon and the dragon is aware of it, it can create a little sandstorm to prevent the attack, imposing disadvantage on the attack roll.



YOUNG HOURGLASS DRAGON

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 171 (18d10 + 72)

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

STR	DEX	CON	INT	WIS	CHA
15 (+2)	22 (+6)	18 (+4)	24 (+7)	21 (+5)	20 (+5)

Saving Throws Constitution +9, Intelligence +12, Wisdom +10, Charisma +10

Skills Arcana +17, History +17, Nature +17, Perception +10, Religion +17, Stealth +11

Damage Resistances damage from spells; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities all

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

Languages Common, Draconic

Challenge 13 (10,000 XP)

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the dragon remains motionless, it is indistinguishable from a pile of sand.

Keeper of Spells. The dragon can concentrate on two spells at a time, instead of one. When the dragon concentrates on a third spell, it loses concentration on the first one.

When required, the dragon makes a concentration check for each spell separately.

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

Scholar. The dragon's proficiency bonus is doubled on Intelligence checks (already included).

Timekeeper. The dragon is always aware of time. It always knows the date, hour, and how much time has passed between occurrences.

ACTIONS

Multiattack. The dragon makes three melee weapon attacks.

Pseudosand. *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 6) bludgeoning, piercing, or slashing damage (dragon's choice). The dragon changes its shape, creating a desired type of weapon from the sands that shape its body, and using it to attack a target within reach.

Spellcasting. Each time the dragon takes the Spellcasting action, it rolls 1d6 + 1. The result determines the highest level of spell that the dragon can cast with that action. The dragon has access to all spells from the sorcerer and wizard spell lists. When the dragon takes the Spellcasting action again, it repeats the roll and uses the new result. The dragon requires no components to cast spells.

Infiltration (Recharge 5-6). The dragon targets a creature within 15 feet of it. The creature must succeed on a DC 21 Dexterity saving throw or the sand that makes up the dragon's body seeps into any opening it can find. The creature takes 70 (20d6) fire damage as the hot sand scorches the creature's insides. The target is also blinded, deafened, and paralyzed until the end of its next turn.

REACTIONS

Sandstorm. When an attack is made against the dragon and the dragon is aware of it, it can create a little sandstorm to prevent the attack, imposing disadvantage on the attack roll.



ADULT HOURGLASS DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 253 (22d12 + 110)

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

STR	DEX	CON	INT	WIS	CHA
19 (+5)	27 (+8)	20 (+5)	28 (+9)	25 (+7)	24 (+7)

Saving Throws Constitution +11, Intelligence +15, Wisdom +13, Charisma +13

Skills Arcana +21, History +21, Nature +21, Perception +13, Religion +21, Stealth +14

Damage Resistances damage from spells

Damage Immunities bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities all

Senses truesight 120 ft., passive Perception 23

Languages all, telepathy 120 ft.

Challenge 20 (25,000 XP)

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the dragon remains motionless, it is indistinguishable from a pile of sand.

Keeper of Spells. The dragon can concentrate on two spells at a time, instead of one. When the dragon concentrates on a third spell, it loses concentration on the first one. When required, the dragon makes a concentration check for each spell separately.

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

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

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

Scholar. The dragon's proficiency bonus is doubled on Intelligence checks (already included).

Timekeeper. The dragon is always aware of time. It always knows the date, hour, and how much time has passed between occurrences.

Time Mastery (1/Day). The dragon twists time around itself, rewinding its own actions and fate. At the start of its turn, it can choose to return to the exact state it was in at the beginning of its previous turn. When it does, any

effects, damage, conditions, or other changes that affected the dragon since the start of its last turn are undone.

However, this does not affect other creatures, objects, or events; only the dragon's own status is restored.

ACTIONS

Multiattack. The dragon makes three melee weapon attacks.

Pseudosand. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning, piercing, or slashing damage (dragon's choice). The dragon changes its shape, creating a desired type of weapon from the sands that shape its body, and using it to attack a target within reach.

Spellcasting. Each time the dragon takes the Spellcasting action, it rolls 1d6 + 3. The result determines the highest level of spell that the dragon can cast with that action. The dragon has access to all spells from the cleric, sorcerer, and wizard spell lists. When the dragon takes the Spellcasting action again, it repeats the roll and uses the new result. The dragon requires no components to cast spells.

Infiltration (Recharge 5-6). The dragon targets a creature within 15 feet of it. The creature must succeed on a DC 26 Dexterity saving throw or the sand that makes up the dragon's body seeps into any opening it can find. The creature takes 110 (20d10) fire damage as the hot sand scorches the creature's insides. It is also blinded, deafened, and paralyzed until the end of its next turn.

REACTIONS

Sandstorm. When an attack is made against the dragon and the dragon is aware of it, it can create a little sandstorm to prevent the attack, imposing disadvantage on the attack roll.

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.

Attack. The hourglass dragon makes a Pseudosand attack.

Burrow. The hourglass dragon burrows underground and moves 20 feet; this movement does not count against its remaining speed.

Spellcasting (Costs 2 Actions). The hourglass dragon uses its Spellcasting feature.

ANCIENT HOURGLASS DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 700 (40d20 + 280)

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

STR	DEX	CON	INT	WIS	CHA
22	30	24	30	28	26
(+6)	(+10)	(+7)	(+10)	(+9)	(+8)

Saving Throws Constitution +15, Intelligence +18, Wisdom +17, Charisma +16

Skills Arcana +26, History +26, Nature +26, Perception +17, Religion +26, Stealth +18

Damage Resistances damage from spells; bludgeoning, piercing, slashing

Damage Immunities bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities all

Senses truesight 120 ft., passive Perception 27

Languages all, telepathy 120 ft.

Challenge 27 (105,000 XP)

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

False Appearance. While the dragon remains motionless, it is indistinguishable from a pile of sand.

Keeper of Spells. The dragon can concentrate on two spells at a time, instead of one. When the dragon concentrates on a third spell, it loses concentration on the first one. When required, the dragon makes a concentration check for each spell separately.

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

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

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

Scholar. The dragon's proficiency bonus is doubled on Intelligence ability checks (already included).

Timekeeper. The dragon is always aware of time. It always knows the date, hour, and how much time has passed between occurrences.

Time Mastery (3/Day). The dragon twists time around itself, rewinding its own actions and fate. At the start of

its turn, it can choose to return to the exact state it was in at the beginning of its previous turn. When it does, any effects, damage, conditions, or other changes that affected the dragon since the start of its last turn are undone. However, this does not affect other creatures, objects, or events; only the dragon's own status is restored.

ACTIONS

Multiattack. The dragon makes three melee weapon attacks.

Pseudosand. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) bludgeoning, piercing, or slashing damage (dragon's choice). The dragon changes its shape, creating a desired type of weapon from the sands that shape its body, and using it to attack a target within reach.

Spellcasting. Each time the dragon takes the Spellcasting action, it rolls a 1d4 + 5. The result determines the highest level of spell that the dragon can cast with that action. The dragon has access to all spells from all spell lists. When the dragon takes the Spellcasting action again, it repeats the roll and uses the new result. The dragon requires no components to cast spells.

Infiltration (Recharge 5-6). The dragon targets a creature within 30 feet of it. The creature must succeed on a DC 28 Dexterity saving throw or the sand that make up the dragon's body seeps into any opening it can find. The creature takes 195 (30d12) fire damage as the hot sand scorches its insides. It is also blinded, deafened, and paralyzed until the end of its next turn.

REACTIONS

Sandstorm. When an attack is made against the dragon and the dragon is aware of it, it can create a little sandstorm to prevent the attack, imposing disadvantage on the attack roll.

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.

Attack. The dragon makes a Pseudosand attack.

Burrow. The dragon burrows underground and moves 30 feet; this movement does not count against its remaining speed.

Spellcasting (Costs 2 Actions). The dragon uses its Spellcasting feature.

GREATWYRM OF TIME

Gargantuan dragon, chaotic neutral

Armor Class 23 (natural armor)

Hit Points 832 (45d20 + 280)

Speed 50 ft., burrow 50 ft., climb 50 ft., fly 100 ft.

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

Saving Throws Constitution +17, Intelligence +19, Wisdom +19, Charisma +18

Skills Arcana +28, History +28, Nature +28, Perception +19, Religion +28, Stealth +19

Damage Resistances damage from spells; bludgeoning, piercing, slashing

Damage Immunities bludgeoning, piercing and slashing from nonmagical attacks

Condition Immunities all

Senses truesight 120 ft., passive Perception 29

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Deathburst. When the dragon drops to 0 hit points, the sand that composes its body spreads all around. Each creature within 1-mile radius is affected by the Infiltration action.

Death of Time. When the dragon dies, the space-time continuum within its plane of existence is disrupted. Different creatures experience the concept of time in different ways. The cycle of day and night functions unnaturally; days may be longer, or nights may never end. The exact nature of these changes is determined by the GM.

False Appearance. While the dragon remains motionless, it is indistinguishable from a pile of sand.

Keeper of Spells. The dragon can concentrate on three spells at a time, instead of two. When the dragon concentrates on a fourth spell, it loses concentration on the first one. When required, the dragon makes a concentration check for each spell separately.

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

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

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

Scholar. The dragon's proficiency bonus is doubled on Intelligence checks (already included).

Timekeeper. The dragon is always aware of time. It always knows the date, the hour, and how much time has passed between occurrences.

Time Mastery (3/Day). The dragon twists time around

itself, rewinding its own actions and fate. At the start of its turn, it can choose to return to the exact state it was in at the beginning of its previous turn. When it does, any effects, damage, conditions, or other changes that affected the dragon since the start of its last turn are undone. However, this does not affect other creatures, objects, or events; only the dragon's own status is restored.

ACTIONS

Multiattack. The dragon makes three melee weapon attacks.

Pseudosand. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 32 (5d8 + 10) bludgeoning, piercing, or slashing damage (dragon's choice). The dragon changes its shape, creating a desired type of weapon from the sands that shape its body, and using it to attack a target within reach.

Timeless Spellcasting. The dragon casts a spell from any spell list, using any spell slot it desires, and requiring no components. A greatwyrms of time usually uses this feature to cast the *time stop* spell, stretching a moment into eternity for themselves, where they study undisturbed. When they do so, they are impossible to find unless divine intervention (such as the favor of a god of time) takes place. If the dragon is found, it is as angry as it is curious, offering a chance for conversation.

Infiltration (Recharge 5-6). The dragon targets a creature within 60 feet of it. The creature must succeed on a DC 28 Dexterity saving throw or the sand that makes up the dragon's body seeps into any opening it can find. The creature takes 221 (34d12) fire damage as the hot sand scorches its insides. It is also blinded, deafened, and paralyzed until the end of its next turn.

BONUS ACTIONS

Time Stop. The dragon casts the *time stop* spell; it does not count against the number of spells it can cast on a turn.

REACTIONS

Sandstorm. When an attack is made against the dragon and the dragon is aware of it, it can create a little sandstorm to prevent the attack, imposing disadvantage on the attack roll.

LEGENDARY ACTIONS

The hourglass 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 hourglass dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes a Pseudosand attack.

Burrow. The dragon burrows underground and moves 30 feet; this movement does not count against its remaining speed.

Spellcasting (Costs 2 Actions). The dragon uses its Spellcasting feature.

Oblivion Dragon

Oblivion dragons are among the most enigmatic and secretive creatures in existence. Scholars, monster hunters, philosophers, and draconic lorekeepers all debate and study them, as they are some of the most interesting dragons one could come across.

Technically speaking, oblivion dragons have no physical bodies. They are composed of pure essence of knowledge that are held together with the darkest shadows, forming a body resembling a dragon. They are rumored to know everything about the universe, even the most forgotten and forbidden secrets. They're made of pure knowledge, bound together by the deepest shadows. Their form resembles that of a dragon, but their essence is something far stranger. Some argue they're not dragons at all; just something that looks like one. In truth, they really *are* dragons... just not like any others.

They are said to know everything; every secret of the cosmos, even the most ancient, forbidden truths lost to time. That overwhelming knowledge is what shapes them into the nihilists they are. Where a paladin might fight for righteousness or a devil scheme for souls, an oblivion dragon knows that in the end, everything ends. Even them. That understanding leads to a quiet, detached existence. They watch, wait, and rarely act.

Oblivion dragons are surrounded by prophecies. They speak of a time when an oblivion dragon will claim the soul of the last living being, and with it, end the universe. That legend has given way to doomsaying cults and mystics; some of whom make sacrifices to appease the dragons, hoping for a painless end. Others simply spread their grim gospel, preaching that nothing matters but the final silence.

Whether the dragons listen or care is unclear. Some cultists wield cleric or warlock magic, which has led many to believe these dragons grant power to those who seek them out. The truth is simpler and stranger: oblivion dragons just don't care. If someone is capable of invoking them, they grant power, without much more judgment or purpose. To an oblivion dragon, cultists are just another part of the universe; existing for a time, and then ending like everything else.

FAVORITE FOOD

Oblivion dragons don't eat, sleep or breathe. They have no need for such mortal needs. They, however, feel an unending hunger for knowledge. Learning is the closest thing they have to feeding. Greatwyrms already know

nearly everything and simply wait for their time to end. Younger dragons, though, grow by learning, and learn by growing. Their minds expand with every new idea, every secret discovered.

FAVORITE HOARD

Oblivion dragons hoard all kinds of knowledge. From the sum of all angles in a triangle to the most complex arcane rituals, from the recipe of a soup to the origin story of the universe, they hoard anything that can be learnt. The darkest spells, the holiest rituals, a made up language only three children talk; everything. However, they do not gather physical books and parchments. They instead internalize knowledge, making them a part of their own existence.

FAVORITE HABITAT

Oblivion dragons live in the darkest corners of the universe. They can be found in any plane of existence, as long as they can wait for the end, alone. From these secret places, they watch and scry, learning without interfering. They grow slowly, endlessly, as their knowledge deepens.

GOALS IN LIFE

Oblivion dragons don't lay eggs. They are not born. They simply come into existence; quite the painful experience. It is a responsibility for which they don't ask, which is why they carry the burden in silence, simply waiting for the end.

Still, learning new things does provide them with some rare joy. On even rarer occasions, they might choose to share their knowledge with a mortal. A few lucky scholars have had the chance to learn from one; but one cannot stress enough how extremely rare it is for an oblivion dragon to accept such a student. If and when an oblivion dragon decides that something has lost its usefulness, that someone has lived enough or has been through enough suffering, they don't hesitate to bring that story to a close. This is not due to cruelty; they simply don't let anything escape the inevitable.





OBLIVION DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 15 (Out of Existence)

Hit Points 36 (8d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
- (-)	- (-)	- (-)	14 (+2)	14 (+2)	14 (+2)

Saving Throws Intelligence +4, Wisdom +4, Charisma +4

Skills All +6

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 60 ft., passive Perception 16

Languages All, telepathy 120 ft.

Challenge 4 (1,100 XP)

All-Knowing Dragon. The dragon is proficient with everything.

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Arcane-Abelian Existence. Although the dragon doesn't have a physical body, it can still physically interact with

the environment in a unique way that it discovered through the infusion of complex mathematical and metamagical theories. For any check that requires the dragon to use Strength, Dexterity, or Constitution, it uses one of the following of its choice: Intelligence, Wisdom, or Charisma.

One of Shadows. The dragon is invisible while in dim light or darkness.

Out of Existence. The dragon can use its knowledge to protect itself from harm by bending the rules of existence. Swords miss, arrows disappear, and spells bend away from the dragon.

Sunlight Weakness. While in sunlight, the dragon has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Oblivion. *Ranged Spell Attack:* +4 to hit, range 30 ft., two targets. *Hit:* 8 (1d12 + 2) force damage. The dragon shoots rays of pure energy. If a creature drops to 0 hit points due to this damage, it dies, and its body is disintegrated.

Breath of the End (Recharge 5-6). The dragon exhales pure energy. Creatures within a 15-foot cone must make a DC 12 Constitution saving throw, taking 27 (6d8) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts a 2nd level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 12, +4 to hit with spell attacks).



YOUNG OBLIVION DRAGON

Large dragon, chaotic neutral

Armor Class 17 (Out of Existence)

Hit Points 66 (12d10)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
- (-)	- (-)	- (-)	18 (+4)	18 (+4)	18 (+4)

Saving Throws Intelligence +7, Wisdom +7, Charisma +7

Skills All +10

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 60 ft., passive Perception 20

Languages All, telepathy 120 ft.

Challenge 8 (5,000 XP)

All-Knowing Dragon. The dragon is proficient with everything.

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Arcane-Abelian Existence. Although the dragon doesn't

have a physical body, it can still physically interact with the environment in a unique way that it discovered through the infusion of complex mathematical and metamagical theories. For any check that requires the dragon to use Strength, Dexterity, or Constitution, it uses one of the following of its choice: Intelligence, Wisdom, or Charisma.

One of Shadows. The dragon is invisible while in dim light or darkness.

Out of Existence. The dragon can use its knowledge to protect itself from harm by bending the rules of existence. Swords miss, arrows disappear, and spells bend away from the dragon.

Sunlight Weakness. While in sunlight, the dragon has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Oblivion. *Ranged Spell Attack:* +7 to hit, range 60 ft., four targets. *Hit:* 10 (1d12 + 4) force damage. The dragon shoots rays of pure energy. If a creature drops to 0 hit points due to this damage, it dies, and its body is disintegrated.

Breath of the End (Recharge 5-6). The dragon exhales pure energy. Creatures within a 30-foot cone must make a DC 15 Constitution saving throw, taking 54 (12d8) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts a 4th level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 15, +7 to hit with spell attacks).



ADULT OBLIVION DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (Out of Existence)

Hit Points 132 (24d10)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
- (-)	- (-)	- (-)	22 (+6)	22 (+6)	22 (+6)

Saving Throws Intelligence +11, Wisdom +11, Charisma +11

Skills All +16

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 20

Languages All, telepathy 120 ft.

Challenge 13 (10,000 XP)

All-Knowing Dragon. The dragon is proficient with everything.

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Arcane-Abelian Existence. Although the dragon doesn't have a physical body, it can still physically interact with the environment in a unique way that it discovered through the infusion of complex mathematical and metamagical theories. For any check that requires the dragon to use Strength, Dexterity, or Constitution, it uses one of the following of its choice: Intelligence, Wisdom, or Charisma.

Bend the Rules. The dragon can cast two spells on a turn, and it can concentrate on two different spells at once.

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

Magic Resistance. The dragon has advantage on saving

throws against spells and other magical effects.

One of Shadows. The dragon is invisible while in dim light or darkness.

Out of Existence. The dragon can use its knowledge to protect itself from harm by bending the rules of existence. Swords miss, arrows disappear, and spells bend away from the dragon.

Sunlight Weakness. While in sunlight, the dragon has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Oblivion. *Ranged Spell Attack:* +11 to hit, range 90 ft., four targets. *Hit:* 12 (1d12 + 6) force damage. The dragon shoots rays of pure energy. If a creature drops to 0 hit points due to this damage, it dies, and its body is disintegrated.

Breath of the End (Recharge 5-6). The dragon exhales pure energy. Creatures within a 60-foot cone must make a DC 19 Constitution saving throw, taking 54 (12d8) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts a 6th level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 19, +11 to hit with spell attacks).

BONUS ACTIONS

Spellcasting. The dragon casts a 3rd level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 19, +11 to hit with spell attacks).

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.

Bend Time and Space. The dragon teleports to an unoccupied space it can see within 60 feet of it.

Detect. The dragon makes a Wisdom (Perception) check.

Destruction (Costs 2 Actions). The dragon makes one oblivion attack.



ANCIENT OBLIVION DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (Out of Existence)

Hit Points 252 (24d20)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
- (-)	- (-)	- (-)	26 (+8)	26 (+8)	26 (+8)

Saving Throws Intelligence +14, Wisdom +14, Charisma +14

Skills All +20

Damage Vulnerabilities radiant

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

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 30

Languages All, telepathy 120 ft.

Challenge 20 (25,000 XP)

All-Knowing Dragon. The dragon is proficient with everything.

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Arcane-Abelian Existence. Although the dragon doesn't have a physical body, it can still physically interact with the environment in a unique way discovered through the infusion of complex mathematical and metamagical theories. For any check that requires the dragon to use Strength, Dexterity, or Constitution, it uses one of the followings of its choice: Intelligence, Wisdom, or Charisma.

Bend the Rules. The dragon can cast two spells on a turn, and it can concentrate on two different spells at once.

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

Magic Resistance. The dragon has advantage on saving

throws against spells and other magical effects.

One of Shadows. The dragon is invisible while in dim light or darkness.

Out of Existence. The dragon can use its knowledge to protect itself from harm by bending the rules of existence. Swords miss, arrows disappear, and spells bend away from the dragon.

Sunlight Weakness. While in sunlight, the dragon has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Oblivion. *Ranged Spell Attack:* +14 to hit, range 120 ft., five targets. *Hit:* 14 (1d12 + 8) force damage. The dragon shoots rays of pure energy. If a creature drops to 0 hit points due to this damage, it dies, and its body is disintegrated.

Breath of the End (Recharge 5-6). The dragon exhales pure energy. Creatures within a 90-foot cone must make a DC 23 Constitution saving throw, taking 72 (16d8) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts a 9th level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 22, +14 to hit with spell attacks).

BONUS ACTIONS

Spellcasting. The dragon casts a 5th level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 22, +14 to hit with spell attacks).

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.

Bend Time and Space. The dragon teleports to an unoccupied space it can see within 120 feet of it.

Detect. The dragon makes a Wisdom (Perception) check.

Destruction (Costs 2 Actions). The dragon makes one oblivion attack.



GREATWYRM OF THE END

Gargantuan dragon, chaotic neutral

Armor Class 30 (Out of Existence)

Hit Points 735 (70d20)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
- (-)	- (-)	- (-)	30 (+10)	30 (+10)	30 (+10)

Saving Throws Intelligence +19, Wisdom +19, Charisma +19

Skills All +28

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder, damage from spells

Damage Immunities necrotic, poison; bludgeoning, piercing, and slashing from attacks that aren't silvered

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 1 mile, passive Perception 38

Languages All, telepathy 1 mile

Challenge 30 (155,000 XP)

All-Knowing Dragon. The dragon is proficient with everything.

Amorphous. The dragon can move through a space as narrow as 1 inch wide without squeezing.

Arcane-Abelian Existence. Although the dragon doesn't have a physical body, it can still physically interact with the environment in a unique way that it discovered through the infusion of complex mathematical and metamagical theories. For any check that requires the dragon to use Strength, Dexterity, or Constitution, it uses one of the following of its choice: Intelligence, Wisdom, or Charisma.

Bend the Rules. The dragon can cast two spells on a turn, and it can concentrate on three different spells at once.

Death of the End. If the dragon is killed, the balance between beginnings and endings is broken. Some mortals live far longer than they should, and some die way too soon. Some seasons last more than they should, and some seasons end early. Some stars vanish from the sky, and new ones take their place. Spells may last longer or shorter than intended. On the night that follows the death of the dragon, all members of the greatest mortal empire's royal family die, pulling the world into chaos. This age

of imbalance continues until another oblivion dragon becomes a greatwyrms.

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

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

One of Shadows. The dragon is invisible while in dim light or darkness.

Out of Existence. The dragon can use its knowledge to protect itself from harm by bending the rules of existence. Swords miss, arrows disappear, and spells bend away from the dragon.

Sunlight Weakness. While in sunlight, the dragon has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The dragon can use *oblivion* twice.

Oblivion. *Ranged Spell Attack:* +19 to hit, range 300 ft., five targets. *Hit:* 16 (1d12 + 10) force damage. The dragon shoots rays of pure energy. If a creature drops to 0 hit points due to this damage, it dies, and its body is disintegrated.

Breath of the End (Recharge 5-6). The dragon exhales pure energy. Creatures within a 120-foot cone must make a DC 27 Constitution saving throw, taking 90 (20d8) force damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts a 9th level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 27, +19 to hit with spell attacks).

BONUS ACTIONS

Spellcasting. The dragon casts a 7th level or lower spell of its choice, requiring no spell components and using Intelligence as its spellcasting ability (spell save DC 27, +19 to hit with spell attacks).

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.

Bend Time and Space. The dragon teleports to an unoccupied space it can see within 300 feet of it.

Detect. The dragon makes a Wisdom (Perception) check.

Destruction (Costs 2 Actions). The dragon makes one *oblivion* attack.

Pestilence Dragon

The pestilence dragon, also known as the “winged plague,” is the embodiment of plague, decay, diseases and despair. Most see it as a walking catastrophe, but to a twisted few, it’s a symbol of endurance, a being that tests the limits of survival.

A pestilence dragon looks as vile as its name suggests. Its bloated body is covered in pustules, and its scales are drenched in dark green slime. Patches of its flesh have simply given up, rotting away to reveal inflamed, exposed bone. Its wings look like skeletal remains, draped in a swirling black mist that stinks of rot and decay, threatening to choke anyone who dares get too close.

Despite the horror pestilence dragons bring, some cults want these dragons to appear. Worshippers of despair and ruin try to summon them, hoping to gain their favor. It rarely ends well. They always test their followers first, infecting them with plague and watching to see who survives. If they endure, they may receive a gift. Whether that’s a blessing or a curse depends very much on one’s interpretation.

FAVORITE FOOD

A pestilence dragon’s ideal meal is a creature dying from disease; especially one of the dragon’s own making. Cemeteries, infirmaries, sanatoriums, or plague-filled settlements are common hunting grounds for it. Even its drinking water is desecrated; it prefers pools tainted by decayed corpses, especially those that have stayed there long enough for the water to change color.

When healers and clerics manage to keep disease at bay, the dragon must seek out already-infected creatures in the wild or scavenge ancient ruins for decayed carcasses. This is a humiliating necessity; one that fills it with rage.

FAVORITE HABITAT

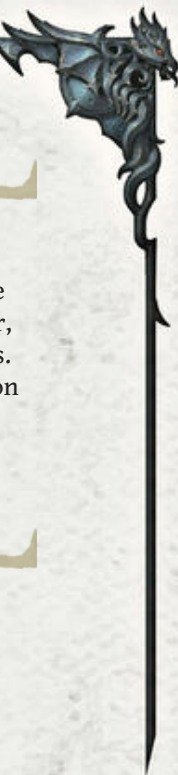
Pestilence dragons prefer to live in places that reek of pestilence, where they can easily find food. Villages filled with infected creatures, an ancient graveyard left inhabited, or abandoned cities where the sick were left to fend for themselves are ideal places for a pestilence dragon to rest.

FAVORITE HOARD

A pestilence dragon’s hoard is a cursed collection of diseased artifacts; items that poison or sicken anyone who dares claim them. The true centerpiece of its lair, however, is its mountain of bloated, decaying corpses. This grotesque throne of death, atop which the dragon likes to sit, releases an unbearable stench, making its domain nearly impossible to breathe in.

GOALS IN LIFE

The primary goal of pestilence dragons is to spread disease and decay as they believe sickness to be the purest form of life. Survival through suffering is the purest test of strength, and the more their plagues spread, the stronger they become. To them, disease isn’t a curse; it’s a gift, one that strips mortals of their meaningless distractions and forces them to face raw, undeniable pain. They want to be worshiped, to be seen as divine beings bestowing their blessings upon the world. Whether the world wants them or not is never their concern.







PESTILENCE DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 15 (natural armor)

Hit Points 85 (10d8 + 40)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	18 (+4)	12 (+1)	14 (+2)	16 (+3)

Saving Throws Strength +6, Dexterity +2, Constitution +6, Charisma +5

Skills Arcana +3, Medicine +4, Nature +3, Perception +4

Damage Resistances acid

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 10 ft., darkvision 60 ft. passive Perception 14

Languages Common, Draconic

Challenge 4 (1,100 XP)

Necrotic Mist. The dragon emits an aura of plague within 5

YOUNG PESTILENCE DRAGON

Large dragon, lawful evil

Armor Class 16 (natural armor)

Hit Points 184 (16d10 + 96)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	23 (+6)	14 (+2)	16 (+3)	18 (+4)

Saving Throws Strength +10, Dexterity +4, Constitution +10, Charisma +8

Skills Arcana +6, Medicine +7, Nature +6, Perception +7

Damage Resistances acid

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 30 ft., darkvision 60 ft. passive Perception 17

Languages Common, Draconic

Challenge 10 (5,900 XP)

Necrotic Mist. The dragon emits an aura of plague within 10 feet. A creature that enters the area for the first time on a turn or starts its turn there takes 3 (1d6) necrotic damage plus 3 (1d6) poison damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

feet. A creature that enters the area for the first time on a turn or starts its turn there takes 2 (1d4) necrotic damage plus 2 (1d4) poison damage.

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components:

At will: *darkness, enthrall, ray of enfeeblement*

ACTIONS

Multiattack. The dragon makes two melee weapon attacks; one with its Claws of Pestilence and one with its Rotting Bite.

Claws of Pestilence. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) poison damage.

Rotting Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 4 (1d8) necrotic damage.

Vomit of Decay (Recharge 5–6). The dragon vomits vile, desecrated bile in a 15-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 14 (4d6) necrotic damage plus 14 (4d6) poison damage on a failed save, or half as much damage on a successful one. A creature that takes at least 14 poison damage from this action is poisoned until it finishes a short or long rest.

At will: *darkness, enthrall, ray of enfeeblement*

1/day each: *blight*

ACTIONS

Multiattack. The dragon makes three melee weapon attacks; two with its Claws of Pestilence and one with its Rotting Bite. It can replace the bite attack with The Dark Gift.

Claws of Pestilence. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 10 (1d8 + 6) slashing damage plus 5 (1d10) poison damage.

Rotting Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) piercing damage plus 7 (2d6) necrotic damage.

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

The Dark Gift. The dragon sinks its teeth into a willing creature, bestowing a curse upon it for 1 week. The creature grows bruises and inflammations on its skin and suffers one level of exhaustion that cannot be reduced by any means as long as the curse persists. For the duration, the creature is immune to necrotic and poison damage and being poisoned.

Vomit of Decay (Recharge 5–6). The dragon vomits vile, desecrated bile in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 28 (8d6) necrotic damage plus 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. A creature that takes at least 28 poison damage from this action is poisoned until it finishes a short or long rest.



ADULT PESTILENCE DRAGON

Huge dragon, lawful evil

Armor Class 17 (natural armor)

Hit Points 261 (18d12 + 144)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	12 (+1)	27 (+8)	18 (+4)	20 (+5)	22 (+6)

Saving Throws Strength +13, Dexterity +7, Constitution +14, Charisma +12

Skills Arcana +10, Medicine +11, Nature +10, Perception +11

Damage Resistances acid; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

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

Languages Common, Draconic

Challenge 17 (18,000 XP)

Necrotic Mist. The dragon emits an aura of plague within 30 feet. A creature that enters the area for the first time on a turn or starts its turn there takes 5 (1d10) necrotic damage plus 5 (1d10) poison damage.

Plague Bearer. The necrotic and poison damage dealt by the dragon bypasses any resistances and treats immunities as if they are resistances.

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

Innate Spellcasting. The dragon's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no components:

At will: *darkness*, *enthrall*, *ray of enfeeblement*

1/day each: *blight*, *hold monster*, *power word kill*

ACTIONS

Multiattack. The dragon makes three melee weapon attacks; two with its Claws of Pestilence and one with its Rotting Bite. It can replace the bite attack with The Dark Gift.

Claws of Pestilence. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 7) slashing damage plus 5 (1d10) poison damage.

Rotting Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 9 (2d8) necrotic damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 14 (2d6 + 7) bludgeoning damage.

The Dark Gift. The dragon sinks its teeth into a willing creature, bestowing a curse upon it for 1 week. The creature grows bruises and inflammations on its skin and suffers one level of exhaustion that cannot be reduced by any means as long as the curse persists. For the duration, the creature is immune to necrotic and poison damage and being poisoned.

Vomit of Decay (Recharge 5–6). The dragon vomits vile, desecrated bile in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 31 (9d6) necrotic damage plus 31 (9d6) poison damage on a failed save, or half as much damage on a successful one. If a creature takes at least 31 poison damage from this action, it is poisoned until it finishes a short or long rest.

LEGENDARY ACTIONS

The pestilence 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.

Attack. The dragon makes a tail attack.

Wings of Mist. The dragon beats its wings. Each creature within 15 feet of the dragon takes 14 (4d6) necrotic damage. They must also succeed on a DC 20 Constitution saving throw or start suffocating until the end of their next turn.

Spellcasting (Costs 2 Actions). The dragon uses its Innate Spellcasting feature.



ANCIENT PESTILENCE DRAGON

Gargantuan dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 697 (34d20 + 340)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	30 (+10)	22 (+6)	24 (+7)	25 (+7)

Saving Throws Strength +15, Dexterity +9, Constitution +17, Charisma +14

Skills Arcana +13, Medicine +14, Nature +13, Perception +14

Damage Resistances acid; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., darkvision 120 ft. passive Perception 24

Languages Common, Draconic

Challenge 24 (62,000 XP)

Necrotic Mist. The dragon emits an aura of plague within 30 feet. A creature that enters the area for the first time on a turn or starts its turn there takes 7 (2d6) necrotic damage plus 7 (2d6) poison damage.

Plague Bearer. The necrotic and poison damage dealt by the dragon bypasses any resistances and treats immunities as if they are resistances.

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

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 22). The dragon can cast the following spells, requiring no components:

At will: *darkness, enthrall, ray of enfeeblement*

3/day each: *blight, hold monster*

1/day each: *power word kill*

ACTIONS

Multiattack. The dragon makes three melee weapon attacks; two with its Claws of Pestilence and one with its Rotting Bite. It can replace the Rotting Bite with The Dark Gift.

Claws of Pestilence. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage plus 6 (1d12) poison damage.

Rotting Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 11 (2d10) necrotic damage.

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

The Dark Gift. The dragon sinks its teeth into a willing creature, bestowing a curse upon it for 1 week. The creature grows bruises and inflammations on its skin and suffers one level of exhaustion that cannot be reduced by any means as long as the curse persists. For the duration, the creature is immune to necrotic and poison damage and being poisoned.

Vomit of Decay (Recharge 5–6). The dragon vomits vile, desecrated bile in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 45 (13d6) necrotic damage plus 45 (13d6) poison damage on a failed save, or half as much damage on a successful one. If a creature takes at least 45 poison damage from this action, it is poisoned until it finishes a short or long rest.

LEGENDARY ACTIONS

The pestilence 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.

Attack. The dragon makes a tail attack.

Wings of Mist. The dragon beats its wings. Each creature within 15 feet of the dragon takes 21 (6d6) necrotic damage. They also must succeed on a DC 25 Constitution saving throw or start suffocating until the end of their next turn.

Spellcasting (Costs 2 Actions). The dragon uses its Innate Spellcasting feature.

ANCIENT PESTILENCE DRAGON

Gargantuan dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 697 (34d20 + 340)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	14 (+2)	30 (+10)	22 (+6)	24 (+7)	25 (+7)

Saving Throws Strength +15, Dexterity +9, Constitution +17, Charisma +14

Skills Arcana +13, Medicine +14, Nature +13, Perception +14

Damage Resistances acid; bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, poisoned

Senses blindsight 60 ft., darkvision 120 ft. passive Perception 24

Languages Common, Draconic

Challenge 24 (62,000 XP)

Necrotic Mist. The dragon emits an aura of plague within 30 feet. A creature that enters the area for the first time on a turn or starts its turn there takes 7 (2d6) necrotic damage plus 7 (2d6) poison damage.

Plague Bearer. The necrotic and poison damage dealt by the dragon bypasses any resistances and treats immunities as if they are resistances.

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

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 22). The dragon can cast the following spells, requiring no components:

At will: *darkness*, *enthrall*, *ray of enfeeblement*

3/day each: *blight*, *hold monster*

1/day each: *power word kill*

ACTIONS

Multiattack. The dragon makes three melee weapon attacks; two with its Claws of Pestilence and one with its Rotting Bite. It can replace the Rotting Bite with The Dark Gift.

Claws of Pestilence. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage plus 6 (1d12) poison damage.

Rotting Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 11 (2d10) necrotic damage.

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

The Dark Gift. The dragon sinks its teeth into a willing creature, bestowing a curse upon it for 1 week. The creature grows bruises and inflammations on its skin and suffers one level of exhaustion that cannot be reduced by any means as long as the curse persists. For the duration, the creature is immune to necrotic and poison damage and being poisoned.

Vomit of Decay (Recharge 5–6). The dragon vomits vile, desecrated bile in a 60-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 45 (13d6) necrotic damage plus 45 (13d6) poison damage on a failed save, or half as much damage on a successful one. If a creature takes at least 45 poison damage from this action, it is poisoned until it finishes a short or long rest.

LEGENDARY ACTIONS

The pestilence 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.

Attack. The dragon makes a tail attack.

Wings of Mist. The dragon beats its wings. Each creature within 15 feet of the dragon takes 21 (6d6) necrotic damage. They also must succeed on a DC 25 Constitution saving throw or start suffocating until the end of their next turn.

Spellcasting (Costs 2 Actions). The dragon uses its Innate Spellcasting feature.

GREATWYRM OF PESTILENCE

Gargantuan dragon, lawful evil

Armor Class 21 (natural armor)

Hit Points 779 (38d20 + 380)

Speed 50 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	16 (+3)	30 (+10)	24 (+7)	26 (+8)	26 (+8)

Saving Throws Strength +17, Dexterity +11, Constitution +18, Charisma +16

Skills Arcana +15, Medicine +16, Nature +15, Perception +16

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

Condition Immunities exhaustion, poisoned

Senses truesight 120 ft. passive Perception 26

Languages Common, Draconic, Sylvan

Challenge 27 (105,000 XP)

Necrotic Mist. The dragon emits an aura of plague within 30 feet. A creature that enters the area for the first time on a turn or starts its turn there takes 10 (3d6) necrotic damage plus 10 (3d6) poison damage.

Plague Master. The necrotic and poison damage dealt by the dragon bypasses any resistances and immunities.

Deathburst. If the dragon drops to 0 hit points, its body starts suddenly decaying, dark green, with black mists erupting from it. The mist covers the air and sky in a 5-mile radius and it stays for 1 month or until a *wish* spell is cast to dismiss it. The mist prevents any light sources from passing through it, covering the area with total darkness for the duration. Any creature that takes a short or long rest within the area cannot gain the benefits of the rest. Also, after finishing a short or long rest, the creature is poisoned for 24 hours, and its hit point maximum decreases by 11 (2d10). The reduction lasts until the creature exits the area, the mist ends or it is dismissed.

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

Innate Spellcasting. The dragon's spellcasting ability is Charisma (spell save DC 24). The dragon can cast the following spells, requiring no components:

At will: *darkness, enthrall, ray of enfeeblement, blight, hold monster*

3/day each: *dominate monster, incendiary cloud*

1/day each: *power word kill*

ACTIONS

Multiattack. The dragon makes three melee weapon attacks; two with its Claws of Pestilence and one with its Rotting Bite. It can replace the bite attack with The Dark Gift.

Claws of Pestilence. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage plus 13 (2d12) poison damage.

Rotting Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage plus 16 (3d10) necrotic damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 19 (3d6 + 9) bludgeoning damage.

The Dark Gift. The dragon sinks its teeth into a willing creature, bestowing a curse upon it for 1 week. The creature grows bruises and inflammations on its skin and suffers one level of exhaustion that cannot be reduced by any means as long as the curse persists. For the duration, the creature is immune to necrotic and poison damage and being poisoned.

Vomit of Decay (Recharge 4–6). The dragon vomits vile, desecrated bile in a 90-foot cone. Each creature in that area must make a DC 26 Dexterity saving throw, taking 56 (16d6) necrotic damage plus 56 (16d6) poison damage on a failed save, or half as much damage on a successful one. If a creature takes at least 56 poison damage from this action, it is poisoned until it finishes a short or long rest.

LEGENDARY ACTIONS

The pestilence 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.

Attack. The dragon makes a tail attack.

Wings of Mist. The dragon beats its wings. Each creature within 15 feet of the dragon takes 35 (10d6) necrotic damage. They also must succeed on a DC 26 Constitution saving throw or start suffocating until the end of their next turn.

Spellcasting (Costs 2 Actions). The dragon uses its Innate Spellcasting feature.



Poison Dragon

With emerald scales and jagged venomous spines, poison dragons are creatures of fear and infamy. More than wanting to be feared, it wants to be notorious, legendary. The toxic green of their scales reflect their poisonous nature, and every inch of their bodies is a testament to their deadly essence.

When these imposing, threatening creatures aren't hunting or studying alchemy, they watch over their territory from high ground with a patient, calculating gaze. Their eyes glow with an emerald light, and dark veins on their wings pulsate with venom.

A strange, unnatural mix of ammonia and decay hangs in the air whenever a poison dragon is near. For those that cross one's path, that scent alone is warning enough, telling them that this is not a creature to be trifled with.

FAVORITE FOOD

They have a diet that mostly consists of toxic creatures and plants. These creatures feast on giant spiders, scorpions, snakes, and other serpents.

Poison dragons don't simply survive poison, they thrive on it. Their digestive systems have evolved to break down even the deadliest toxins, turning what would be lethal to others into fuel for their own power. The more venom they consume, the stronger they become. When they aren't hunting, they're seeking out rare poisonous plants, refining their knowledge of alchemy to make themselves even deadlier.

FAVORITE HABITAT

Poison dragons aren't the kind to settle in peaceful, picturesque landscapes. They prefer places as hostile as they are; swamps that give off toxic fumes, marshlands with poison-laced waters, dense jungles teeming with venomous creatures. Not only do these environments provide them with nourishment; they serve as a natural defense, keeping intruders at bay.

As you might have guessed, these dragons are not particularly hospitable creatures. If the environment alone isn't enough to deter uninvited visitors, the deadly traps its lair is littered with is sure to get them.

FAVORITE HOARD

A poison dragon's hoard is a deadly museum, full of valuable items that are a testament to their nature. They treasure rare, dangerous plants, alchemical ingredients of immense potency, ancient tomes filled with alchemical wisdom, and enchanted relics imbued with poison. Among their most prized possessions are vials of crystallized venom, carefully extracted from the most dangerous creatures in existence.

Unlike the chaotic piles of gold favored by other dragons, a poison dragon's hoard is meticulously arranged. Every vial, every tome, every artifact is sorted with near-obsessive precision, often marked with arcane symbols detailing its origins. To these dragons, their collection is a carefully curated archive of lethal wisdom, standing at the ready to inform and empower future dragon generations. For similar reasons, their most treasured possessions are ancient tomes filled with the hidden secrets of alchemy.

GOALS IN LIFE

These creatures seek mastery over poison itself, forever striving to create deadlier venoms, more potent antidotes, and toxins no living thing can withstand. Ultimately, they want to become the absolute experts of poison and alchemy, etching their legacy into history as creatures that inspire fear and awe in others. Their other goals are both intellectual and territorial. They expand their dominion over the most treacherous lands, fortifying their territory while perfecting their craft.

ROLEPLAYING POISON DRAGON

As someone approaches a poison dragon, they smell the stench of decay and ammonia while an ominous, evil aura ensnares them. The dragons know this and enjoy watching creatures slowly get lost in disgust and despair as they get closer.

Poison dragons are cunning and calculating in social encounters, observing, questioning and learning every aspect of the situation before they attack. When it comes to combat, they use their hazardous environment to their advantage, teasing their opponent with carefully selected words, making sure their enemies never forget how foolish they were to challenge such a magnificent creature.



POISON DRAGON WYRMLING

Medium dragon, lawful evil

Armor Class 13 (natural armor)

Hit Points 32 (5d8 + 10)

Speed 30 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	14 (+2)	11 (+0)	11 (+0)	10 (+0)

Saving Throws Strength +4, Dexterity +4, Constitution +4

Skills Athletics +4, Arcana +2, Nature +2, Perception +2, Stealth +4

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 2 (450 XP)

Alchemical Mastery. The dragon has an innate understanding of alchemy and poisoncraft. It automatically senses the presence of any poison, toxin, or venom within 30 feet, whether stored in flasks, coated on weapons, or carried in a creature's body. The dragon instantly identifies the nature of these substances. Additionally, given the right ingredients, the dragon can brew potent poisons and antidotes, instinctively knowing their recipes.

Evolving Toxin. The dragon's poison becomes more potent with each successful strike. Each time a creature fails a saving throw against its Noxious Cloud, the DC for subsequent saves against the cloud increases by 1 (maximum of 5).

Toxic Metamorphosis (1/Day). The dragon can alter the composition of its venom at will. When it deals poison damage, it can choose to deal acid or necrotic damage instead.

Toxic Regeneration. The dragon's body is fueled by poison. Whenever the dragon is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to half of the poison damage dealt.

ACTIONS

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

Toxic Spit. *Ranged Weapon Attack:* +4 to hit, range 30/90 ft., one target. *Hit:* 5 (2d4) poison damage. The dragon spits a sphere-shaped, poisonous mucus. If it hits with the attack, the mucus explodes, coating a 5-foot square in poison centered on the target for 1d4 rounds. If the attack misses, the spit explodes in the nearest unoccupied space, covering a 10-foot square with poison for the duration. Any creature that enters the poisonous area for the first time on a turn or starts its turn there takes 2 (1d4) poison damage.

Noxious Cloud (Recharge 6). The dragon exhales poisonous gas in a 15-foot radius centered on it. The cloud moves with the dragon and spreads around corners. The cloud remains for 1 minute or until a strong wind disperses it. Any creature who enters the cloud for the first time on a turn or ends its turn there must make a DC 12 Constitution saving throw. On a failed save, the creature takes 5 (2d4) poison damage and is poisoned for 1d4 rounds. On a successful save, the damage is halved and the creature is not poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. For every 3 saving throws a creature fails, the poison damage increases by 2 (1d4). The dragon can have only one Noxious Cloud at a time.



YOUNG POISON DRAGON

Large dragon, lawful evil

Armor Class 16 (natural armor)

Hit Points 93 (11d10 + 33)

Speed 40 ft., fly 60 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	16 (+3)	13 (+1)	12 (+1)	11 (+0)

Saving Throws Strength +6, Dexterity +5, Constitution +6

Skills Athletics +6, Acrobatics +5, Arcana +4, Nature +4, Perception +4, Stealth +5

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 6 (2,300 XP)

Alchemical Mastery. The dragon has an innate understanding of alchemy and poisoncraft. It automatically senses the presence of any poison, toxin, or venom within 30 feet, whether stored in flasks, coated on weapons, or carried in a creature's body. The dragon instantly identifies the nature of these substances. Additionally, given the right ingredients, the dragon can brew potent poisons and antidotes, instinctively knowing their recipes.

Evolving Toxin. The dragon's poison becomes more potent with each successful strike. Each time a creature fails a saving throw against the poison damage dealt by the dragon, the DC for subsequent saves against the dragon's poison increases by 1 (maximum of 5).

Toxic Metamorphosis (1/Day). The dragon can alter the

composition of its venom at will. When it deals poison damage, it can choose to deal acid or necrotic damage instead.

Toxic Regeneration. The dragon's body is fueled by poison. Whenever the dragon is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to half of the poison damage dealt.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 8 (2d4 + 3) piercing damage plus 5 (2d4) poison damage.

Toxic Spit. *Ranged Weapon Attack:* +6 to hit, range 30/90 ft., one target. *Hit:* 10 (3d6) poison damage. The dragon spits a sphere-shaped, poisonous mucus. If it hits with the attack, the mucus explodes, coating a 5-foot square in poison centered on the target for 1d4 rounds. If the attack misses, the spit explodes in the nearest unoccupied space, covering a 10-foot square with poison for the duration. Any creature that enters the poisonous area for the first time on a turn or starts its turn there takes 2 (1d4) poison damage.

Noxious Cloud (Recharge 6). The dragon exhales poisonous gas in a 15-foot radius centered on it. The cloud moves with the dragon and spreads around corners. The cloud remains for 1 minute or until a strong wind disperses it. Any creature who enters the cloud for the first time on a turn or ends its turn there must make a DC 16 Constitution saving throw. On a failed save, the creature takes 10 (3d6) poison damage and is poisoned for 1d4 rounds. On a successful save, the damage is halved and the creature is not poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. For every 3 saving throws a creature fails, the poison damage increases by 2 (1d4). The dragon can have only one Noxious Cloud at a time.

ADULT POISON DRAGON

Huge dragon, lawful evil

Armor Class 18 (natural armor)

Hit Points 172 (15d12 + 75)

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

STR	DEX	CON	INT	WIS	CHA
20 (+5)	19 (+4)	21 (+5)	15 (+2)	15 (+2)	12 (+1)

Saving Throws Strength +9, Dexterity +8, Constitution +9, Wisdom +6

Skills Athletics +9, Acrobatics +8, Arcana +6, Nature +6, Perception +6, Stealth +8

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Dwarvish

Challenge 12 (8,400 XP)

Alchemical Mastery. The dragon has an innate understanding of alchemy and poisoncraft. It automatically senses the presence of any poison, toxin, or venom within 30 feet, whether stored in flasks, coated on weapons, or carried in a creature's body. The dragon instantly identifies the nature of these substances. Additionally, given the right ingredients, the dragon can brew potent poisons and antidotes, instinctively knowing their recipes.

Corrosive Blood. The dragon's blood is toxic and corrosive. When the dragon takes damage from a melee attack, its blood spatters onto the attacker's weapon. Any nonmagical weapon made of metal or wood that comes into contact with the blood begins to corrode, taking a permanent and cumulative -1 penalty to damage rolls. If its penalty reaches -5, the weapon is destroyed. The blood can corrode up to 2 inches of nonmagical wood or metal in 1 round.

Evolving Toxin. The dragon's poison becomes more potent with each successful strike. Each time a creature fails a saving throw against the poison damage dealt by the dragon, the DC for subsequent saves against the dragon's poison increases by 1 (maximum of 5).

Toxic Metamorphosis (1/Day). The dragon can alter the composition of its venom at will. When it deals poison damage, it can choose to deal acid or necrotic damage instead.

Toxic Regeneration. The dragon's body is fueled by poison. Whenever the dragon is subjected to poison damage, it takes no damage and instead regains a number of hit points equal to half of the poison damage dealt.

ACTIONS

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

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 10 (3d6) poison damage.

Toxic Pour. The dragon exhales liquid poison in a line that is 60 feet long and 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 22 (5d8) poison damage and is poisoned for 1d6 rounds. On a successful save, the damage is halved and the creature is not poisoned. The poisonous liquid stays on the ground for 1d6 rounds. Any creature that enters the area for the first time on a turn or starts its turn there takes 4 (1d8) poison damage.

Noxious Cloud (Recharge 6). The dragon exhales poisonous gas in a 60-foot radius centered on it. The cloud moves with the dragon and spreads around corners. The cloud remains for 1 minute or until a strong wind disperses it. Any creature who enters the cloud for the first time on a turn or ends its turn there must make a DC 18 Constitution saving throw. On a failed save, the creature takes 22 (5d8) poison damage and is poisoned for 1d4 rounds. On a successful save, the damage is halved and the creature is not poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. For every 3 saving throws a creature fails, the poison damage increases by 9 (2d8). The dragon can have only one Noxious Cloud at a time.

REACTIONS

Forced Consumption. When the dragon detects a creature carrying poison, using its Alchemical Mastery feature, it can force the creature to ingest it. The target must make a DC 17 Wisdom saving throw. On a failed save, the creature consumes the poison at the beginning of its next turn. On a successful save, the creature resists the compulsion to ingest the poison and is immune to the effects of this feature for the next 24 hours.

Neutralizing Detection. When the dragon detects a creature carrying poison, using its Alchemical Mastery feature, it can choose to neutralize the poison, making it harmless.

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.

Toxic Pour (Costs 2 Actions). The dragon makes a Toxic Pour attack.



ANCIENT POISON DRAGON

Gargantuan dragon, lawful evil

Armor Class 19 (natural armor)

Hit Points 240 (13d20 + 104)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	22 (+6)	27 (+8)	18 (+4)	18 (+4)	15 (+2)

Saving Throws Strength +13, Dexterity +12, Constitution +14, Intelligence +10, Wisdom +10

Skills Athletics +13, Acrobatics +12, Arcana +10, Nature +10, Perception +10, Stealth +12

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 20

Languages Common, Draconic, Dwarvish

Challenge 18 (20,000 XP)

Alchemical Mastery. The dragon has an innate understanding of alchemy and poisoncraft. It automatically senses the presence of any poison, toxin, or venom within 30 feet, whether stored in flasks, coated on weapons, or carried in a creature's body. The dragon instantly identifies the nature of these substances. Additionally, given the right ingredients, the dragon can brew potent poisons and antidotes, instinctively knowing their recipes.

Corrosive Blood. The dragon's blood is toxic and corrosive. When the dragon takes damage from a melee attack, its blood spatters onto the attacker's weapon. Any nonmagical weapon made of metal or wood that comes into contact with the blood begins to corrode, taking a permanent and cumulative -1 penalty to damage rolls. If its penalty reaches -4, the weapon is destroyed. The blood can corrode up to 2 inches of nonmagical wood or metal in 1 round.

Evolving Toxin. The dragon's poison becomes more potent with each successful strike. Each time a creature fails a saving throw against the poison damage dealt by the dragon, the DC for subsequent saves against the dragon's poison increases by 1 (maximum of 5).

Toxic Metamorphosis (1/Day). The dragon can alter the composition of its venom at will. When it deals poison damage, it can choose to deal acid or necrotic damage instead.

Toxic Regeneration. The dragon's body is fueled by poison. Whenever the dragon is subjected to poison damage, it takes no damage and instead regains a number of hit

points equal to half of the poison damage dealt.

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 13 (3d8) poison damage.

Toxic Pour. The dragon exhales liquid poison in a line that is 90 feet long and 10 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 27 (6d8) poison damage and is poisoned for 1d6 rounds. On a successful save, the damage is halved and the creature is not poisoned. The poisonous liquid stays on the ground for 1d4 rounds. Any creature that enters the area for the first time on a turn or starts its turn there takes 9 (2d8) poison damage.

Noxious Cloud (Recharge 6). The dragon exhales poisonous gas in a 60-foot radius centered on it. The cloud moves with the dragon and spreads around corners. The cloud remains for 1 minute or until a strong wind disperses it. Any creature who enters the cloud for the first time on a turn or ends its turn there must make a DC 22 Constitution saving throw. On a failed save, a creature takes 38 (7d10) poison damage and is poisoned for 1d4 rounds. On a successful save, the damage is halved and the creature is not poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. For every 3 saving throws a creature fails, the poison damage increases by 13 (3d8). The dragon can have only one Noxious Cloud at a time.

REACTIONS

Forced Consumption. When the dragon detects a creature carrying poison, using its Alchemical Mastery feature, it can force the creature to ingest it. The creature must make a DC 22 Wisdom saving throw. On a failed save, the creature consumes the poison at the beginning of its next turn. On a successful save, the creature resists the compulsion to ingest the poison and is immune to the effects of this feature for the next 24 hours.

Neutralizing Detection. When the dragon detects a creature carrying poison, using its Alchemical Mastery feature, it can choose to neutralize the poison, making it harmless.

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.

Toxic Pour (Costs 2 Actions). The dragon makes a Toxic Pour attack.

GREATWYRM OF VENOM

Gargantuan dragon, lawful evil

Armor Class 20 (natural armor)

Hit Points 410 (20d20 + 200)

Speed 60 ft., fly 120 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
27	24	30	20	20	18
(+8)	(+7)	(+10)	(+5)	(+5)	(+4)

Saving Throws Strength +16, Dexterity +15, Constitution +18, Intelligence +13, Wisdom +12

Skills Athletics +16, Acrobatics +15, Arcana +13, Nature +13, Perception +12, Stealth +15

Damage Resistances acid; necrotic, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 22

Languages Common, Draconic, Dwarvish, Halfling

Challenge 25 (75,000 XP)

Alchemical Mastery. The dragon has an innate understanding of alchemy and poisoncraft. It automatically senses the presence of any poison, toxin, or venom within 30 feet, whether stored in flasks, coated on weapons, or carried in a creature's body. The dragon instantly identifies the nature of these substances. Additionally, given the right ingredients, the dragon can brew potent poisons and antidotes, instinctively knowing their recipes.

Corrosive Blood. The dragon's blood is toxic and corrosive. When the dragon takes damage from a melee attack, its blood spatters onto the attacker's weapon. Any nonmagical weapon made of metal or wood that comes into contact with the blood corrodes. The weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty reaches -3, the weapon is destroyed. The blood can corrode up to 2 inches of nonmagical wood or metal in 1 round.

Death of Poison. When the greatwurm of poison dies, poisons within 1 mile of the point where it died function abnormally. They might not take effect, deal double damage, function as a whole different poison and so on. This abnormality continues for 1 month.

Evolving Toxin. The dragon's poison becomes more potent with each successful strike. Each time a creature fails a saving throw against the poison damage dealt by the dragon, the DC for subsequent saves against the dragon's poison increases by 1 (maximum of 5).

Toxic Metamorphosis (1/Day). The dragon can alter the composition of its venom at will. When it deals poison damage, it can choose to deal acid or necrotic damage instead.

Toxic Regeneration. The dragon's body is fueled by poison. Whenever the dragon is subjected to poison damage, it

takes no damage and instead regains a number of hit points equal to half of the poison damage dealt.

ACTIONS

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

Bite. *Melee Weapon Attack:* +16 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) piercing damage plus 18 (4d8) poison damage.

Toxic Pour. The dragon exhales liquid poison in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 26 Dexterity saving throw. On a failed save, the creature takes 36 (8d8) poison damage and is poisoned for 1d6 rounds. On a successful save, the damage is halved and the creature is not poisoned. The poisonous liquid stays on the ground for 1d4 rounds. Any creature that enters the area for the first time or starts its turn there takes 13 (3d8) poison damage.

Noxious Cloud (Recharge 6). The dragon exhales poisonous gas in a 60-foot radius centered on it. The cloud moves with the dragon and spreads around corners. The cloud remains for 1 minute or until a strong wind disperses it. Any creature who enters the cloud for the first time on a turn or ends its turn there must make a DC 26 Constitution saving throw. On a failed save, a creature takes 45 (7d12) poison damage and is poisoned for 1d4 rounds. On a successful save, the damage is halved and the creature is not poisoned. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. For every 3 saving throws a creature fails, the poison damage increases by 16 (3d10). The dragon can have only one Noxious Cloud at a time.

REACTIONS

Forced Consumption. When the dragon detects a creature carrying poison, using its Alchemical Mastery feature, it can force the creature to ingest the poison. The creature must make a DC 26 Wisdom saving throw. On a failed save, the creature consumes the poison at the beginning of its next turn. On a successful save, the creature resists the compulsion to ingest the poison and is immune to the effects of this feature for the next 24 hours.

Neutralizing Detection. When the dragon detects a creature carrying poison, using its Alchemical Mastery feature, it can choose to neutralize the poison, making it harmless.

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.

Bite. The dragon makes a bite attack.

Detect. The dragon makes a Wisdom (Perception) check.

Toxic Pour (Costs 2 Actions). The dragon makes a Toxic Pour attack.



Soul Dragon

Soul Dragons are guides for lost souls. When a creature dies and its soul doesn't reach the afterlife it deserves, a soul dragon feels responsible for that soul. Soul dragons are concerned with spirits that have troubled afterlife experiences, such as ghosts, shadows, wraiths, souls too filled with hatred to move on, souls stolen by demons on their way to the afterlife, and souls captured by evil necromancers. A soul dragon may work for a deity, a pantheon, gods of certain areas of concern, or no one in particular; such a soul dragon looks after, and feels responsible for all souls.

The color of a soul dragon's scales ranges from ghostly white to deep, calming shades of purple. Their chest can be opened, revealing several crystal tombstones that can carry souls within. They start their lives with two horns, which increase, first to four and then to six, as they age. They have a great understanding of necromancy and a menacing appearance, both of which have given them an unfairly infamous reputation. At first sight, the soul dragon may strike fear into the heart of the beholder, as the dragon may seem like the embodiment of death and decay. However, this fear is usually short-lived, as the dragon's noble cause and graceful nature makes itself known in the nick of time; along with the light of the crystals inside their chest.

FAVORITE FOOD

Soul dragons feed on animals and plants of necromantic nature such as undead animals or herbs that are used as a spell component for necromancy spells. Although they feed on rotten meat while they are growing, this no longer satiates them when they reach adulthood, at which point they start consuming souls that are too lost or disturbed to be guided to the afterlife. Although they do not like to consume a soul this way, it gives them comfort to know that they end a painful existence this way. They also like to drink tea of flowers that grow in realms of darkness, death, and decay.

FAVORITE HOARD

Most dragons love to hoard the things they love. However, when it comes to soul dragons, this is not the case. Soul dragons try to prevent anything that can disturb the natural course of a soul. They know that there are many magic items and spells that can help people with malicious intent, and to contain

them, soul dragons hoard the very things they despise. Thus, one can find a myriad of evil commodities in the hoard of a soul dragon; things such as jewels cut in specific geometric shapes to contain souls, scrolls and books concerning soul-capturing spells, studies of vile necromancy.

They also hoard small parts of items that they like and that are related to the cycle of life such as funeral masks, relics left by revered ancestors, and other such items.

FAVORITE HABITAT

Soul dragons build their lairs near areas in which the veil between the realms of death and the living is thin. Soul dragons may live in places such as battlefields on which thousands died, great graveyards of crowded cities, abandoned temples that were once-dedicated to deities of death, castles of vampires, lairs of liches, or shrines and altars dedicated to respected ancestors. Although one may guess where a soul dragon might live, it's difficult to find the lair of one since their lairs exist in more than one plane of existence. In this way, soul dragons can watch over souls during their planar travels.

GOALS IN LIFE

Soul dragons think that they have one of the most sacred duties in the universe: protecting souls from harm. To them, a soul is the most fundamental piece of life, and there will always be creatures that attempt to steal or destroy it. It is their righteous duty to prevent such infidels.





SOUL DRAGON WYRMLING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	14 (+2)	17 (+3)	16 (+3)

Saving Throws Strength +5, Wisdom +5, Charisma +5

Skills Perception +5, Persuasion +5, Religion +4

Damage Resistances necrotic, radiant

Condition Immunities charmed, frightened

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

Languages Draconic, telepathy 120 ft.

Challenge 2 (450 XP)

Soul Sight. The dragon knows if there is a soul within 30 feet of it that has not departed after death. The dragon can see into all planes of existence that coexist with the plane it is currently on, such as the Ethereal Plane.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Wisdom as its spellcasting ability (spell save DC 13, +5 to hit with spell attacks):

At will: *guidance*, *light*

1/day each: *bane*, *bless*, *cure wounds*, *speak with dead*

ACTIONS

Ethereal Morningstar. *Melee Spell Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage plus 3 (1d6) necrotic damage. The dragon conjures a magical, ethereal morningstar, and attacks with it.

Glowing Halberd. *Melee Spell Attack:* +5 to hit, reach 15 ft., one target. *Hit:* 8 (1d10 + 3) slashing damage plus 3 (1d6) radiant damage. The dragon conjures a magical halberd of light and attacks with it. The halberd sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Crypt Breath (Recharge 6). The dragon exhales dark mist in a 15-foot cone. Each creature in the area must succeed on a DC 13 Constitution saving throw or suffer a -1 penalty to ability checks, attack rolls, initiative rolls, and saving throws for 1 minute. This effect can be removed with the *remove curse* spell. Additionally, the area is heavily obscured for the duration, at the end of which the dark mist disperses.

Crystal Light Breath (Recharge 5-6). The dragon exhales a beam of crystal light in a 30-foot-long, 5-foot-wide line. Each creature in the line must make a DC 13 Dexterity saving throw, taking 14 (4d6) radiant damage on a failed save, or half as much damage on a successful one. Additionally, each creature within 15 feet of the dragon must succeed on a DC 13 Constitution saving throw when the dragon uses this breath, or become blinded until the end of its next turn due to the intense light.



YOUNG SOUL DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	14 (+2)	19 (+4)	18 (+4)

Saving Throws Strength +7, Wisdom +7, Charisma +7

Skills Perception +7, Persuasion +7, Religion +5

Damage Resistances necrotic, radiant

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, any one other language, telepathy 120 ft.

Challenge 8 (3,900 XP)

Soul Sight. The dragon knows if there is a soul within 60 feet of it that has not departed after death. The dragon can see into all planes of existence that coexist with the plane it is currently on, such as the Ethereal Plane.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Wisdom as its spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *detect evil and good*, *guidance*, *light*

2/day each: *bane*, *bless*, *cure wounds*, *guiding bolt*, *speak with dead*

1/day each: *branding smite*, *spiritual weapon*, *warding bond*

ACTIONS

Multiattack. The dragon makes one *ethereal morningstar* attack and one *glowing halberd* attack.

Ethereal Morningstar. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) necrotic damage. The dragon conjures a magical, ethereal morningstar, and attacks with it.

Glowing Halberd. *Melee Spell Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 3 (1d6) radiant damage. The dragon conjures a magical halberd of light and attacks with it. The halberd sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Crypt Breath (Recharge 6). The dragon exhales dark mist in a 30-foot cone. Each creature in the area must succeed on a DC 15 Constitution saving throw or suffer a -2 penalty to ability checks, attack rolls, initiative rolls, and saving throws for 1 minute. This effect can be removed with the *remove curse* spell. Additionally, the area is heavily obscured for the duration, at the end of which the dark mist disperses.

Crystal Light Breath (Recharge 5-6). The dragon exhales a beam of crystal light in a 60-foot-long, 5-foot-wide line. Each creature in the line must make a DC 15 Dexterity saving throw, taking 38 (7d10) radiant damage on a failed save, or half as much damage on a successful one. Additionally, each creature within 15 feet of the dragon must succeed on a DC 15 Constitution saving throw when the dragon uses this breath, or become blinded until the end of its next turn due to the intense light.



ADULT SOUL DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 195 (17d12 + 85)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	20 (+5)	20 (+5)	23 (+6)	22 (+6)

Saving Throws Strength +10, Wisdom +11, Charisma +11

Skills Perception +11, Persuasion +11, Religion +10

Damage Resistances necrotic, radiant

Condition Immunities charmed, frightened

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

Languages Common, Draconic, any two other languages, telepathy 120 ft.

Challenge 15 (13,000 XP)

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

Soul Sight. The dragon knows if there is a soul within 90 feet of it that has not departed after death. The dragon can see into all planes of existence that coexist with the plane it is currently on, such as the Ethereal Plane.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Wisdom as its spellcasting ability (spell save DC 19, +11 to hit with spell attacks):

At will: *detect evil and good, guidance, light*

2/day each: *bane, bless, cure wounds, death ward, guiding bolt, speak with dead*

1/day each: *branding smite, planar binding, revivify, spirit guardians, spiritual weapon, warding bond*

ACTIONS

Multiattack. The dragon makes one *ethereal morningstar* attack and two *glowing halberd* attacks.

Ethereal Morningstar. *Melee Spell Attack:* +11 to hit, reach

10 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage plus 7 (2d6) necrotic damage. The dragon conjures a magical, ethereal morningstar, and attacks with it.

Glowing Halberd. *Melee Spell Attack:* +11 to hit, reach 15 ft., one target. *Hit:* 17 (2d10 + 6) slashing damage plus 7 (2d6) radiant damage. The dragon conjures a magical halberd of light and attacks with it. The halberd sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Crypt Breath (Recharge 6). The dragon exhales dark mist in a 90-foot cone. Each creature in the area must succeed on a DC 19 Constitution saving throw or suffer a -3 penalty to ability checks, attack rolls, initiative rolls, and saving throws for 1 minute. This effect can be removed with the *remove curse* spell. Additionally, the area is heavily obscured for the duration, at the end of which the dark mist disperses.

Crystal Light Breath (Recharge 5-6). The dragon exhales a beam of crystal light in a 90-foot-long, 10-foot-wide line. Each creature in the line must make a DC 19 Dexterity saving throw, taking 49 (9d10) radiant damage on a failed save, or half as much damage on a successful one. Additionally, each creature within 30 feet of the dragon must succeed on a DC 19 Constitution saving throw when the dragon uses this breath, or become blinded until the end of its next turn due to the intense light.

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.

Soul Chains. The dragon chooses a creature that it can see within 90 feet. The target must succeed on a DC 19 Charisma saving throw or ethereal hooked chains appear out of thin air and pierce its soul, capturing it. If a captured target moves, it leaves a portion of its soul behind, having disadvantage on attack rolls and saving throws until the end of its next turn.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.

Anchored to Life (Costs 3 Actions). The dragon chooses a creature that dropped to 0 hit points in the last round and that it can see within 90 feet. The c



ANCIENT SOUL DRAGON

Gargantuan dragon, lawful neutral

Armor Class 20 (natural armor)

Hit Points 330 (20d20 + 120)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	20 (+5)	26 (+8)	22 (+6)

Saving Throws Strength +13, Wisdom +15, Charisma +13

Skills Perception +15, Persuasion +13, Religion +12

Damage Resistances necrotic, radiant

Condition Immunities charmed, frightened

Senses truesight 120 ft., passive Perception 25

Languages Common, Draconic, any four other languages, telepathy 120 ft.

Challenge 21 (33,000 XP)

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

Soul Sight. The dragon knows if there is a soul within 120 feet of it that has not departed after death. The dragon can see into all planes of existence that coexist with the plane it is currently on, such as the Ethereal Plane.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Wisdom as its spellcasting ability (spell save DC 24, +16 to hit with spell attacks):

At will: *detect evil and good, guidance, light*

3/day each: *bane, bless, cure wounds, death ward, guiding bolt, speak with dead*

2/day each: *branding smite, planar binding, plane shift, revivify, spirit guardians, spiritual weapon, warding bond*

1/day each: *hallow, mass heal, planar ally, resurrection, true resurrection*

ACTIONS

Multiattack. The dragon makes two *ethereal morningstar* attacks and two *glowing halberd* attacks.

Ethereal Morningstar. *Melee Spell Attack:* +16 to hit, reach

15 ft., one target. *Hit:* 30 (5d8 + 8) piercing damage plus 7 (2d6) necrotic damage. The dragon conjures a magical, ethereal morningstar, and attacks with it.

Glowing Halberd. *Melee Spell Attack:* +16 to hit, reach 20 ft., one target. *Hit:* 24 (3d10 + 8) slashing damage plus 7 (2d6) radiant damage. The dragon conjures a magical halberd of light and attacks with it. The halberd sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Crypt Breath (Recharge 6). The dragon exhales dark mist in a 90-foot cone. Each creature in the area must succeed on a DC 23 Constitution saving throw or suffer a -4 penalty to ability checks, attack rolls, initiative rolls, and saving throws for 1 minute. This effect can be removed with the *remove curse* spell. Additionally, the area is heavily obscured for the duration, at the end of which the dark mist disperses.

Crystal Light Breath (Recharge 5-6). The dragon exhales a beam of crystal light in a 120-foot-long, 10-foot-wide line. Each creature in the line must make a DC 23 Dexterity saving throw, taking 60 (11d10) radiant damage on a failed save, or half as much damage on a successful one. Additionally, each creature within 30 feet of the dragon must succeed on a DC 23 Constitution saving throw when the dragon uses this breath, or become blinded until the end of its next turn due to the intense light.

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.

Soul Chains. The dragon chooses a creature that it can see within 120 feet. The target must succeed on a DC 23 Charisma saving throw or ethereal hooked chains appear out of thin air and pierce its soul, capturing it. If a captured target moves, it leaves a portion of its soul behind, having disadvantage on attack rolls and saving throws until the end of its next turn.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.

Anchored to Life (Costs 3 Actions). The dragon chooses a creature that dropped to 0 hit points in the last round and that it can see within 90 feet. The creature turns back to life with 1 hit point if it is willing.



GREATWYRM OF THE SOUL

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 565 (29d20 + 261)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	18 (+4)	29 (+9)	21 (+5)	30 (+10)	26 (+8)

Saving Throws Strength +16, Wisdom +18, Charisma +16

Skills Perception +18, Persuasion +16, Religion +13

Damage Resistances necrotic, radiant

Condition Immunities charmed, frightened, poisoned

Senses truesight 120 ft., passive Perception 28

Languages All, telepathy 120 ft.

Challenge 28 (120,000 XP)

Death of Soul. If the dragon is killed, the balance of life and death in the universe is disturbed. From the moment of its death, some souls are sent to the wrong afterlives, the number of undead increases, and necromancy spells (other than those that create undead) cease to work for one month. Additionally, all souls feel a deep sense of irritation during this time, causing mortals to experience all their emotions to an extreme degree.

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

Soul Sight. The dragon knows if there is a soul within 1 mile of it that has not departed after death. The dragon can see into all planes of existence that coexist with the plane it is currently on, such as the Ethereal Plane.

ACTIONS

Multiattack. The dragon makes three *ethereal morningstar* attacks and three *glowing halberd* attacks.

Ethereal Morningstar. *Melee Spell Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 32 (5d8 + 10) piercing damage plus 7 (2d6) necrotic damage. The dragon conjures a magical, ethereal morningstar, and attacks with it.

Glowing Halberd. *Melee Spell Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 26 (3d10 + 10) slashing damage plus 7 (2d6) radiant damage. The dragon conjures a magical halberd of light and attacks with it. The halberd sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Crypt Breath (Recharge 5-6). The dragon exhales dark mist

in a 300-foot cone. Each creature in the area must succeed on a DC 26 Constitution saving throw or suffer a -5 penalty to ability checks, attack rolls, initiative rolls, and saving throws for 1 minute. This effect can be removed with the *remove curse* spell. Additionally, the area is heavily obscured for the duration, at the end of which the dark mist disperses.

Crystal Light Breath (Recharge 5-6). The dragon exhales a beam of crystal light in a 300-foot-long, 10-foot-wide line. Each creature in the line must make a DC 26 Dexterity saving throw, taking 88 (16d10) radiant damage on a failed save, or half as much damage on a successful one. Additionally, each creature within 60 feet of the dragon must succeed on a DC 26 Constitution saving throw when the dragon uses this breath, or become blinded until the end of its next turn due to the intense light.

BONUS ACTIONS

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Wisdom as its spellcasting ability (spell save DC 26, +18 to hit with spell attacks):

At will: *detect evil and good, guidance, light*

4/day each: *bane, bless, cure wounds, death ward, guiding bolt, speak with dead*

3/day each: *branding smite, planar binding, plane shift, revivify, spirit guardians, spiritual weapon, warding bond*

2/day each: *gate, hallow, mass heal, planar ally, resurrection, true resurrection*

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.

Soul Chains. The dragon chooses a creature that it can see within 300 feet. The target must succeed on a DC 26 Charisma saving throw or ethereal hooked chains appear out of thin air and pierce its soul, capturing it. If a captured target moves, it leaves a portion of its soul behind, having disadvantage on attack rolls and saving throws for 1 minute.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.

Anchored to Life (Costs 3 Actions). The dragon chooses a creature that dropped to 0 hit points in the last round and that it can see within 90 feet. The creature turns back to life with 1 hit point if it is willing.

Stormclaw Dragons

High atop storm-lashed mountains live the stormclaws; formidable dragons that embody the raw, chaotic power of lightning. Nested on sharp cliffs, they keep watch over the lowlands from behind thick storm clouds, their glowing white eyes piercing the darkness. Their bodies are covered in spiky, rock-like scales that gleam with vibrant shades of purple and gray, imitating the lightning that hits their stony habitats.

Watching a stormclaw take flight is as mesmerizing as it is terrifying. The air crackles with energy, the sky darkens, and storm clouds gather as if summoned by their presence. Its wings are vast, edged with uneven pikes that split the wind, and even the storm itself. When stormclaws are struck by lightning, the bolts caress their bodies, creating a fearsome display of their power.

Stormclaws are known not just for their malevolence, but for the chaos they leave behind. People fear them not only because of their lightning-fueled fury, but because their presence draws endless storms, clouds so heavy and thick they can blight entire regions and ruin crops for miles.

FAVORITE FOOD

Stormclaws feed on minerals and metals buried deep within the earth, tearing through stone to reach the richest veins. They also have a taste for carcasses charred by lightning, and are known to raid mountain settlements for livestock, and sometimes, more.

They love the thrill of the hunt, stalking fierce mountain creatures like bears, elk, hawks, giants, lions, and trolls. They're also instinctively drawn to beings that radiate strong or chaotic magic.

FAVORITE HABITAT

Stormclaws thrive in environments where they can unleash and feed their full destructive potential. Their preferred habitats are where thunderstorms are frequent and the air is thick with static energy; rugged mountain ranges, storm-wracked forests, and abandoned hillforts. Their lairs are typically electrified, deep caves at the heart of perpetual storms. These places offer them both shelter and a source of continuous power.

FAVORITE HOARD

Stormclaws' hoards are turbulent and fascinating collections that reflect their connection to storms, lightning, and chaos. These hoards are composed of all sorts of mostly rare and powerful objects that radiate chaotic energy.

Among their treasures, one may find shards of glowing crystals, enchanted artifacts, gemstones humming with electricity, paintings of stormy skies, fragments of meteors, and weapons twisted and warped by lightning.

GOALS IN LIFE

Stormclaws are driven by a desire to dominate and control the forces of lightning and storms for their own gain. They seek to sow chaos and destruction and wreak havoc upon the world, ruling their territories through raw power and terror, making sure everyone knows who's in charge. They relentlessly seek to amass ever greater power, often hoarding ancient scrolls and artifacts that can enhance their abilities and extend their influence. Ultimately, they aspire to become legendary figures of terror, earning their place in the pages of dragon lore with their unmatched power and cunning.





STORMCLAW WYRMLING

Medium dragon, chaotic evil

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., burrow 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	15 (+2)	12 (+1)	10 (+0)	12 (+1)

Saving Throws Strength +5, Dexterity +4

Skills Athletics +5, Arcana +3, Nature +3, Perception +2, Stealth +4

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 12

Languages Draconic

Challenge 3 (700 XP)

Electrified Scales. The dragon's scales are charged with lightning. Any creature within 5 feet that touches or hits the dragon with a melee attack takes 2 (1d4) lightning damage.

Energy Absorption. On stormy days, the dragon can absorb the static energy in the air, regaining 6 hit points at the start of each of its turns if it has at least 1 hit point. What constitutes a "stormy day" is determined by the GM.

Supercharged Body. If the dragon uses its Lightning Chain three times in a single encounter, its body becomes supercharged with lightning for 1 minute. During this time, the dragon emits a powerful magnetic aura of lightning in a 15-foot radius. Any creature that enters the aura for the first time on a turn or starts its turn there takes 2 (1d4) lightning damage. When a creature takes damage from this aura, it must succeed on a DC 13 Strength saving throw or be pushed 10 feet away from the dragon.

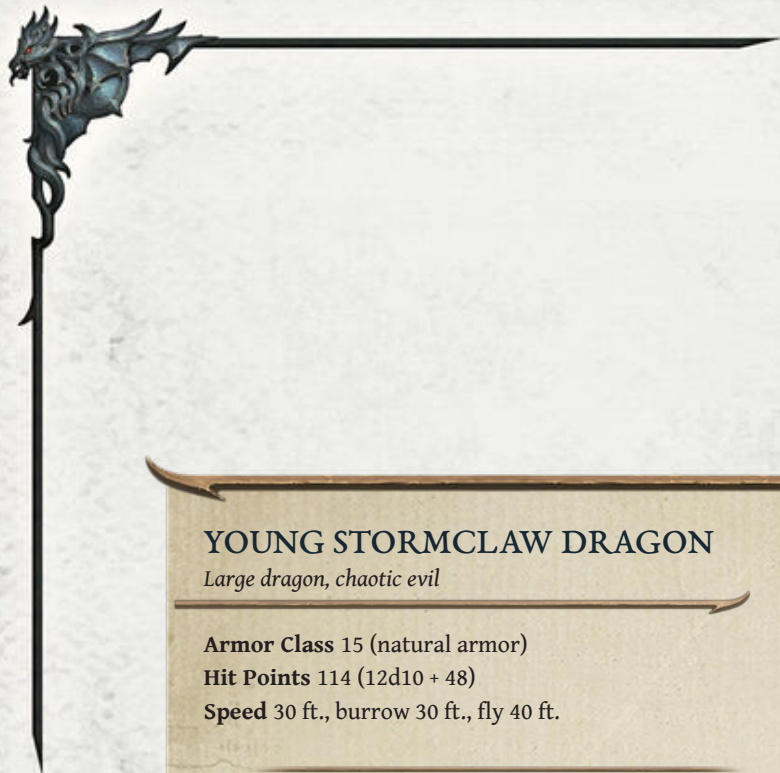
ACTIONS

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

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 2 (1d4) lightning damage.

Lightning Chain (Recharge 5-6). The dragon unleashes a burst of chained lightning, targeting up to three creatures it can see within 30 feet. Each target must make a DC 12 Dexterity saving throw. On a failed save, the target takes 10 (3d6) lightning damage and is paralyzed until the end of its next turn. On a successful save, the target takes half as much damage and is not paralyzed. The lightning then arcs toward up to three new targets, each within 10 feet of one of the initial targets. Each subsequent target must make the same saving throw, experiencing the same effects upon failure or success.



YOUNG STORMCLAW DRAGON

Large dragon, chaotic evil

Armor Class 15 (natural armor)

Hit Points 114 (12d10 + 48)

Speed 30 ft., burrow 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	13 (+1)	11 (+1)	13 (+1)

Saving Throws Strength +7, Dexterity +6, Constitution +7

Skills Athletics +7, Arcana +4, Nature +4, Perception +4

Damage Immunities lightning

Condition Immunities frightened

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic

Challenge 7 (2,900 XP)

Electrified Scales. The dragon's scales are charged with lightning energy. Any creature within 5 feet that touches or hits the dragon with a melee attack takes 3 (1d6) lightning damage.

Energy Absorption. On stormy days, the dragon can absorb the static energy in the air, regaining 8 hit points at the start of each of its turns if it has at least 1 hit point. What constitutes a "stormy day" is determined by the GM.

Supercharged Body. If the dragon uses its Lightning Chain three times in a single encounter, its body becomes supercharged with lightning for 1 minute. During this time, the dragon emits a powerful magnetic aura of lightning energy in a 15-foot radius. Any creature that enters the aura for the first time on a turn or starts its turn there takes 3 (1d6) lightning damage. When a creature takes damage from this aura, it must succeed on a DC 15 Strength saving throw or be pushed 10 feet away from the dragon and knocked prone.

ACTIONS

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

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) piercing damage plus 3 (1d6) lightning damage.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage plus 3 (1d6) lightning damage.

Lightning Chain (Recharge 5-6). The dragon unleashes a burst of chained lightning targeting up to three creatures it can see within 30 feet. Each target must make a DC 15 Dexterity saving throw. On a failed save, the target takes 22 (5d8) lightning damage and is paralyzed until the end of its next turn. On a successful save, the target takes half as much damage and is not paralyzed. The lightning then arcs toward up to three new targets, each within 20 feet of one of the initial targets. Each subsequent target must make a DC 15 Dexterity saving throw, experiencing the same effects upon failure or success.



ADULT STORMCLAW DRAGON

Huge dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 150 (12d12 + 72)

Speed 40 ft., burrow 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	20 (+5)	22 (+6)	15 (+2)	15 (+2)	14 (+2)

Saving Throws Strength +10, Dexterity +10, Constitution +11, Intelligence +7

Skills Athletics +10, Arcana +7, Nature +7, Perception +7, Stealth +10

Damage Resistances force

Damage Immunities lightning

Condition Immunities frightened, paralyzed

Senses truesight 30 ft., blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Giant

Challenge 13 (10,000 XP)

Electrified Scales. The dragon's scales are charged with lightning. Any creature within 10 feet that touches or hits the dragon with a melee attack takes 7 (2d6) lightning damage.

Energy Absorption. On stormy days, the dragon can absorb the static energy in the air, regaining 9 hit points at the start of each of its turns if it has at least 1 hit point. What constitutes a "stormy day" is determined by the GM.

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

Supercharged Body. If the dragon uses its Lightning Chain three times in a single encounter, its body becomes supercharged with lightning for 1 minute. During this time, the dragon emits a powerful magnetic aura of lightning energy in a 20-foot radius. Any creature that enters the aura for the first time on a turn or starts its turn there takes 10 (3d6) lightning damage. When a creature takes damage from this aura, it must succeed on a DC 19 Strength saving throw or be pushed 10 feet away from the dragon and knocked prone.

ACTIONS

Multiattack. The dragon makes three attacks: one with its

bite and two with its claws.

Bite. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage plus 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 9 (2d8) lightning damage.

Crash Down. The dragon soars, then dives down and slams into the ground, creating a shockwave. Each creature within 30 feet of the dragon must make a DC 19 Dexterity saving throw. On a failed save, a creature takes 16 (3d10) lightning damage plus 18 (4d8) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The area within 30 feet of the dragon becomes difficult terrain until it is cleared.

Lightning Chain (Recharge 5-6). The dragon unleashes a burst of chained lightning targeting up to three creatures it can see within 30 feet. Each target must make a DC 19 Dexterity saving throw. On a failed save, the target takes 22 (4d10) lightning damage and is paralyzed until the end of its next turn. On a successful save, it takes half as much damage and isn't paralyzed. The lightning then arcs toward up to three new targets, each within 20 feet of one of the initial targets. Each subsequent target must make a DC 19 Dexterity saving throw, experiencing the same effects upon failure or success.

LEGENDARY ACTIONS

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

Move. The dragon moves, provoking no opportunity attacks.

Attack (Costs 2 Actions). The dragon makes a bite or claw attack.

Magnetic Pulse (Costs 2 Actions). The dragon pulsates with magnetic energy in a 30-foot radius centered on itself. Each creature in that area must make a DC 19 Strength saving throw. On a failed save, a creature takes 22 (4d10) lightning damage and is pulled 10 feet closer to the dragon. On a successful save, the damage is halved and the creature isn't pulled closer. Metal objects and creatures wearing metal armor or carrying metal weapons are pulled 10 feet closer to the dragon regardless of their saving throw.



ANCIENT STORMCLAW DRAGON

Gargantuan dragon, chaotic evil

Armor Class 19 (natural armor)

Hit Points 259 (14d20 + 112)

Speed 40 ft., burrow 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	24 (+7)	27 (+8)	19 (+4)	19 (+4)	16 (+3)

Saving Throws Strength +13, Dexterity +13, Constitution +14, Intelligence +10, Wisdom +10, Charisma +9

Skills Arcana +10, Athletics +13, Investigation +10, Nature +10, Perception +10

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities frightened, paralyzed

Senses truesight 30 ft., passive Perception 20

Languages Common, Draconic, Dwarvish, Goblin

Challenge 19 (22,000 XP)

Electrified Scales. The dragon's scales are charged with lightning. Any creature within 20 feet that touches or hits the dragon with a melee attack takes 9 (2d8) lightning damage.

Energy Absorption. On stormy days, the dragon can absorb the static energy in the air, regaining 10 hit points at the start of each of its turns if it has at least 1 hit point. What constitutes a "stormy day" is determined by the GM.

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

Supercharged Body. If the dragon uses its Lightning Chain three times in a single encounter, its body becomes supercharged with lightning for 1 minute. During this time, the dragon emits a powerful magnetic aura of lightning energy in a 30-foot radius. Any creature that enters the aura for the first time on a turn or starts its turn there takes 13 (3d8) lightning damage. When a creature takes lightning damage from this aura, it must succeed on a DC 22 Strength saving throw or be pushed 15 feet away from the dragon and knocked prone.

ACTIONS

Multiattack. The dragon makes three attacks: one with its

bite and two with its claws, and uses its Lightning Chain if available.

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 16 (2d8 + 7) piercing damage plus 10 (3d6) lightning damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) slashing damage plus 13 (3d8) lightning damage.

Crash Down. The dragon soars, then dives down and slams into the ground, creating a shockwave. Each creature within 30 feet of the dragon must make a DC 22 Dexterity saving throw. On a failed save, a creature takes 22 (4d10) lightning damage plus 22 (5d8) bludgeoning damage and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone. The area within 30 feet of the dragon becomes difficult terrain until it is cleared.

Lightning Chain (Recharge 5-6). The dragon unleashes a burst of chained lightning targeting up to three creatures it can see within 30 feet. Each target must make a DC 22 Dexterity saving throw. On a failed save, the target takes 26 (4d12) lightning damage and is paralyzed until the end of its next turn. On a successful save, the target takes half as much damage and isn't paralyzed. The lightning then arcs toward up to three new targets, each within 30 feet of one of the initial targets. Each subsequent target must make a DC 22 Dexterity saving throw, experiencing the same effects upon failure or success.

LEGENDARY ACTIONS

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

Move. The dragon moves, provoking no opportunity attacks.

Attack (Costs 2 Actions). The dragon makes a bite or claw attack.

Magnetic Pulse (Costs 2 Actions). The dragon pulsates with magnetic energy in a 30-foot radius centered on itself. Each creature in the area must make a DC 22 Strength saving throw. On a failed save, a creature takes 22 (4d10) lightning damage and is pulled 10 feet closer to the dragon. On a successful save, the damage is halved and the creature isn't pulled closer. Metal objects and creatures wearing metal armor or carrying metal weapons are pulled 10 feet closer to the dragon regardless of their saving throw.

GREATWYRM OF STORMS

Gargantuan dragon, chaotic neutral

Armor Class 21 (natural armor)

Hit Points 471 (23d20 + 230)

Speed 40 ft., burrow 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28	26	30	21	21	20
(+9)	(+8)	(+10)	(+5)	(+5)	(+5)

Saving Throws Strength +18, Dexterity +17, Constitution +19, Intelligence +14, Wisdom +14, Charisma +14

Skills Arcana +14, Athletics +18, Investigation +14, Nature +14, Perception +14

Damage Resistances force; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities lightning

Condition Immunities frightened, paralyzed

Senses truesight 120 ft., passive Perception 24

Languages Common, Draconic, Dwarvish, Goblin

Challenge 27 (105,000 XP)

Electrified Scales. The dragon's scales are charged with lightning. Any creature within 30 feet that touches or hits the dragon with a melee attack takes 13 (3d8) lightning damage.

Death of Storm. When the dragon dies, winds once tamed by the breath of dragons now roam wild across the continents. Thunder no longer waits for lightning. It cracks across the heaven, mourning the fallen dragon. For weeks, the skies are locked in unnatural chaos: unending tempests, tornadoes forming under cloudless skies, and auroras dancing above deserts. Rain falls where it never should, flooding dry lands and washing away ancient structures. In other regions, drought stretches longer than time should allow, as if the clouds are too afraid to return. Deities of storms, seas, and skies fall silent for a day and a night, mourning or perhaps fearing what comes next. Ships are swallowed whole in calm seas as if the ocean itself forgets how to behave. Birds and flying creatures lose their sense of direction, flying in circles or vanishing into realms unknown. Lightning strikes sacred places. Some are destroyed, others are awakened. Several storm-touched mortals, chosen long ago by the dragon in secret, are blessed (or cursed) with visions of its final breath. Some become prophets. Others, vessels of the storm's memory. Worse still, in the absence of the dragon's great spirit, the ancient chains it helped hold back are loosened. Chained, maddened storm giants are unleashed and seek destruction. This age continues until another Greatwyrms of Storms rises; when the eldest living stormclaw dragon becomes a greatwyrms.

Energy Absorption. On stormy days, the dragon can absorb the static energy in the air, regaining 12 hit points at the start of each of its turns if it has at least 1 hit point. What constitutes a "stormy day" is determined by the GM.

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

Supercharged Body. If the dragon uses its Lightning Chain three times in a single encounter, its body becomes supercharged with lightning for 1 minute. During this time, the dragon emits a powerful magnetic aura of lightning energy in a 60-foot radius. Any creature that enters the aura for the first time on a turn or starts its turn there takes 18 (4d8) lightning damage. When a creature takes damage from this aura, it must succeed on a DC 26 Strength saving throw or be pushed 30 feet away from the dragon and knocked prone.

ACTIONS

Multiattack. The dragon makes three attacks: one with its bite and two with its claws, and uses its Lightning Chain if available.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 18 (2d8 + 9) piercing damage plus 13 (3d8) lightning damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 20 (2d10 + 9) slashing damage plus 13 (3d8) lightning damage.

Crash Down. The dragon soars, then dives down and slams on the ground, creating a shockwave. Each creature within 30 feet of the dragon must make a DC 26 Dexterity saving throw. On a failure, it takes 27 (5d10) lightning damage plus 27 (6d8) bludgeoning damage and is knocked prone. On a successful save, the creature takes half as much damage and isn't knocked prone. The area within 30 feet of the dragon becomes difficult terrain until it is cleared.

Lightning Chain (Recharge 5-6). The dragon unleashes a burst of chained lightning targeting up to three creatures it can see within 60 feet. Each target must make a DC 26 Dexterity saving throw. On a failed save, it takes 37 (5d12) lightning damage and is paralyzed until the end of its next turn. On a successful save, it takes half as much damage and isn't paralyzed. The lightning then arcs toward up to three new targets, each within 20 feet of one of the initial targets. Each subsequent target must make a DC 26 Dexterity saving throw, experiencing the same effects upon success or failure.

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.

Move. The dragon moves, provoking no opportunity attacks.

Attack. The dragon makes a bite or claw attack.

Magnetic Pulse. The dragon pulsates with magnetic energy in a 40-foot radius centered on itself. Each creature in that area must make a DC 22 Strength saving throw. On a failed save, a creature takes 27 (5d10) lightning damage and is pulled 10 feet closer to the dragon. On a successful save, the damage is halved and the creature isn't pulled closer. Metal objects and creatures wearing metal armor or carrying metal weapons are pulled 10 feet closer to the dragon regardless of their saving throw.



War Dragon

War dragons are ferocious beings, born and bred for battle. Their scales gleam with the intensity of a burning forge, shifting between shades of blood-red, obsidian black, and fiery gold. Each scale resembles battered armor, scarred by countless battles. Their wings are jagged and torn, like blades freshly drawn from the forge, and their eyes burn with the fury of an eternal battlefield. War dragons carry themselves as they wield their weapons; with a brutal, domineering air. All of their movements demonstrate great strength and aggression. The ground shakes beneath them as they stomp forward, eager for the next skirmish.

Unlike other dragons, who might seek wisdom or treasure, war dragons crave only conflict. They are driven by the sound of clashing steel, the roar of armies, and the chaos of war. For them, every moment of peace is a lull between glorious battles. In their presence, the air feels thick with tension, as if violence is ready to erupt at any moment. Tension, inspiration, glory, and despair are just some of the things one may feel near a war dragon.

FAVORITE FOOD

War dragons are carnivorous to the core, preferring the taste of flesh, especially that of worthy adversaries. Their favorite meals are the remains of powerful warriors; giants, demons, or anything else that gave them a real fight. The more powerful and dangerous the foe, the more satisfying the feast. War dragons relish the taste of blood-soaked meat, considering it a tribute to their victories. Occasionally, they consume enchanted weapons or armor, believing that absorbing the essence of these items will enhance their strength. These fearsome creatures are known to crush entire armies and feast on the remains, viewing the aftermath as both a victory celebration and a banquet.

FAVORITE HOARD

War dragons, unlike their kin, care little for traditional treasures like gold or gemstones. Instead, they collect the spoils of war. Their hoards are filled with blades that once belonged to legendary heroes, shattered relics from ancient battlefields, and the broken banners of defeated armies. Each item tells a story of triumph, and they often spend hours gazing over them, reliving their glorious victories. War dragons take immense pride in their hoards, seeing them as proof of their prowess

in combat. Losing even a single item is an unbearable dishonor, and they guard these trophies more fiercely than any king guards a crown.

FAVORITE HABITAT

War dragons thrive in regions steeped in conflict. They make their lairs in war-torn lands, ruined fortresses, or atop blood-soaked battlefields where the scent of death and destruction lingers. Their preferred habitats are areas plagued by war, where kingdoms clash and armies march. These dragons revel in the chaos of battle. Perched high above, they watch the fighting unfold, waiting for the perfect moment to dive into the fray. In some cases, war dragons create conflict where none exists, inciting war between neighboring kingdoms or rival factions, ensuring that the bloodshed never ceases. They also look for mortals of potential as they watch on, sometimes helping them out, and even training the ones they deem truly worthy.

GOALS IN LIFE

For a war dragon, life is a never-ending opportunity for combat. Their ultimate goal is to become a living legend, feared and respected. Politics don't interest them. Morality doesn't guide them. Conflict is both their purpose and their reward. All they want is to test their strength against the strongest foes the world has to offer, and to be remembered as the one who conquered them all.



WAR DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft., fly 60 ft.

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

Saving Throws Strength +4, Constitution +4, Charisma +4

Skills Athletics +4, History +4, Intimidation +4, Perception +4

Condition Immunities charmed, exhaustion, frightened

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

Perception 14

Languages Common, Draconic

Challenge 3 (700 XP)

Gift of War. The dragon has advantage on weapon attack rolls.

YOUNG WAR DRAGON

Large dragon, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 102 (12d10 + 36)

Speed 40 ft., fly 80 ft.

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

Saving Throws Strength +6, Constitution +6, Charisma +6

Skills Athletics +6, History +5, Intimidation +6, Perception +5

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 30 ft., darkvision 120 ft., passive

Perception 15

Languages Common, Draconic, telepathy 120 ft.

Challenge 6 (2,300 XP)

Gift of War. The dragon has advantage on weapon attack rolls.

War Scars. When the dragon hits a creature with a weapon attack, the target must succeed on a DC 14 Constitution

saving throw or can't regain hit points until the end of its next turn. The wounds caused by the weapon attacks of the dragon don't disappear even if the wounds are healed, leaving behind permanent scars of war.

ACTIONS

Multiattack. The dragon makes two weapon attacks.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage.

Brutal War Sword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 1d4 + 2) slashing damage.

Conjure Rusted Weapons (Recharge 5-6). The dragon chooses a point within 60 feet of itself and conjures rusty weapons in a 15-foot-radius sphere centered on that point. Creatures within the sphere must make a DC 12 Dexterity saving throw, taking 3 (1d6) bludgeoning, 3 (1d6) piercing, 3 (1d6) slashing, and 3 (1d6) necrotic damage on a failed save, or half as much damage on a successful one.

saving throw or can't regain hit points until the end of its next turn. The wounds caused by the weapon attacks of the dragon don't vanish even if the wounds are healed, leaving behind permanent scars of war.

ACTIONS

Multiattack. The dragon makes two weapon attacks.

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Brutal War Sword. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 1d6 + 3) slashing damage.

Conjure Rusted Weapons (Recharge 5-6). The dragon chooses a point within 90 feet of it and conjures rusty weapons in a 30-foot-radius sphere centered on that point. Creatures within the sphere must make a DC 14 Dexterity saving throw, taking 7 (2d6) bludgeoning, 7 (2d6) piercing, 7 (2d6) slashing, and 7 (2d6) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as its spellcasting ability (spell save DC 14):

At will: *detect magic*, *enlarge/reduce*
2/day each: *bestow curse*, *bless*, *shield of faith*



ADULT WAR DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 161 (14d12 + 70)

Speed 40 ft., fly 80 ft.

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

Saving Throws Strength +9, Constitution +9, Charisma +9

Skills Athletics +9, History +6, Intimidation +9, Perception +7

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, telepathy 120 ft.

Challenge 12 (8,400 XP)

Gift of War. The dragon has advantage on weapon attack rolls.

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

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

War Scars. When the dragon hits a creature with a weapon attack, the target must succeed on a DC 17 Constitution saving throw or can't regain hit points until the end of its next turn. The wounds caused by the weapon attacks of the dragon don't vanish even if the wounds are healed, leaving behind permanent scars of war.

ACTIONS

Multiattack. The dragon makes two weapon attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target.

Hit: 12 (2d8 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 12 (2d8 + 3) slashing damage.

Flaming Brutal War Sword. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 1d6 + 3) slashing damage plus 7 (2d6) fire damage.

Conjure Rusted Weapons (Recharge 5-6). The dragon chooses a point within 120 feet of it and conjures rusty weapons in a 30-foot-radius sphere centered on that point. Creatures within the sphere must make a DC 17 Dexterity saving throw, taking 10 (3d6) bludgeoning, 10 (3d6) piercing, 10 (3d6) slashing, and 10 (3d6) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as its spellcasting ability (spell save DC 17). Additionally, the dragon can concentrate on two spells at once:

At will: *detect magic*, *enlarge/reduce*

2/day each: *bestow curse*, *bless*, *shield of faith*

1/day each: *death ward*, *dispel magic*

BONUS ACTIONS

Freezing Brutal Warhammer. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 1d6 + 3) bludgeoning damage plus 7 (2d6) cold damage.

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.

Move. The dragon moves up to half its speed.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.



ANCIENT WAR DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 273 (14d20 + 126)

Speed 40 ft., fly 80 ft.

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

Saving Throws Strength +15, Constitution +15, Charisma +15

Skills Athletics +15, History +9, Intimidation +15, Perception +11

Damage Resistances damage from spells

Damage Immunities bludgeoning, piercing, and slashing from attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 60 ft., truesight 60 ft., passive Perception 21

Languages Common, Draconic, telepathy 120 ft.

Challenge 19 (22,000 XP)

Destroyer of Cities. The dragon deals double damage to constructs, objects and structures.

Gift of War. The dragon has advantage on weapon attack rolls.

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

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

Rallying Roar. Each time the dragon swings a weapon, the air crackles with power, and a thunderous draconic roar booms across the battlefield. When the dragon hits with a weapon attack, it can choose a creature within 120 feet of it that can hear it. The chosen creature is inspired by the dragon's might, and has advantage on the next attack roll it makes within 1 minute.

War Scars. When the dragon hits a creature with a weapon attack, the target must succeed on a DC 23 Constitution saving throw or can't regain hit points until the end of its next turn. The wounds caused by the weapon attacks of the dragon don't vanish even if the wounds are healed, leaving behind permanent scars of war.

ACTIONS

Multiattack. The dragon makes two weapon attacks.

Bite. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 22 (3d8 + 9) slashing damage.

Flaming Brutal War Sword. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 29 (3d8 + 2d6 + 9) slashing damage plus 10 (3d6) fire damage.

Conjure Rusted Weapons (Recharge 5-6). The dragon chooses a point within 120 feet of it and conjures rusty weapons in a 30-foot-radius sphere centered on that point. Creatures within the sphere must make a DC 23 Dexterity saving throw, taking 21 (6d6) bludgeoning, 21 (6d6) piercing, 21 (6d6) slashing, and 21 (6d6) necrotic damage on a failed save, or half as much damage on a successful one.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as its spellcasting ability (spell save DC 23, +15 to hit with spell attacks). Additionally, the dragon can concentrate on two spells at once:

At will: *detect magic, enlarge/reduce*

3/day each: *bestow curse, bless, shield of faith*

2/day each: *death ward, dispel magic*

1/day each: *disintegrate, power word kill*

BONUS ACTIONS

Freezing Brutal Warhammer. *Melee Weapon Attack:* +15 to hit, reach 15 ft., one target. *Hit:* 29 (3d8 + 2d6 + 9) bludgeoning damage plus 10 (3d6) cold damage.

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.

Move. The dragon moves up to half its speed.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.



GREATWYRM OF WAR

Gargantuan dragon, chaotic neutral

Armor Class 25 (natural armor)

Hit Points 676 (33d20 + 330)

Speed 60 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	16 (+3)	30 (+10)	16 (+3)	22 (+6)	30 (+10)

Saving Throws Strength +19, Constitution +19, Charisma +19

Skills Athletics +19, History +12, Intimidation +19, Perception +15

Damage Resistances damage from spells

Damage Immunities bludgeoning, piercing, and slashing from attacks that aren't adamantite

Condition Immunities charmed, exhaustion, frightened

Senses blindsight 120 ft., truesight 120 ft., passive Perception 24

Languages All, telepathy 120 ft.

Challenge 30 (155,000 XP)

Death of War. If the dragon is killed, the balance of peace and war in the universe is disturbed. Battles cease, wars end, and aggression slowly diminishes. However, war cannot be erased. It was, is, and will be; it's eternal and all powerful. After a time of peace, the smallest skirmish quickly escalates, turning into a great war. During this war, in the heat of battle, the battlefield explodes and war is born again, coming back to life. With the dragon's return, an age of war comes, and only then peace and war find balance again.

Destroyer of Cities. The dragon deals double damage to constructs, objects and structures.

Gift of War. The dragon has advantage on weapon attack rolls.

Legendary Resistance (4/Day). If the dragon fails a saving throw, it can choose to succeed instead.

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

Rallying Roar. Each time the dragon swings a weapon, the air crackles with power, and a thunderous draconic roar booms across the battlefield. When the dragon hits with a weapon attack, it can choose a creature within 1 mile of it that can hear it. The chosen creature is inspired by the dragon's might, and has advantage on the next attack roll it makes within 1 minute.

War Scars. When the dragon hits a creature with a weapon attack, the target must succeed on a DC 27 Constitution saving throw or can't regain hit points until the end of its next turn. The wounds caused by the weapon attacks of the dragon don't vanish even if the wounds are healed, leaving behind permanent scars of war.

ACTIONS

Multiattack. The dragon makes two weapon attacks.

Bite. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) piercing damage.

Claw. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Flaming Brutal War Sword. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 42 (4d8 + 4d6 + 10) slashing damage plus 14 (4d6) fire damage.

Conjure Rusted Weapons (Recharge 5-6). The dragon chooses a point within 300 feet of it and conjures rusty weapons in a 60-foot-radius sphere centered on that point. Creatures within the sphere must make a DC 27 Dexterity saving throw, taking 28 (8d6) bludgeoning, 28 (8d6) piercing, 28 (8d6) slashing, and 28 (8d6) necrotic damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Freezing Brutal Warhammer. *Melee Weapon Attack:* +19 to hit, reach 15 ft., one target. *Hit:* 42 (4d8 + 4d6 + 10) bludgeoning damage plus 14 (4d6) cold damage.

Spellcasting. The dragon casts one of the following spells, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 27, +19 to hit with spell attacks). Additionally, the dragon can concentrate on two spells at once:

At will: death ward, detect magic, dispel magic, enlarge/reduce
3/day each: bestow curse, bless, shield of faith
2/day each: disintegrate, power word kill

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.

Move. The dragon moves up to half its speed.

Attack (Costs 2 Actions). The dragon makes one weapon attack.

Spellcasting (Costs 2 Actions). The dragon uses Spellcasting.



DRACONIC MONSTER

ARCTIC LINDWORM

Found in cold, remote regions, arctic lindworms prefer solitude and are rarely seen. Many believe they're creatures of legend. Their scales shimmer with a thin layer of ice, catching the light and giving them an almost ghostly beauty. Their eyes are small and coal-black, yet somehow convey a quiet strength. Despite their sharp claws, which they use to climb

icy cliffs, their teeth are surprisingly blunt, like those of a cow or horse. That's because they're herbivores, feeding mostly on arctic shrubs and lichens.

Arctic lindworms are often misunderstood. While they might look intimidating, their instincts are deeply tied to maintaining balance in the natural world. They're guardians of the land; protective of their territories and everything that lives within them. If you threaten that harmony, be prepared to face the consequences.

ARCTIC LINDWORM

Large dragon, neutral good

Armor Class 17 (natural armor)

Hit Points 94 (9d10 + 45)

Speed 40 ft., burrow 20 ft., fly 40 ft.

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

Saving Throws Strength +9, Constitution +9

Skills Perception +6, Persuasion +7, Stealth +7

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities cold

Condition Immunities charmed, frightened, petrified, stunned

Senses darkvision 120 ft., passive Perception 16

Languages Common, Draconic

Challenge 9 (5,000 XP)

Glacial Burrow. The arctic lindworm is adapted to survive and move through frozen terrain. It can burrow through ice and frozen ground but cannot use its burrow speed in non-arctic environments.

Hibernation (1/Day). When the arctic lindworm drops to half of its hit point maximum, it is covered in a cocoon of ice. While covered by the cocoon, the arctic lindworm regains 10 hit points at the start of each of its turns unless

it has 0 hit points. Additionally, while within the cocoon, the arctic lindworm's speed becomes 0, and it cannot take any actions, bonus actions, or reactions.

The cocoon must be destroyed to harm the lindworm. The cocoon has AC 16, 50 hit points, immunity to cold, poison, and psychic damage. If damage reduces the cocoon to 0 hit points, any excess damage carries over to the lindworm. The cocoon remains for 1 minute, until it is destroyed or if the arctic lindworm dismisses it (no action required).

Ice-Blooded. When the arctic lindworm's blood is spilled, it instantly freezes into ice crystals, freezing anything it touches. A creature that hits the arctic lindworm with an unarmed strike or a melee weapon attack must succeed on a DC 15 Strength (Athletics) check or be grappled for 1 minute, as its weapon or limb becomes frozen to the creature. The grapple ends early if the creature willingly drops the weapon or frees itself by cutting off the limb. While grappled in this way, the creature takes 7 (2d6) piercing damage and 3 (1d6) cold damage at the start of each of its turns.

ACTIONS

Multiattack. The arctic lindworm makes two claw attacks and one Frost Breath attack.

Claw. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 7 (2d6) cold damage.

Frost Breath. The arctic lindworm exhales cold air in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 11 (2d10) cold damage on a failed save, or half as much damage on a successful one.



AXOLOTL

Living in freshwater lakes and rivers, axolotls are also known as the serpents of tranquil waters. These pinkish, serpentine beings are seen as symbols of calm nature, serenity, and the gentle side of rivers. They exude a powerful aura of peace and are often placed in temples and shrines as reminders of nature's quiet strength.

Axolotls reside in underwater cave systems, where they gather colorful pebbles into small piles to sleep on. Despite their impressive size, their bodies are delicate, with thin, almost translucent skin. Their small, coal-black eyes shine with innocence and wisdom, and their feathery gills ripple slowly as they swim.

Axolotls live simple, harmonious lives. They feed on algae and aquatic weeds, sleep for long hours, and never disturb the balance of their surroundings.



AXOLOTL

Huge dragon, lawful good

Armor Class 12

Hit Points 105 (14d12+ 14)

Speed 10 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	12 (+1)	8 (-1)	7 (-2)	12 (+1)

Saving Throws Strength +5, Dexterity +5, Constitution +4

Skills Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages Draconic

Challenge 5 (1,800 XP)

Aura of Tranquility. The axolotl radiates a calming aura in a 60-foot radius. When a creature enters the aura for the first time on a turn or ends its turn there, it must succeed on a DC 14 Wisdom saving throw or be overwhelmed by a sense of peace. On a failed save, the creature has disadvantage on attack rolls until the end of its next turn, and its speed is also reduced by 10 feet for the duration.

Innate Spellcasting. The axolotl's innate spellcasting ability

is Charisma (spell save DC 1, +4 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *dancing lights*, *guidance*, *speak with animals*

3/day each: *dragons' diplomat**, *healing word*, *unbreakable fortress of draconic mind**

1/day each: *control water*, *scale shield**

ACTIONS

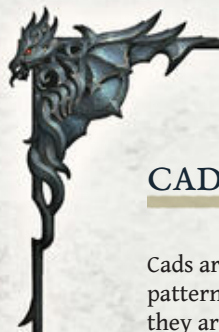
Multiattack. The axolotl makes two attacks with its tail.

Tail. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 13 (2d10 + 2) bludgeoning damage.

Ripple Dash. When in water, the axolotl can move up to 30 feet in a straight line. If it moves through another creature's space, that creature must succeed on a DC 13 Dexterity saving throw or be pushed 10 feet to the side and knocked prone. The axolotl generally uses this feature to push their enemies into coral reefs to entangle them. A creature pushed into the reefs must succeed on a DC 14 Strength (Athletics) or Dexterity (Acrobatics) check or be grappled for 1 minute, which gives the required time to axolotl so that it can move away without further violence.

BONUS ACTIONS

Water Glide. The axolotl moves up to half its speed without provoking opportunity attacks.



CAD

Cads are complex creatures, each with its own behavior patterns and temperament. In their powerful, fluffy bodies, they are a blend of feline and draconic traits; wise like dragons, and playful and like cats. In one moment, a cad may appear charming and affectionate, and become a fierce and deadly predator the next.

Their fur ranges in color from deep blacks and smoky grays to vibrant oranges and earthy browns. Their faces are expressive and full of emotion, making their feelings easy to read. Despite their cheerful and inquisitive demeanor, they are fierce and dangerous when provoked.

Driven by their curiosity, cads investigate anything that piques their interest, regardless of danger. This often leads them into risky situations, but their agility and stealth help them escape harm with grace.

Cads are highly territorial and prefer to live in places where they can find shelter with ease; dense forests, overgrown ruins, and hidden caves. They spend a lot of their time sleeping or grooming in their lairs, emerging only to patrol their territory and ensure its safety.

Although they are not particularly social, cads sometimes choose companions, with whom they form powerful bonds. They defend their chosen allies with unmatched ferocity.



CAD

Large monstrosity, unaligned

Armor Class 15

Hit Points 99 (9d10+ 50)

Speed 30 ft., fly 30 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	20 (+5)	5 (-1)	8 (-1)	16 (+3)

Saving Throws Dexterity +8, Constitution +8, Charisma +6

Skills Acrobatics +8, Stealth +8, Perception +2

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 12

Languages -

Challenge 6 (2,300 XP)

Kitten-eyes. The cad's large, innocent eyes exude an irresistible charm. If a creature starts its turn within 30 feet of the cad, it must succeed on a DC 12 Wisdom saving throw or be charmed by the cad for 1 minute. A charmed creature can repeat the saving throw at the end of each

of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to this feature for the next 24 hours.

Purring Cad. Although cads have difficulty forming social bonds, those bonds last a lifetime once established. The cad has advantage on ability checks, attack rolls and saving throws while within 30 feet of one of its allies that it is aware of.

Sleepy Nature. Sleepy by nature, the cad has disadvantage on saving throws against being exhausted.

ACTIONS

Multiattack. The cad makes three attacks; one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +5 to hit, reach 10 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Claws. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

REACTIONS

Feral Frenzy (1/Day). If the cad or one of its allies drops to half of their hit point maximum and the cad is aware of it, the cad enters a feral frenzy for 1 minute. On each of its turns for the duration, it makes an additional attack with its bite.



CORRUPTED WYRMLING

Desecrating essences, dark rituals, and malevolent beings lead to the hatching of corrupted dragon eggs. When such wicked forces converge, they give rise to a tragic creature: the corrupted wyrmling. In some cases, a corrupted wyrmling originates from **egg traps** (p. 250) that fail to detonate, allowing the hatchling inside to grow twisted and malformed. One way or another, the egg hatches, bringing into the world a wyrmling forever doomed to a painful existence.

A corrupted wyrmling is a pitiful sight. Its scales, meant to be a protective armor, are instead patchy and thin, exposing its flesh that seems to melt off its body. Its eyes are cloudy and dull. Its roar is not a knee-bending thunder like that of a dragon but more of a pathetic wheeze. The wyrmling's wings are underdeveloped and tattered, unable to lift it into the air for a long time. Its mind, like its physical features,

is weak; unable to grasp the complexity of life. It is a soulless and mindless being, driven purely by instinct, whose sole purpose is to survive and endure its pitiful existence.

A corrupted wyrmling's scale color still reflects its draconic heritage, but it retains none of its powers. It has no breath weapon, no spellcasting, and none of the special attributes normally granted to its kin. Its very existence is a mockery of what it was meant to become. As such, cultists and the enemies of draconic deities seek to corrupt dragon eggs, using them as a means to dishonor and tarnish the legacy of dragonkind.

Every now and then, a corrupted wyrmling is unexpectedly born with great intelligence. But this gift is more of a curse; such a wyrmling understands what it is, and worse, what it could have been. This realization causes such wyrmlings enormous pain. Satera (p. 104) seeks out these rare wyrmlings, guiding them and giving them a purpose; a goal in life, that might, in time, ease their suffering.

CORRUPTED WYRMLING

Medium dragon, chaotic evil

Armor Class 14 (natural armor)

Hit Points 35 (10d8 - 10)

Speed 20 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	8 (-1)	6 (-2)	12 (+1)	6 (-2)

Damage Immunities necrotic, poison

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 2 (450 XP)

Limited Flight. If the corrupted wyrmling flies consecutively for 3 turns, its flying speed drops to 0 at the start of its next turn. The reduction lasts for 1 minute.

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 14 Constitution saving throw or its Constitution score decreases by 1d4. This reduction lasts until the creature finishes a long rest or is subjected to a *lesser restoration* spell or similar magical effect.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 7 (2d6) poison damage. The target must succeed on a DC 14 Constitution saving throw or is poisoned for 1 minute.



DRACIT

Born of cruel experimentation, a dracit is a hybrid of canine and draconic traits. The aim of the experiments was to create powerful beasts to use as guardians, but the project ended in disaster when a group of dracits broke loose and left dozens of researchers dead. Since then, these creatures have adapted to the wild, thriving thanks to their thick scales, muscular frames, and natural resilience.

Dracits are highly aggressive and not meant to be domesticated. They live in small packs of three or four and avoid large settlements, as they are instinctively irritated by the presence of humanoids. As territorial creatures, they eliminate any threat to their habitats (generally between 1-4 miles in size) with savage force. They primarily hunt small mammals to survive, and chew on their bones for both recreation and to clean their teeth.



DRACIT

Medium monstrosity, unaligned

Armor Class 14 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	4 (-3)	7 (-2)	5 (-3)

Saving Throws Strength +5, Dexterity +5, Constitution +5

Skills Athletics +5, Stealth +5

Damage Resistances slashing

Senses darkvision 30 ft., passive Perception 8

Languages -

Challenge 2 (450 XP)

Layered Defense. Thanks to their tough, regenerative hide, the first time the dracit takes damage on a turn, the

damage is reduced by 1.

Pack Tactics. The dracit has advantage on an attack roll against a creature if another ally dracit is within 5 feet of the creature and the ally isn't incapacitated.

Predator Frenzy. The dracit enters a frenzied state when it starts its turn with fewer than half its hit points or when it reduces a creature to 0 hit points. The frenzy lasts until the start of its next turn. While in this state, the dracit's speed increases by 10 feet, and it has advantage on attack rolls against creatures whose current hit points are less than its hit point maximum.

Regenerative Hide. The dracit regains 1 hit point at the start of each of its turns unless it has 0 hit points.

ACTIONS

Multiattack. The dracit makes one bite and one claw attack.

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

Claw. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) slashing damage.



DRACOMANCER, WORD SEEKER

Dracomancers of the Word Seekers organization (p. 110) are powerful spellcasters who have learnt how to use Draconic words; each carrying a primal, draconic magical essence. Dracomancers share two key traits: they all respect dragons, some even worship them,

and they are deeply interested in gathering knowledge about these rulers of the skies. They have the ability to modify spells using Draconic words and change their effects, durations, and shapes.

While they all share many common traits, each dracomancer is unique and has their own characteristics. The following stat block is meant as a guideline for GMs to create custom dracomancers.

DRACOMANCER, WORD SEEKER

Small or Medium humanoid (any), any neutral

Armor Class 13 (16 with mage armor)

Hit Points 143 (22d8 + 66)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	16 (+3)	20 (+5)	16 (+3)	16 (+3)

Saving Throws Intelligence +9, Wisdom +7, Charisma +7

Skills Arcana +13, History +13, Nature +9, Religion +9

Senses passive Perception 13

Languages Common, Draconic

Challenge 9 (5,000 XP)

Dracomancy. The dracomancer can change a spell's duration to 1 minute, shape to line or cone, damage type to fire, and range to 120 feet. Each time the dracomancer uses this feature, this process reduces the hit point maximum of the dracomancer by an amount equal to five times the level of the spell. This reduction lasts for 24 hours.

Dragon Scribe. The dracomancer has advantage on Intelligence ability checks related to dragons.

Magic Resistance. The dracomancer has advantage on

saving throws against spells and other magical effects.

Spellcasting. The dracomancer is an 18th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). The dracomancer has the following spells prepared:

Cantrips (at will): *fire bolt, light, mage hand, prestidigitation, shocking grasp*

1st level (4 slots): *detect magic, mage armor**, *magic missile, sense dragon***

2nd level (3 slots): *detect thoughts, everflame ward**, misty step*

3rd level (3 slots): *counterspell, fly, lightning bolt*

4th level (3 slots): *banishment, fire shield, stonework**

5th level (3 slots): *cone of cold, draconic destruction**, wall of force*

6th level (1 slot): *globe of invulnerability*

7th level (1 slot): *disintegrating fireball***

8th level (1 slot): *dragonflight***

9th level (1 slot): *power word kill*

*The dracomancer casts these spells on itself before combat.

**Spells provided in this book.

ACTIONS

Dragon Teeth. *Ranged Spell Attack:* +9 to hit, range 30 ft., five targets. *Hit:* 12 (5d4) piercing damage. Spectral dragon teeth shoot from the fingertips of the dracomancer, heading for each target.



DRACOMET

Creatures of draconic might and fiendish magic, dracomets are a blend of lower-plane goats and winged drakes. They have the torso of a drake adorned with scales, the wings and face of a dragon, and the legs of a goat, complete with curling, ignited horns. While they fly, the air around them catches fire, making them resemble a comet in the night sky.

Their resilient physical attributes, ability to fly, and fiendish appearance make them suitable mounts for evil combatants, cultists of evil draconic deities, and who want a dragon-like steed without troubling themselves with the rules of dragon riding (p. 132). In the black markets of the Lower Planes, dracomets are sought-after, traded for anywhere between 10,000 and 25,000 gold pieces, depending on their condition and temperament.

Although they are not easy to tame, they aren't impossible to manage with the right approach. A dracomet can be a decent steed, provided that its rider indulges its destructive urges. If its appetite for carnage is satisfied, it can be surprisingly reliable.



DRACOMET

Large dragon and monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 85 (10d10 + 30)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	8 (-1)	12 (+1)	10 (+0)

Skills Acrobatics +6, Athletics +7, Perception +4

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 14

Languages Understands Abyssal, Draconic and Infernal but cannot speak

Challenge 5 (1,800 XP)

Charge. If the dracomet moves at least 20 feet straight toward a target and hits it with a ram attack on the

same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Flyby. The dracomet doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Sure-Footed. The dracomet has advantage on Strength and Dexterity saving throws against effects that would knock it prone.

ACTIONS

Multiattack. The dracomet makes two melee weapon attacks: one with its bite, one with its ram.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d8 + 3) piercing damage.

Ram. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage plus 7 (2d6) fire damage.

Ray of Hell Drake. *Ranged Spell Attack:* +4 to hit, range 60 ft. *Hit:* 21 (6d6) fire damage. Half of this damage originates from the hottest pits of Lower Planes, ignoring resistance to fire damage.



DRACONAUT

Draconauts are, quite simply, wrong. There's no better word for it. They're an unholy mix of dragon and machine; stitched together by people who either hate dragons or want to control their power. These poor creatures might've started as stolen dragon eggs, fallen dragonborn, or even a saterax (p. 10). Whatever the source, they're twisted into war-beasts with armor bolted to their bones, acid tanks strapped to their backs, and claws sharpened for killing. They are loyal and obedient, making them highly prized by cruel, power-hungry dragon-haters.

One of their most recognizable features is the pair of greenish tanks attached to their backs. These tanks, surgically grafted to their spine and connected to their throats, contain corrosive acid. The surgery that turns them into what they are also robs them of self-awareness and free will, reducing them to obedient constructs. However, over time, the process causes brain damage. Eventually, a draconaut loses control, succumbing to madness and violent hallucinations of its former life. Once this happens, it becomes a mindless force of destruction. Death is often seen as the only mercy left.



DRACONAUT

Medium construct and dragon, unaligned

Armor Class 14 (draconaut armor)

Hit Points 85 (9d8 + 45)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	23 (+6)	6 (-2)	7 (-2)	10 (+0)

Saving Throws Strength +9, Constitution +9

Skills Athletics +9, Intimidation +3, Perception +1, Survival +1

Condition Immunities charmed, frightened

Senses darkvision 30 ft., passive Perception 11

Languages Common, Draconic

Challenge 5 (1,800 XP)

Draconic Fury. If the draconaut reduces a creature to 0

hit points with a melee attack, it can immediately make another melee weapon attack against a creature within its reach as part of the same attack. On a hit, the attack deals an extra 7 (2d6) acid damage.

ACTIONS

Multiattack. The draconaut makes one claw and one Corrosive Breath attack.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage plus 3 (1d6) acid damage.

Corrosive Breath. The draconaut exhales acid in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 11 (2d10) acid damage on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Draconic Slam. The draconaut punches the ground. With the impact, dust and debris scatter in a 15-foot radius centered on the draconaut. The area becomes difficult terrain for 3 rounds or until it is cleared.



DRACOSERPENT

Dracoserpents are terrifying hybrids of serpents and dragons, seen by some as ancient forces of nature to be feared, and by others as divine beings. Like serpents, they have a fearsome venomous strike that eliminates almost all of their opponents. Their dragon-like heads give them the power to exhale destruction, breathing

out a deadly primordial energy. These facts make them a real nightmare to encounter.

What makes a dracoserpent even more terrifying is its superior intellect. Its cunning outmatches both serpents and dragons, making it not just a creature of mere strength but also one of the most intelligent predators in existence. It is a challenging foe to defeat, if not impossible.

DRACOSERPENT

Gargantuan dragon, neutral

Armor Class 19 (natural armor)

Hit Points 280 (16d20 + 112)

Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	24 (+7)	26 (+8)	20 (+5)	20 (+5)

Saving Throws Dexterity +6, Constitution +13, Intelligence +14, Wisdom +11

Skills Arcana +14, History +14, Nature +14, Perception +11, Stealth +6

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 21

Languages Common, Draconic

Challenge 20 (25,000 XP)

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

At will: *detect evil and good, detect magic, thunderwave*

3/day each: *counterspell, greater invisibility, dispel magic*

1/day each: *disintegrate, dominate monster, power word kill*

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

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

ACTIONS

Multiattack. The dracoserpent can use its Spellcasting feature. It then makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +14 to hit, reach 15 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage plus 9 (2d8) poison damage. On a hit, the creature must succeed on a DC 22 Constitution saving throw or be stunned until the end of its next turn.

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

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

Force Breath (Recharge 5–6). The dracoserpent exhales primordial energy of force in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 70 (20d6) force damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

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

Burrow. The dracoserpent burrows underground and can move up to its remaining speed. This movement does not provoke opportunity attacks.

Tail Attack. The dracoserpent makes a tail attack.

Regenerative Scales (Costs 2 Actions). The dracoserpent's scales glow momentarily, and it regains 21 (6d6) hit points.



DRAGON BIRD

The dragon birds are majestic creatures that blend the elegance of birds with the raw strength of dragons. Their bodies are covered in colorful feathers that shimmer in the light. The color of their feathers varies by region: those from colder climates are white and pale blue, while dragon birds from warmer regions are often draped in vibrant reds and deep blues.

With a large wingspan and relentless endurance, they can fly great distances in search of food or nesting grounds. Dragon birds are territorial creatures that prefer to live in mated pairs. Even though their diets consist mostly of small mammals and wild fruits, they are capable of tearing flesh and armor with their strong beaks and razor-sharp feathers.



DRAGON BIRD

Medium beast, unaligned

Armor Class 15 (natural armor)

Hit Points 51 (6d8 + 24)

Speed 30 ft., fly 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	17 (+3)	18 (+4)	8 (-1)	15 (+2)	9 (-1)

Saving Throws Strength +6, Dexterity +6, Constitution +7

Skills Perception +8, Survival +8

Senses darkvision 30 ft., passive Perception 18

Languages Understands Draconic but cannot speak

Challenge 3 (700 XP)

ACTIONS

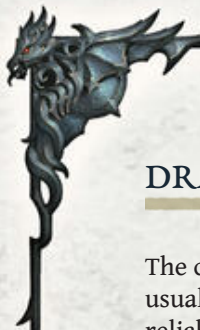
Multiattack. The dragon bird makes two beak attacks.

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Dart Feathers (Recharge 5-6). The dragon bird releases a volley of razor-sharp feathers in a 30-foot radius. Creatures within the area must make a DC 14 Dexterity saving throw, taking 7 (2d6) piercing damage plus 7 (2d6) slashing damage on a failed save, or half as much damage on a successful one.

BONUS ACTION

Draconic Marking (Recharge 5-6). When the dragon bird hits a creature with its beak, it can mark the creature with a triangular glowing rune that makes the target more vulnerable to the dragon bird's attacks for 1 minute. The marked creature takes an extra 2 (1d4) damage from the dragon bird's attacks for the duration. The type of the damage changes depending on the area that the dragon bird lives in (for example, fire damage if the dragon bird lives near a volcano, or cold damage if the dragon bird is adapted to frozen tundras).



DRAGON FLESH GOLEM

The creation of a flesh golem is a vile process, usually conducted by necromancers who seek a reliable servant. Those powerful and evil enough to craft a dragon flesh golem take great pride in it, believing that by assembling one from the remains of a dragon, they ascend to the role of creator.

A dragon flesh golem is cobbled together from various draconic body parts. Though it may have wings stitched to its back for appearance, it cannot fly. Like all flesh golems, it is animated through a dark magical process and shares many of the same features. However, facing a dragon flesh golem is far more terrifying.

Because the same enchantments used to animate flesh golems also cause them to heal when struck by lightning, most creators choose to use the head of a dragon that once used lightning as its breath weapon.



DRAGON FLESH GOLEM

Medium construction, neutral

Armor Class 12 (natural armor)

Hit Points 189 (18d8 + 108)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	22 (+6)	6 (-2)	12 (+1)	6 (-2)

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

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

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 11

Languages Understands Draconic but cannot speak

Challenge 8 (3,900 XP)

Berserk. Whenever the golem starts its turn with 80 hit points or fewer, roll a d6. On a 6, the golem goes berserk. On each of its turns while berserk, the golem attacks the nearest creature it can see. If no creature is near enough to move to and attack, the golem attacks an object, preferring one smaller than itself. Once the golem goes berserk, it remains so until it is destroyed or regains all its hit points.

The golem's creator, if within 60 feet of the berserk golem, can try to calm it by speaking firmly and persuasively. The golem must be able to hear its creator, who must take an action to make a DC 15 Charisma (Persuasion) check. If the check succeeds, the golem ceases being berserk. If it takes damage while still at 80 hit points or fewer, the golem might go berserk again.

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

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

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

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

ACTIONS

Multiattack. The dragon flesh golem makes two melee weapon attacks: one with its bite, one with its claw.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 9 (1d6 + 6) piercing damage plus 7 (2d6) lightning damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. Hit: 11 (1d10 + 6) slashing damage.

Lightning Breath (Recharge 5–6). The golem exhales lightning in a 15-foot radius centered on itself. Each creature in that area must make a DC 12 Dexterity saving throw, taking 44 (8d10) lightning damage on a failed save, or half as much damage on a successful one. The golem is also subjected to the lightning damage it deals.

DRAGON HUNTER

Serpent Slayers (p. 209) have many members who devote themselves to killing dragons. Those who have accomplished this formidable act earn the feared and respected title of “Dragon Hunter”.

They are so vicious and thirsty for dragon blood that even these mighty creatures fear their wrath. Dragon hunters roam the land to find traces of a dragon to slay. The question isn’t why or how, only when; and the answer is always as soon as possible.

Becoming a dragon hunter is no easy path. It demands not only a will of iron, but also years of battlefield experience and countless hours of study. Those who rise to the challenge are self-made champions, mastering both the strength of a warrior and the sharpness of intellect.

Each dragon hunter has their own unique reasons for hunting dragons, and they all have distinct characteristics. The following stat block is meant as a guideline for GMs to create unique dragon hunters.



DRAGON HUNTER

Medium humanoid, any good

Armor Class 17 (studded leather)

Hit Points 152 (16d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	20 (+5)	20 (+5)	16 (+3)	20 (+5)	17 (+3)

Saving Throws Strength +8, Dexterity +9, Constitution +9

Skills Acrobatics +9, Arcana +7, Athletics +8, History +7, Perception +9, Stealth +9, Survival +9

Damage Resistances acid, cold, fire, poison, lightning, thunder

Senses passive Perception 19

Languages Common, Draconic, and any other one

Challenge 11 (7,200 XP)

Dragon Slayer. When the dragon hunter hits a dragon with a weapon attack, the weapon deals an extra 1d8 damage of

the weapon’s damage type (included in the attack).

Magic Weapons. The dragon hunter’s weapon attacks are magical.

Uncanny Fortitude. The dragon hunter has advantage on saving throws against being poisoned.

BONUS ACTIONS

Sense Dragons. The dragon hunter can sense the exact location of dragons within 60 feet of it.

ACTIONS

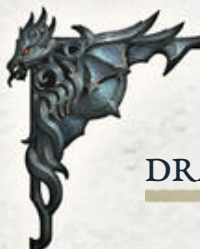
Multiattack. The dragon hunter makes three melee weapon attacks.

Dragon’s End (+2 Shortsword). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage, 14 (1d6 + 1d8 + 7) if the target is a dragon.

Calculated Strikes (3/Day). The dragon hunter casts the *calculated strikes** spell without expending a spell slot.

Dragonslaught (2/Day). The dragon hunter casts the *dragonslaught** spell without expending a spell slot.

Dragon Suffocation (1/Day). The dragon hunter casts the *dragon suffocation** spell without expending a spell slot.



DRAGON LICH TEMPLATE

Some dragons crave more. More treasures to collect, more followers to revere, and more power to command. Their insatiable desire knows no bounds. Among them, a few who walk the darkest paths in search of greater might choose to become liches. Each dragon has its own reasons for embracing undeath, often shaped by its type or personal history.

Becoming a lich requires the dragon to follow a twisted path, woven with dark rituals, sacrifice, murder, and agony. It is an inherently evil transformation, so most dragon liches are evil by nature or corrupted by malevolent tendencies. However, in rare cases, a good-aligned dragon may pursue lichdom as a desperate means to fight an even greater evil. Yet in the end, the journey almost always leads to corruption.

Once a dragon becomes a dragon lich, its physical form no longer grows, which is why most choose undeath only after reaching their size limit; typically as ancient dragons or greatwyrms. Over time, however, a dragon lich may gain additional phylacteries. In a way, one may argue that this provides a dragon lich with greater power than its physical form ever could. As it grows in power, it uncovers forbidden knowledge and rituals that allow it to split its already fractured

soul, creating more phylacteries and making it almost impossible to destroy.

Thanks to its undead nature, a dragon lich does not require food, water, or air. Some young dragon liches may still kill and feed out of habit or for the thrill. Over time, however, even the thrill fades, and all carnal pleasures and mortal pursuits lose their meaning, replaced by a need to understand and embrace their undead nature.

The hoard of the dragon lich reflects its ambitions, which often transcend the boundaries of mortal imagination.

A dragon lich seeking to disrupt the order of the draconic pantheon may hoard artifacts and relics belonging to the pantheon, or even the imprisoned remains of their avatars and high priests. Another might try to communicate with unknowable forces beyond the planes, hoarding alien artifacts, aberrant remains, and tomes written in Deep Speech.

As expected, a dragon lich prefers to live in damned, wicked and desecrated places that emanate an unholy aura; ruined, underground temples, cursed lands steeped in suffering, or cursed necropolises are all wonderful places for a dragon lich to reside or hide its phylactery. The summit of a mist-shrouded mountain, the heart of a scorched desert, or a trench at the bottom of a forgotten sea can serve as their sanctum.

DRAGON LICH TEMPLATE

The dragon lich template can be applied to all dragons that have an Intelligence higher than 15. A creature with this template retains its statistics, except as follows:

Alignment. The dragon's alignment becomes evil.

Type. The dragon becomes an undead, on top of being a dragon.

Armor Class. The dragon's AC increases by 2.

Claws of Death. The dragon's melee weapon attacks deal an extra 3 (1d6) cold and 3 (1d6) necrotic damage on a hit. The target must also succeed on a Constitution saving throw (DC = 8 + the dragon's Constitution modifier + the dragon's proficiency bonus) or be paralyzed until the end of its next turn.

Dragon Lich's Phylactery. The dragon has a number of phylacteries based on its age: 1 if it is wyrmling or young, 2 if it is an adult, 3 if it is ancient, and 4 if it is a greatwurm.

Legendary Resistance (3/Day). If the dragon fails a saving

throw, it can choose to succeed instead. If the dragon already has Legendary Resistance, the number of times it can use it per day increases by 1.

Rejuvenation. If it has a phylactery, a destroyed dragon lich is reborn in a new body in 1d10 days, regaining all its hit points and becoming active again. The new body appears within 5 feet of the phylactery. If the dragon has more than one phylactery, it appears next to the one most recently created.

Turn Resistance. The dragon has advantage on saving throws against any effect that turns undead.

Challenge. The dragon's challenge rating increases by 2.

Senses. The dragon has truesight with a radius of 120 feet.

Language. The dragon knows Abyssal, Deep Speech or Infernal.

Resistances. The dragon has resistance to cold damage.

Immunities. The dragon has immunity to necrotic and poison damage, as well as to being charmed, frightened and poisoned.





DRAKEKIN

Drakekins are born from the failed remains of secretive and dangerous draconic rituals gone terribly wrong. They are infused with unstable arcane energy and a deep, burning hatred. When a ritual involving draconic carcasses and dragon blood is performed at the wrong

time, these three-headed monstrosities come into being.

A drakekin's body resembles that of an underdeveloped young dragon. Though its three heads lack intelligence, they are still intimidating, radiating with the full wrath of the dragons from which it was born.

DRAKEKIN

Large dragon and monstrosity, neutral evil

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	14 (+2)	20 (+5)	4 (-3)	16 (+3)	11 (+0)

Skills Perception +6

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Draconic

Challenge 8 (3,900 XP)

Flyby. The drakekin doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

ACTIONS

Multiattack. The drakekin makes three attacks; only one

of them can be a breath weapon option.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Acid Breath (Recharge 4-6). One of the dragon heads exhales acidic liquid in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw. On a failed save, a creature takes 36 (8d8) acid damage and has disadvantage on weapon attacks until the end of its next turn. On a successful save, the damage is halved and the creature does not have disadvantage.

Cold Breath (Recharge 4-6). One of the dragon heads exhales icy breath in a 15-foot cone. Each creature in that area must make a DC 16 Constitution saving throw. On a failed save, a creature takes 31 (7d8) cold damage and becomes stunned until the end of its next turn. On a successful save, the damage is halved and the creature is not stunned.

Fire Breath (Recharge 4-6). One of the dragon heads exhales fire in a 15-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 40 (9d8) fire damage on a failed save, or half as much damage on a successful one.





EGG TRAP

Egg traps are magically corrupted dragon eggs, often hidden in dungeons, draconic cult hideouts, or the hoards of evil dragons. No one knows exactly how they're made, but scholars believe the process involves submerging dragon eggs in the blood of unwilling sacrifices inside a carved stone cauldron, while someone prays nonstop to an evil draconic deity for three days. Once the ritual is complete, the eggs are tucked away in dark corners, blending in with surrounding statues and architecture; easy to miss unless you're really looking.

They give off faint auras of necromancy and

transmutation, so spells like detect magic can reveal them. Those who sense their presence sometimes catch glimpses of the ritual that created them; an eerie vision of hooded figures chanting, sacrifices screaming, and dragon eggs doused in blood.

These creatures exist in a dead-like state while in their shells, requiring no food or water, lying dormant for hundreds of years if necessary. Some reports even speak of egg traps slumbering in ancient ruins for over a thousand years.

They're not much of a threat to experienced adventurers, but they're certainly enough to scare off graverobbers and novice treasure hunters.

EGG TRAP

Medium aberration, neutral evil

Armor Class 12 (natural armor)

Hit Points 52 (7d8 + 21)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	9 (-1)	16 (+3)	1 (-5)	7 (-2)	3 (-4)

Damage Vulnerabilities radiant

Damage Resistances necrotic, poison

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, poisoned

Senses tremorsense 20 ft., passive Perception 8

Languages —

Challenge 3 (700 XP)

Eggshell Burst. When the egg trap senses the existence of a creature, it shatters, releasing eggshells and necrotic energy in a 20-foot radius. All creatures within the area must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) piercing damage from the eggshells, and on a DC 14 Constitution saving throw or take 9 (2d8) necrotic damage from the energy trapped in the egg.

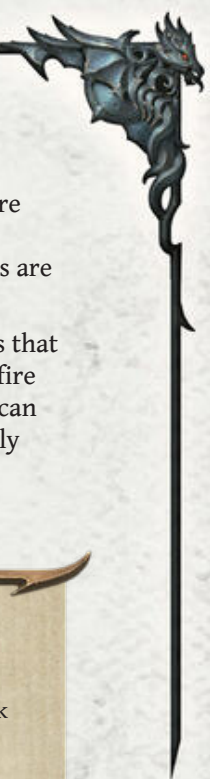
ACTIONS

Multiattack. After the Eggshell Burst feature, the egg trap makes one bite attack and one claw attack.

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage plus 3 (1d6) necrotic damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 2 (1d4) necrotic damage.





ELEMENTAL LANDWYRM

Elemental landwyrm are massive, serpentine creatures with limbless bodies, save for a pair of powerful front legs. Their thick, armored scales reflect their elemental affinity; fiery crimson for fire, grayish azure for ice, earthy brown for earth, and silvery white for air. Unlike most draconic beings, landwyrm have no wings, arms, or hind legs.

These creatures tend to be evil, reflecting the primordial fury of their elemental habitats. They are primal and driven by instinct rather than intellect. While not as intelligent as true dragons, landwyrm are cunning and highly skilled hunters.

Elemental landwyrm are found in environments that reflect their elemental nature. For example, while fire landwyrm dwell in volcanic areas, air landwyrm can be found atop mountains. All landwyrm are fiercely territorial and protect their domains with savage determination and relentless ferocity.

ELEMENTAL LANDWYRM

Huge dragon and elemental, neutral evil

Armor Class 16/19/17/18 (natural armor), (air/earth/fire/ice)

Hit Points 218 (19d12 + 95, air), 184 (16d12 + 80, earth), 207 (18d12 + 90, fire), 195 (17d12 + 85, ice)

Speed 40 ft., burrow 40 ft. (earth), fly 80 ft. (hover, air)

STR	DEX	CON	INT	WIS	CHA
24 (+7)	14 (+2)	20 (+5)	8 (-1)	16 (+3)	14 (+2)

Saving Throws Strength +12, Constitution +10

Skills Athletics +12, Stealth +7, Perception +8

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities acid (earth)/cold (ice)/fire (fire)/lightning (air)

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

Languages Common, Draconic

Challenge 15 (13,000 XP)

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

Magic Weapons. The elemental landwyrm's weapon attacks are magical.

ACTIONS

Multiattack. The landwyrm uses its Frightful Presence, then makes three melee weapon attacks.

Snatching Bite. *Melee Weapon Attack:* +12 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage plus 11 (2d10) acid (earth)/cold (ice)/fire (fire)/lightning (air) damage. On a hit, the target must make a grapple check with disadvantage against the landwyrm's Strength (Athletics) check. The landwyrm has advantage on attack rolls against the grappled creature.

Snatching Claws. *Melee Weapon Attack:* +12 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage plus 13

(2d12) acid (earth)/cold (ice)/fire (fire)/lightning (air) damage. On a hit, the target must make a grapple check with disadvantage against the landwyrm's Strength (Athletics) check. The landwyrm has advantage on attack rolls against the grappled creature.

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

Fiery Burst (Fire, 1/Day). The landwyrm's scales heat up and it bursts into flames. Each creature within 30 feet of the landwyrm must make a DC 18 Constitution saving throw. On a failed save, a creature takes 63 (18d6) fire damage and is ignited for 1 minute. An ignited creature takes 21 (6d6) fire damage at the start of each of its turns. An ignited creature or an ally can use an action to douse the flame which ends the effect. On a successful save, the creature takes half as much damage and isn't ignited. The fire ignites any flammable objects in the area that aren't being worn or carried.

Icy Breath (Ice, 1/Day). The landwyrm exhales an icy breath on a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failed save, a creature takes 70 (20d6) cold damage and is paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a successful save, the creature takes half as much damage and isn't paralyzed.

Thunderous Roar (Earth, 1/Day). The landwyrm roars. Each creature within 30 feet of the landwyrm must make a DC 18 Constitution saving throw, taking 77 (22d6) thunder damage on a failed save or half as much damage on a successful one.

Radiant Wave (Air, 1/Day). The landwyrm shines with a golden radiance in a 30-foot radius. Each creature within the area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 70 (20d6) radiant damage and is blinded for 1 minute. On a successful save, the damage is halved and the creature is not blinded.



ETHEREAL WYVERN

Ethereal wyverns are translucent, shimmering draconic creatures that glow with a pearly silver light when they appear on the Material Plane. These graceful creatures are slender, soft, swift, and iridescent; qualities that set them apart from the more robust and imposing nature of most of their draconic kin.

Despite their elegance, ethereal wyverns are

notorious for their habit of stealing to enrich their lairs. These native creatures of the Ethereal Plane can interact with objects on the Material Plane even while existing fully in the Ethereal Plane, and vice versa. Therefore, they can satisfy their compulsive hoarding habits with ease. Although they are natural-born thieves, they do not act with malicious intent. They steal out of habit, or some may say, an addiction. Other than this compulsion, ethereal wyverns are peaceful creatures that refrain from interfering in the affairs of mortals or plotting evil schemes.

ETHEREAL WYVERN

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 95 (10d10 + 40)

Speed 20 ft., fly 80 ft.

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

Saving Throws Dexterity +8, Charisma +8

Skills Arcana +6, Perception +7, Sleight of Hand +11, Stealth +11

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 17

Languages Draconic

Challenge 8 (3,900 XP)

Ethereal Sight. The wyvern can see 120 feet into the Ethereal Plane when it is on the Material Plane, and vice versa.

Ethereal Strike. The wyvern's physical attacks can hit a creature that is on the Ethereal Plane when the wyvern is on the Material Plane or vice versa.

Flyby. The wyvern doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

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

At will: *blink*, *misty step*

3/day each: *dimension door*, *etherealness*

1/day each: *plane shift*

ACTIONS

Multiattack. The wyvern makes three attacks: one with its bite, one with its claw and one with its stinger.

Bite. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) piercing damage.

Claw. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage.

Stinger. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 8 (1d6 + 5) bludgeoning damage plus 3 (1d6) force damage.

Enhanced Etherealness. The wyvern enters the Ethereal Plane from the Material Plane, or vice versa. It is visible on the Material Plane and the Elemental Plane while it is in the Border Ethereal, and vice versa, yet it can't affect or be affected by anything on the other plane, unless it uses the Ethereal Strike feature.





HOARD GOLEM

A dragon's most valued possession is its hoard, and it will try to protect it by any means necessary. Creating a hoard golem is one of the great lengths it will go to. Coming together from the very hoard of a dragon, these golems are made of gold coins, valuable gems, magical weapons, armor and other magical items.

To create a hoard golem, a dragon must use materials from its hoard worth at least 25,000 gold pieces. Although hoard golems are devoid of mortal emotions and loyalty, they are far more reliable companions and better guards. This makes them a worthwhile expense in the eyes of most dragons. A hoard golem proves its value by obeying its creator's commands without question, fighting to the death to protect the hoard, the lair, or the dragon itself.

HOARD GOLEM

Large construction, unaligned

Armor Class 18 (natural armor)

Hit Points 230 (20d10 + 120)

Speed 45 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	22 (+6)	6 (-2)	20 (+5)	12 (+1)

Skills Athletics +11, Perception +15

Damage Resistances (see the Servant of the Dragon feature)

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

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

Senses blindsight 60 ft., truesight 60 ft., passive Perception 25

Languages Understands Draconic but cannot speak

Challenge 16 (15,000 XP)

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

Last Stance. When the golem drops to 0 hit points, it explodes in a burst, scattering the coins and gems that made up its body in a destructive blast. Each creature within 30 feet of the golem must make a DC 19 Dexterity saving throw, taking 21 (6d6) piercing damage on a failed

save or half as much damage on a successful one.

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

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

Protector of the Hoard. The golem has advantage on ability checks, attack rolls, and saving throws while within 120 feet of its master's hoard, or if it can see the dragon it serves.

Servant of the Dragon. The golem has resistance to one of the following damage types determined by its master when the golem is created: acid, cold, fire, force, lightning, necrotic, or thunder.

BONUS ACTIONS

Hoard Bound. The golem can teleport to a space within 30 feet of its master's hoard, provided that it's on the same plane of existence as the hoard. The golem does not need to see the space it chooses to teleport to; however, if the space it chooses is occupied, it appears in the nearest unoccupied space.

Hoard's Favor. The golem can enchant its golden sword using the magic items in its body. Until the start of its next turn, the golem's weapon attacks deal an additional 9 (2d8) acid, cold, fire, force, lightning, necrotic, or thunder damage (determined by the golem) on a hit.

ACTIONS

Multiattack. The hoard golem makes three melee weapon attacks.

Golden Sword (+2). *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

Hoard Shard. *Ranged Spell Attack:* +10 to hit, range 120 ft., one target. *Hit:* 21 (6d6) piercing damage.

NIGHT SERPENT

The night serpent is a wyrm that embodies the night itself; a dark and terrifying force, driven by true malevolence. It lives to snuff out the brightest lights and wreak havoc on the minds of the innocent. It generally comes into existence on the darkest and the longest nights, covering unspeakable horrors with its dark veil.

A night serpent is a being beyond mortal

comprehension. Its body is a misty, pitch-black shadow, lacking scales or any of the other prominent physical features of its kin. Though it is deprived of wings, it can float and glide through the night sky just like any other dragon.

When it moves through the air, it is indistinguishable from the surrounding darkness, appearing to mortal eyes as nothing more than a shadow. During solar eclipses, elders tell stories of a great night serpent wrapping its body around the sun, preventing its sacred light from reaching the world.





NIGHT SERPENT

Gargantuan dragon and elemental, chaotic evil

Armor Class 19

Hit Points 264 (16d20 + 96)

Speed fly 120 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
26 (+8)	28 (+9)	22 (+6)	16 (+3)	20 (+5)	28 (+9)

Saving Throws Dexterity +15, Wisdom +11, Charisma +15

Skills Perception +11, Stealth +15 (+21 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, psychic, thunder

Damage Immunities necrotic, poison; bludgeoning, piercing, slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses truesight 120 ft., passive Perception 21

Languages Common and Draconic

Challenge 17 (18,000 XP)

Army of Darkness. If the night serpent reduces a creature to 0 hit points, the creature must succeed on a DC 20 Constitution saving throw or rise as a shadowless **zombie** at the start of the dragon's next turn. The shadow of the creature is absorbed by the night serpent, and the night serpent regains a number of hit points equal to half of the creature's hit point maximum. The **zombie** shares the night serpent's initiative count, and obeys the night serpent's commands (no action required by the serpent).

Flyby. The night serpent doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Innate Spellcasting. The night serpent's innate spellcasting ability is Charisma (spell save DC 23, +15 to hit with spell attacks). The night serpent can innately cast the following spells, requiring no components:

At will: *darkness*, *ray of enfeeblement*

3/day each: *counterspell*, *hold monster*, *mass suggestion*

1/day each: *dominate monster*

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

Magic Weapons. The night serpent's weapon attacks are magical.

Shadow Form. The night serpent can enter a hostile creature's space and stop there. When it does, the

creature is blinded. The night serpent can move through a space as narrow as 1 inch wide without squeezing.

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

Sunlight Weakness. While in sunlight, the shadow has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The night serpent makes three melee weapon attacks, one with its Bite of Terrors and two with its Shadow Claw.

Bite of Terrors. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 20 (2d10 + 9) piercing damage plus 7 (2d6) psychic damage as the night serpent's bite is empowered by the terrors of the night.

Shadow Claw. *Melee Weapon Attack:* +15 to hit, reach 10 ft., one target. *Hit:* 16 (2d6 + 9) slashing damage plus 7 (2d6) necrotic damage.

Shadowy Presence. The night serpent starts emanating an 30-foot-radius aura of darkness centered on itself. The aura moves with the night serpent and spreads around corners, lasting 1 minute. If a creature enters the aura for the first time on a turn or starts its turn there, it must make a DC 20 Constitution saving throw. On a failed save, a creature takes 10 (3d6) necrotic damage and 10 (3d6) psychic damage, and becomes frightened until the aura ends. On a successful save, the creature takes half as much damage and isn't frightened. If a creature succeeds on the saving throw or the effect ends for it, the creature is immune to the night serpent's Shadowy Presence for the next 24 hours.

BONUS ACTIONS

Shadow Step. The night serpent can magically teleport to any space within 120 feet of itself that is lightly or heavily obscured.

LEGENDARY ACTIONS

The night serpent 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 night serpent regains spent legendary actions at the start of its turn.

Attack. The night serpent makes a Shadow Claw attack.

Innate Spellcasting (Costs 2 Actions). The night serpent uses its Innate Spellcasting.

Shadowy Presence (Costs 3 Actions). The night serpent uses its Shadowy Presence action.

PHOENIX WYVERN

The phoenix wyvern, drawing its power from the Elemental Plane of Fire, is a draconic creature infused with flames. It absorbs fire into every fiber of its being and wields it with deadly precision in battle. Its claws resemble the fiery talons of a phoenix, and its red feathers ignite when under extreme stress or danger. Upon its death, the phoenix wyvern's body bursts into flames, and its ashes drift into the air, returning to its lair. All these elemental gifts emphasize its striking resemblance to the legendary phoenix.

This wise being has a powerful bond which is the cradle of its rebirth. The phoenix wyvern's magical nature and its connection to the lair enables its ashes to bring about its rebirth. Although the wyvern attains a new body through this rematerialization, all of its experiences and memories are transferred to its new form.

Phoenix wyverns are most commonly found in the Elemental Planes. When they enter the Material Plane, they seek out a place that feels familiar for their lairs. Volcanic sites, dwarf forges, or underground caverns with magma leaks are all suitable options.



PHOENIX WYVERN

Gargantuan dragon and elemental, neutral

Armor Class 22 (natural armor)

Hit Points 553 (27d20 + 270)

Speed 15 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
20	30	30	18	22	25
(+5)	(+10)	(+10)	(+4)	(+6)	(+7)

Saving Throws Dexterity +17, Constitution +17, Wisdom +13, Charisma +14

Skills Arcana +11, Perception +13, Stealth +17

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned

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

Languages Draconic and Ignan

Challenge 24 (62,000 XP)

Deathburst. When the wyvern drops to 0 hit points, it explodes. Each creature within 60 feet of the wyvern must make a DC 25 Dexterity saving throw, taking 45 (10d8) fire damage on a failed save or half as much damage on a successful one.

Fiery Form. When the wyvern's current hit points are lower than half of its hit point maximum, its body is completely ignited with fire; it sheds bright light in a 60-foot radius and dim light for an additional 30 feet. In this fiery form, if a creature enters within 15 feet of the wyvern for the first time on a turn or starts its turn there, it takes 9 (2d8) fire damage. In the fiery form, the weapon attacks of the wyvern deal an extra 9 (2d8) fire damage. Additionally, the fire damage dealt by the wyvern ignores any resistance to fire damage and treats immunities as if they are resistances.

Fiery Rebirth. When the wyvern drops to 0 hit points and its Deathburst feature is triggered, the ashes of its body drift back to its lair. If the ashes are somehow contained and cannot reach the lair, the process of rebirth is interrupted and put on hold. The ashes are immune to all damage and cannot be destroyed by any means. When the ashes reach the lair, the wyvern is reborn 1d4 days later,

regaining all its hit points. The wyvern cannot be reborn if the lair is destroyed.

Flyby. The wyvern doesn't provoke opportunity attacks when it flies out of an enemy's reach.

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

At will: *fireball*, *misty step*, *scorching ray*

3/day each: *fire shield*, *haste*, *greater invisibility*

1/day each: *incendiary cloud*

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

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

ACTIONS

Multiattack. The wyvern makes three melee weapon attacks; one with its bite, one with its fiery claws and one with its tail.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) piercing damage.

Fiery Claws. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (4d4 + 10) slashing damage plus 9 (2d8) fire damage.

Tail. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 24 (4d6 + 10) bludgeoning damage.

LEGENDARY ACTIONS

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

Attack. The wyvern makes a bite or tail attack.

Wings of Fire. The wyvern beats its fiery wings and rises up to 30 feet above. This movement does not count against its remaining speed. Each creature within 15 feet of the point on the ground directly beneath the dragon must make a DC 25 Dexterity saving throw, taking 28 (8d6) fire damage on a failed save or half as much damage on a successful one. The wyvern can then move up to its remaining speed.

Spellcasting (Costs 2 Actions). The phoenix wyvern uses its Innate Spellcasting feature.

SEA WYRM

Sea wyrms are aquatic dragons with tentacles protruding from their scaled body. They haunt the nightmares of the sailors and pirates, as they ram into their ships and drag sailors beneath the waves. Their inky breath and tentacled bodies have confused many

scholars, leading them to think they are a distant relation of the fearsome krakens. However, sea wyrms are simply creatures of the sea with draconic heritage, who have an insatiable hunger for the hunt. With their green and blue scales, they can easily blend with their watery habitats, skillfully hunting down their prey. Victims of a sea wyrm rarely die cleanly; its bite is laced with venom, and its tentacles secrete a corrosive acid that dissolves flesh on contact.





SEA WYRM

Huge dragon, neutral evil

Armor Class 17 (natural armor)

Hit Points 147 (14d12 + 56)

Speed 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	14 (+2)	12 (+1)	19 (+4)

Saving Throws Dexterity +6, Constitution +8, Wisdom +5, Charisma +8

Skills Perception +5, Stealth +6 (+10 while underwater)

Damage Resistances cold

Damage Immunities acid, poison

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 15

Languages Aquan and Draconic

Challenge 12 (8,400 XP)

Amphibious. The sea wyrm can breathe air and water.

Siege Monster. The sea wyrm deals double damage to objects and structures.

Underwater Hunter. While underwater, the sea wyrm can take the Hide action as a bonus action.

ACTIONS

Multiattack. The sea wyrm makes three melee weapon attacks: one with its bite, two with its tentacles.

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

Tentacles. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage plus 7 (2d6) acid damage. On a hit, a Large or smaller creature is grappled (escape DC 16). The sea wyrm can grapple up to four creatures at a time. If it is grappling four creatures at a time, it can't make a tentacle attack. While grappled in this way, a creature takes 3 (1d6) acid damage at the start of each of its turns.

Ink Breath (Recharge 5-6). The sea wyrm exhales acidic and poisonous ink in a 30 foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 31 (9d6) acid and 31 (9d6) poison damage on a failed save, or half as much damage on a successful one.

SHAHMARAN

Embodying both the wisdom of humanity and the cunning of serpents, a shahmaran is a creature of beauty and power. This creature has two conflicting demeanors; one serene and wise, the other more predatory and dangerous. With the upper body of a beautiful young woman and the long, scaled body of a serpent ending in a second snake head, shahmarans embody the union of wisdom and predatory prowess. Their reddish-green scales shimmer with a hypnotic

beauty, while their deep eyes hint at ancient knowledge and deadly intent.

Despite their fearsome abilities, shahmarans are guardians of healing and medicine. Their venom is legendary, capable of both curing and killing, depending on their will. Some say it can even bring the dead back to life. Healers and sages often try to find them to benefit from their wisdom, but finding a shahmaran is not easy. They dwell in remote, inhospitable places such as mountaintops, deep caves, and burning deserts.

SHAHMARAN

Large monstrosity, chaotic neutral

Armor Class 15 (natural armor)

Hit Points 147 (14d10 + 70)

Speed 40 ft., climb 20 ft.

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

Saving Throws Dexterity +8, Constitution +9, Wisdom +9, Charisma +9

Skills History +8, Medicine +9, Intimidation +9, Perception +9

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, frightened, exhaustion, poisoned

Senses darkvision 60 ft., passive Perception 19

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

Challenge 12 (8,400 XP)

Healing Venom. If the shahmaran wills it so, its venom can be used as a cure. A flask of shahmaran's healing venom costs 1,750 gp and casts the *cure wounds* (6th level) and *greater restoration* spells on the consumer. The shahmaran can secrete 2 flasks of healing venom each day.

Serpentine Dreams. If a creature that the shahmaran is aware of sleeps within 1 mile of the shahmaran, the shahmaran can slip into the creature's dreams. Through this connection, the shahmaran can communicate, share peaceful visions, or implant nightmares. If a nightmare is inflicted, the creature must make a DC 17 Wisdom saving throw. On a failed save, it takes 21 (6d6) psychic damage, wakes up, unable to complete the long rest, and is frightened of the shahmaran until it finishes a

long rest. On a successful save, the damage is halved, the target can finish the long rest, and is not frightened of the shahmaran.

Innate Spellcasting. The shahmaran's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *command*, *detect poison and disease*, *hold person*,
3/day each: *cure wounds*, *lesser restoration*, *mass healing word*, *revivify*

1/day each: *greater restoration*, *heal*, *raise dead*

ACTIONS

Multiattack. The shahmaran makes two bite attacks, one Snake Tail attack, and one *venomous spit* attack.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d6 + 2) piercing damage plus 9 (2d8) poison damage.

Snake Tail. *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage plus 5 (2d4) piercing damage and 7 (2d6) poison damage.

Venomous Spit. *Ranged Spell Attack:* +9 to hit, range 30 ft., one target. *Hit:* 10 (3d6) poison damage.

Serpentine Burst (1/Day). The shahmaran invokes serpentine magic to conjure 1001 serpents that attack its enemies and disappear. Each hostile creature within 30 feet of the shahmaran must make a DC 19 Wisdom saving throw. On a failed save, a creature takes 44 (8d10) poison damage and is poisoned for 1 minute. On a successful save, the damage is halved and the creature is not poisoned.

BONUS ACTIONS

Nectar of Life (Recharge 5-6). The shahmaran slashes open a wound on its body, dealing 6 slashing damage to itself and splattering its blood in a 10-foot radius centered on itself. Allies within the area regain 9 (2d8) hit points, and enemies within the area must make a DC 19 Constitution saving throw. On a failed save, a creature takes 9 (2d8) poison damage and is poisoned for 1 minute. On a successful save, the damage is halved and the creature is not poisoned.



SUN SERPENT

Sun serpents are radiant draconic beings blessed by light, their golden scales shimmering in the sun like jewels, as a testament to their connection to light and good. These peaceful creatures often avoid conflict, spending their lives meditating under the sun's warmth in search of harmony, light, and truth. They believe true power comes from good, the peak of which can be understood in moments of peaceful stillness. While meditating, they hover gracefully in a cross-legged pose, balanced on the tips of their tails. In this state, they need no food, water, or rest, and are unaffected by heat, cold, or harsh weather.

Their way of life has inspired monks, priests, and seekers of wisdom. Some even choose to follow sun serpents, hoping to learn from them or care for them. While most sun serpents remain silent and distant, a rare few have been known to share their teachings with those they deem worthy.



SUN SERPENT

Medium dragon, lawful good

Armor Class 14 (natural armor)

Hit Points 84 (13d8 + 26)

Speed 30 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	15 (+2)	20 (+5)	18 (+4)

Saving Throws Wisdom +8, Charisma +7

Skills Perception +8, Persuasion +7

Damage Resistances necrotic, psychic

Damage Immunities radiant

Condition Immunities charmed, frightened, exhaustion

Senses darkvision 30 ft., passive Perception 18

Languages Common, Draconic

Challenge 7 (2,900 XP)

Blessed by the Sun. The sun serpent regains 4 hit points at the start of each of its turns if it has at least 1 hit point and is in sunlight.

Radiant Scales. When the sun serpent is subjected to radiant damage, it takes no damage, and deflects half of the damage dealt to the closest enemy within 30 feet of it that it is aware of.

Sun Meditation (1/Day). The sun serpent starts meditating. While meditating, the sun serpent is immune to all damage and all conditions, and emanates a peaceful

aura in a 30-foot radius. Any evil-aligned creature who enters the aura for the first time on a turn or ends its turn there must succeed on a DC 18 Wisdom saving throw or take 9 (2d8) radiant damage. The meditation lasts until the sun serpent ends it, an evil-aligned creature is affected by the aura, or the sun serpent is harmed or threatened.

ACTIONS

Multiattack. The sun serpent makes two claws attacks and one tail attack.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage plus 7 (2d6) radiant damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 9 (1d12 + 3) bludgeoning damage.

Solar Beam (Recharge 5-6). The sun serpent unleashes a powerful solar beam from its chest in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 22 (5d8) radiant damage on a failed save, or half as much damage on a successful one.

Sunfire Dive (Recharge 6). The sun serpent soars 30 feet up, then dives down and slams on the ground directly underneath like a tiny falling star, causing a great impact on the ground. Each creature within 30 feet of the landing point must make a DC 15 Dexterity saving throw. On a failed save, a creature takes 10 (3d6) bludgeoning damage plus 22 (5d8) radiant damage and is blinded for 1 minute. On a successful save, the damage is halved and the creature is not blinded. The impact area becomes difficult terrain for 3 rounds or until it is cleared.



SWAMP WYRM SWARM

Swamp wurm swarms are small, snake-like draconic creatures that live in the thick, wet marshlands within forests. Their gold-and-brown scales blend perfectly into the muddy terrain. Feeding mostly on insects and rodents, they play a vital role in the swamp's ecosystem; but despite their usefulness, they're feared by many who wander too close.

These creatures can mimic the sounds of other

animals, and even people. Hunters tell stories of voices calling for help, or babies crying deep in the swamp. Most dismiss these tales as drunken ramblings, but some of them are a little too convincing to ignore.

Despite their small size, Swamp wurm swarms can be terrifyingly effective predators, using the swamp itself as a weapon to trap their prey.

SWAMP WYRM SWARM

Medium swarm of Tiny dragons, unaligned

Armor Class 13 (natural armor)

Hit Points 58 (9d8 + 18)

Speed 30 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	15 (+2)	4 (-3)	7 (-2)	7 (-2)

Saving Throws Dexterity +4, Constitution +4

Skills Perception +1

Damage Resistances poison

Condition Immunities poisoned

Senses passive Perception 11

Languages -

Challenge 4 (1,100 XP)

Mimicry. The swarm can mimic other creatures for communication and deception. Any creature within 30 feet of the swarm that can hear the swarm must make a DC 15 Wisdom saving throw. On a failed save, a creature can't distinguish the sound from a real one. On a successful save, it understands the sounds are fake, and is immune to the same effect for 1 hour.

Swarm. The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny dragon. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (4d8) piercing damage plus 7 (2d6) poison damage or 9 (2d8) piercing damage plus 7 (2d6) poison damage if the swarm has half of its hit points or fewer.

Constriction. *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the swarm's space. *Hit:* 18 (4d8) bludgeoning damage. If a Large or smaller creature is hit by the attack, it is grappled (escape DC 14). Until the grapple ends, the target is restrained. If a creature can't escape from the grapple for 3 consecutive rounds, it suffocates and falls unconscious. The suffocation ends only if the creature is no longer grappled by the swarm. The swarm can only constrict one creature at a time. If the swarm has half of its hit points or fewer, it can't constrict a creature.

REACTIONS

Cocoon (1/Day). When the swarm drops to 10 hit points or fewer, it takes a cocoon-like shape. In this form, the swarm excretes a corrosive substance, gains a +2 bonus to AC and has advantage on saving throws. Any creature that starts its turn within 10 feet of the cocoon must make a DC 12 Constitution saving throw, taking 10 (3d6) poison damage on a failed save, or half as much damage on a successful one. The cocoon lasts until the swarm drops to 0 hit points. When it drops to 0 hit points, the cocoon explodes in a burst of poison. Each creature within 15 feet of the swarm must make a DC 15 Dexterity saving throw, taking 13 (3d8) poison damage on a failed save, or half as much damage on a successful one.

SWARM OF LIGHTLINGS

Lightlings are Tiny draconic creatures made of pure, primal, radiant energy. They exude a magical bright light, strong enough to banish even magical darkness and brighten the blackest night.

These creatures are mostly found in flocks or swarms;

however, it is possible to encounter a lone lightling and even befriend one. They value their freedom, enjoy heartfelt conversations, and reside where they can have direct exposure to sunlight.

While a single lightling is generally peaceful, a swarm of lightlings becomes far more aggressive, especially when faced with creatures of darkness.



SWARM OF LIGHTLINGS

Medium swarm of Tiny dragons, neutral good

Armor Class 12

Hit Points 22 (4d8 + 4)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	10 (+0)	14 (+2)	11 (+0)

Damage Resistances bludgeoning, piercing and slashing from nonmagical attacks

Damage Immunities radiant

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, prone, restrained, stunned, unconscious

Senses blindsight 60 ft., passive Perception 12

Languages Draconic

Challenge 1/2 (100 XP)

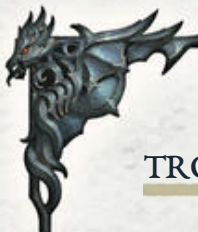
Blinding Radiance. When the swarm of lightlings occupies another creature's space or vice versa, the creature must succeed on a DC 14 Constitution saving throw or become blinded until the end of its turn.

Creature of Light. The swarm of lightlings sheds bright light in a 30-foot radius and dim light for an additional 30 feet. If this area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Swarm. The swarm of lightlings can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny creature. The swarm can't regain hit points or gain temporary hit points.

ACTIONS

Claws of Radiance. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage plus 3 (1d6) radiant damage, or 2 slashing damage plus 2 (1d4) radiant damage if the swarm of lightlings has half of its hit points or fewer.



TROPICAL DRAKE

Tropical drakes are colorful, agile creatures of the jungles and dense hot climates. These mesmerizing creatures live in small, tightly-knit packs with a highly organized social structure, centered around cooperation and hierarchy. Elders teach the younger drakes where to find food and how to survive, while the whole pack shares the duty of raising hatchlings. Unfortunately, their numbers have dropped dramatically in recent years, as hunters seek them out for their colorful scales.

Tropical drakes are highly communicative. Their thin, melodic calls are heard through the forest, sometimes mistaken for birdsong. They warn each other of danger, call for help, or just check in.

Though usually peaceful, these drakes are deadly hunters. They're smart enough to take down elephants, and their diet mostly includes jungle herbivores, roots, or wild fruit.



TROPICAL DRAKE

Medium dragon, unaligned

Armor Class 12

Hit Points 32 (5d8 + 10)

Speed 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	15 (+2)	1 (-5)	16 (+3)	5 (-3)

Saving Throws Dexterity +4, Constitution +4

Skills Perception +5, Survival +5

Damage Resistances poison

Condition Immunities poisoned

Senses darkvision 30 ft., passive Perception 15

Languages -

Challenge 2 (450 XP)

Jungle-Born. The tropical drake can effortlessly move in dense jungle foliage. It can swing between trees and use

vines and undergrowth to its advantage. It has advantage on Dexterity (Acrobatics) and Dexterity (Stealth) checks made in forested or jungle environments. The tropical drake also ignores difficult terrain in those environments.

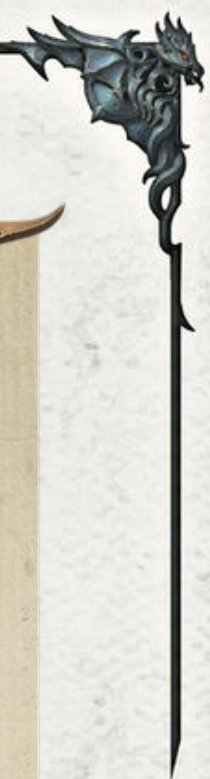
ACTIONS

Multiattack. The tropical drake makes one bite attack and one claw attack, or uses its Prismatic Overload and makes a bite attack.

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) piercing damage plus 2 (1d4) poison damage.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage.

Prismatic Overload. The tropical drake dances and displays its colorful scales to overwhelm its enemies. The drake chooses a creature within 30 feet of it that can see it. The creature must succeed on a DC 13 Wisdom saving throw or be stunned for 1 minute. A stunned creature can repeat the saving throw at the end of each of its turns or when it takes damage, ending the effect on itself on a success.



UNDEAD DRAGON TEMPLATE

Dragons are both physically and mentally powerful, and more importantly, they're privy to many secrets of the universe. It's thus no surprise that necromancers have long sought to harness their power. At first, they used the remains of dead dragons in their undead creations. But over time, they've devised new methods to raise dragons as undead creatures. In some rare cases, dragons even chose undeath for themselves, seeking freedom from the ravages of age or in pursuit of personal goals. Thus, undead dragons came to be.

Only a dragon can become an undead dragon, and it retains its statistics except as described below.

Challenge. The dragon's challenge rating or level increases by 2.

Flesh Movement (Zombie Only). The dragon can turn into a blob of rotten flesh and blood, moving through a space as narrow as 1 inch wide without squeezing.

Grave Movement (Skeletal Only). The dragon can use its action to enter a grave within 30 feet of it that it is aware of, and teleport to an unoccupied space within 30 feet of another grave that is within 1 mile of it that it is aware of. Once the dragon uses this feature, it must finish a long rest to use it again.

Incorporeal Movement (Ghost Only). The dragon can move through other creatures and objects as if they were difficult terrain. The dragon takes 5 (1d10) force damage if it ends its turn inside an object.

Undead Familiarity. The dragon has advantage on Charisma (Deception, Intimidation and Persuasion) checks against the undead.

Undead Nature. The dragon does not need to eat or drink. Although it does not require sleep, it can still benefit from short or long rests.

Immunities. The dragon has immunity to cold, necrotic, and poison damage, and against being charmed, exhausted, frightened and poisoned.

Additional Immunities (Ghost Only). The dragon has immunity to being grappled, petrified, prone and

restrained.

Vulnerabilities (Ghost Only). The dragon has vulnerability to radiant damage.

Vulnerabilities (Skeleton Only). The dragon has vulnerability to bludgeoning and force damage.

Vulnerabilities (Zombie Only). The dragon has vulnerability to piercing damage.

Ghost Dragon's Touch (Ghost Only). By touching an item for 1 minute and concentrating on it, the dragon can transform the item into a phantasmal magic item. A transformed item coexists in the material world and in the Ethereal Plane, which allows them to interact with incorporeal creatures. If an attack can be made with the item, it gains 1 charge. The wielder can expend this charge as a reaction, which can be taken when an attack is made with the item, and ignore the target's armor and shield for the triggering attack. The expended charge is regained at midnight.

Skeletal Dragon's Touch (Skeleton Only). By touching a nonmagical item for 1 minute and concentrating on it, the dragon can transform the item into a magic item made of bones. If the item is a weapon, it grows spikes out of bones, which allows the weapon to deal an extra 1d6 piercing damage on successful weapon attacks. If the item is an armor, the wearer has resistance to piercing damage. If the item is of another type, the item gains 1 charge. The wearer or the wielder can use an action to expend the charge, and choose a target that it can see within 30 feet of it. The target must succeed on a DC 15 Dexterity saving throw or be covered with bone branches, which deal 2d4 piercing damage to the target at the start of each of its turns for 1 minute. The expended charge is regained at midnight.

Zombie Dragon's Touch (Zombie Only). The dragon makes a melee spell attack using its Intelligence, Wisdom or Charisma ability score; whichever is higher. On a hit, the target takes 1d10 necrotic damage for each proficiency bonus that the dragon has. If this damage reduces a creature to 0 hit points, it rises as a **zombie** under the dragon's control. If the target is a dragon, it becomes an undead dragon (zombie).



VAMPIRIC DRAGON TEMPLATE

What's more terrifying than a rampaging dragon? A vampiric dragon in a frenzied state. As sentient, intelligent creatures, dragons can choose to embrace undeath in pursuit of even greater power. Some do so by becoming vampires to unleash their full, relentless potential. While most who seek vampirism are evil by nature, a good-aligned dragon might, in rare cases, willingly become a vampire to serve a greater good.

Vampiric dragons retain the ancient bonds to their lairs and hoards, protecting them with unwavering devotion. What was once a desolate patch of land becomes their eternal sanctuary. Like their living kin, they are feared for turning intruders into loyal thralls and sowing terror in all who dare enter their domain.

Very much like the **dragon lich** (p. 246), a vampiric dragon's size no longer increases after transformation. Its undead nature halts its physical growth, preventing

it from following the natural life cycle. Most dragons thus choose to become vampires only after reaching their maximum size; typically as ancient dragons or greatwyrms.

Though they no longer need food, water, or sleep, vampiric dragons hunger for blood. Their thirst for the crimson ichor of life is legendary; so much so that it has been the subject of many tales of old. To sustain this hunger, vampiric dragons live in places where mortals can be easily manipulated or hunted. Some disguise themselves as humanoids, living among the unsuspecting in crowded cities or remote villages, depending on their preference.

Vampiric dragons have legendary hoards, filled with treasures beyond what a mortal could even dream about. A vampiric dragon is bound to its hoard as strongly as to its life, and constantly seeks to expand it. That deep connection also makes it almost impossible to steal from; their lairs are guarded by thralls, vampire servants, cursed relics, hidden traps, and more.





VAMPIRIC DRAGON TEMPLATE

The vampiric dragon template can be applied to all dragons. A creature with this template retains its statistics, except as follows:

Alignment. The dragon's alignment becomes evil. In some rare cases, the alignment does not change (determined by the GM).

Type. The dragon becomes an undead as well as a dragon.

Armor Class. The dragon's AC increases by 2.

Blood Drain. The dragon's bite attack can suck the blood out of a creature if it has any, dealing an extra 11 (2d10) necrotic damage on a hit. The target must also succeed on a Constitution saving throw (DC = 8 + the dragon's Constitution modifier + the dragon's proficiency bonus) or its Constitution score is reduced by 1d4. This reduction lasts until the creature is subjected to the *greater restoration* spell or a similar magical effect.

Legendary Resistance (3/Day). If the dragon fails a saving throw, it can choose to succeed instead. If the dragon already has Legendary Resistance, the number of times it can use it per day increases by 1.

Necrotic Claws. The dragon's melee weapon attacks (except the bite attack) deal an extra 7 (2d6) necrotic damage on a hit. The dragon regains a number of hit points equal to the necrotic damage dealt, and the target's hit point maximum is reduced by an amount equal to half of the necrotic damage dealt. This reduction lasts until the target finishes a long rest. If this reduction reduces the target to 0 hit points, its soul can't depart for the afterlife. The creature rises as a **vampire thrall** that obeys the commands of the vampiric dragon 1d4 days later.

Regeneration. The vampiric dragon regains 20 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampiric dragon takes radiant damage or damage from holy water, this trait doesn't function at the start of the dragon's next turn.

Sunlight Hypersensitivity. The vampiric dragon takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

Shapechanger. If the vampiric dragon isn't in sunlight or running water, it can use its action to polymorph into a Tiny **bat**, a Medium humanoid, or a Medium cloud of mist, or back into its true form.

While in bat form, the dragon can't speak, its walking speed is 5 feet, and it has a flying speed of 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in humanoid form, the dragon can change its shape to mimic any humanoid it has seen before. Its walking speed is 30 feet. Its statistics, other than its size and speed, are unchanged. Anything it is wearing transforms with it, but nothing it is carrying does. It reverts to its true form if it dies.

While in mist form, the dragon can't take any actions, speak, or manipulate objects. It is weightless, has a flying speed of 20 feet, can hover, and can enter a hostile creature's space and stop there. In addition, if air can pass through a space, the mist can do so without squeezing, and it can't pass through water. It has advantage on Strength, Dexterity, and Constitution saving throws, and it is immune to all nonmagical damage, except the damage it takes from sunlight.

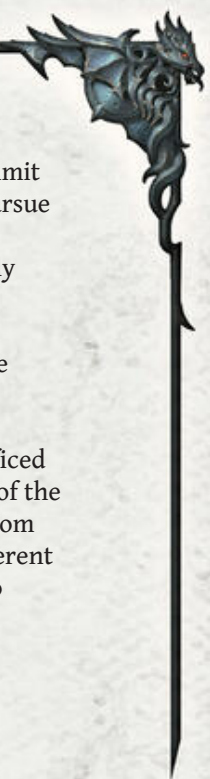
Turn Resistance. The dragon has advantage on saving throws against any effect that turns undead.

Vampiric Nature. The dragon must drink blood to sustain itself. The required amount of blood worths hit points equal to 3 x challenge rating of the dragon. For example, a vampiric dragon with a challenge rating of 15 must consume 45 hit points worth of blood every 24 hours to sustain itself. The necrotic damage dealt by the Blood Drain feature counts against the number of required amount, or the dragon can find a source and drink its blood.

Challenge. The dragon's challenge rating increases by 2.

Senses. The dragon has truesight with a radius of 120 feet.

Immunities. The dragon has immunity to necrotic and poison damage, as well as to being charmed, frightened and poisoned.



VOLTRAGON

Voltragons are horrific constructs, created from the remains of one or more dead dragons. To create a voltragon, two hands, two feet, a torso, and a head, each from a dragon, are gathered in a pit. A willing humanoid creature, eager to take part in this dark transformation, enters the pit where the gathered parts lie waiting. The creature must slowly bleed while chanting the sacred words of this ancient ritual. As the blood seeps into the pit, drenching the draconic remains, the life of the humanoid is drained, binding the body parts of the dragons. From this dark union, a voltragon is born.

Humanoids may undergo this dark transformation

for many reasons: to serve a draconic deity, to commit blasphemy against the draconic pantheon, or to pursue greater power at any cost. Whatever their reasons may be, they emerge from the ritual as a completely different being.

Due to the nature of the ritual, some of the voltragon's body parts appear severed, but they are held together by the humanoid's life essence. Now the host of this essence, the voltragon becomes a sentient being, carrying the memories of the sacrificed humanoid. Some voltragons inherit the memories of the dragon; especially if the body parts are gathered from a single draconic creature. If the body parts of different dragons give birth to a voltragon that has access to all their memories, the voltragon may suffer from personality disorders, haunted by clashing visions.

VOLTRAGON

Medium construction, neutral

Armor Class 18 (natural armor)

Hit Points 142 (15d8 + 75)

Speed fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	16 (+3)	20 (+5)	8 (-1)	12 (+1)	10 (+0)

Damage Resistances acid, cold, fire, lightning, poison, thunder

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks

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

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 11

Languages Draconic and any additional languages it knew before the transformation

Challenge 10 (5,900 XP)

ACTIONS

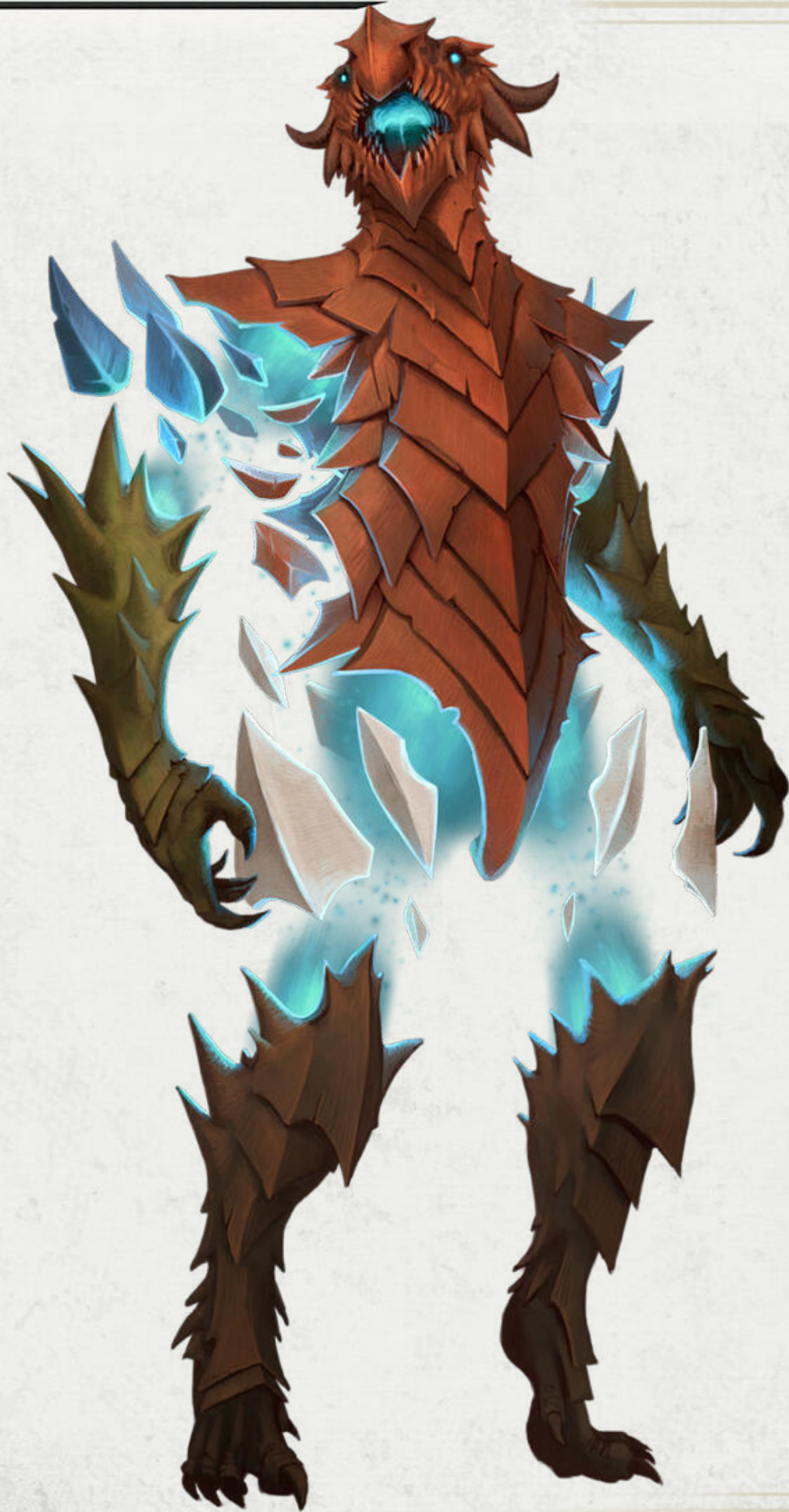
Multiattack. The voltragon makes two melee weapon attacks: one with its bite, one with its claw.

Bite. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) piercing damage plus 9 (2d8) necrotic damage, or 16 (2d8 + 7) piercing damage plus 9 (2d8) necrotic damage if the voltragon is Large.

Claw. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d6 + 7) slashing damage plus 7 (2d6) acid, cold, fire, lightning, poison or thunder damage (determined by the GM when the voltragon is born), or 16 (2d8 + 7) piercing damage plus 7 (2d6) acid, cold, fire, lightning, poison, or thunder damage if the voltragon is Large.

BONUS ACTIONS

Body Dispatch. The voltragon's body parts start to move away from each other, increasing its size to Large. While its size is Large, its melee weapon attacks have a reach of 10 feet, and its melee weapon attacks deal more damage (included in the attacks). However, voltragon's AC drops to 16 while it is Large. The voltragon also can decrease its size to Medium using this feature.





WIND SERPENT

Most people think of mountains as symbols of strength; immovable and eternal. But the wind knows better. It doesn't break the mountain with force. It wears it down, grain by grain, until one day, the stone cracks. Freedom is like that in a way. It doesn't always come with trumpets and battle cries. Sometimes it starts as a breath of fresh air and ends as a storm no tyrant can hold back. No matter how unbreakable a ruler may seem, no king or queen rules forever.

Wind serpents are the living spirit of freedom. They move like the wind; invisible, silent, and strong. When

an oppressive ruler is overthrown, when winds of change grace a land, when small tribes unite against great armies, you can be sure there is a wind serpent high above the clouds, watching over them, granting them gifts, guiding mortals to freedom.

In some cultures, wind serpents are worshiped as gods of the sky, freedom, weather, and wisdom. Warlocks make pacts with them to overthrow oppressors. Paladins fight in their name. Druids thank them with every breath of fresh air.

WIND SERPENT

Gargantuan dragon, chaotic good

Armor Class 19 (natural armor)

Hit Points 314 (17d20 + 120)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	25 (+7)	27 (+8)	20 (+5)	30 (+10)	24 (+7)

Saving Throws Dexterity +13, Constitution +14, Wisdom +16, Charisma +13

Skills Athletics +13, History +11, Perception +16, Religion +11

Damage Resistances cold, fire, lightning, poison, thunder

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, restrained, stunned

Senses truesight 120 ft., passive Perception 26

Languages All, telepathy 120 ft.

Challenge 20 (25,000 XP)

Aura of Freedom. The wind serpent emanates an encouraging aura in a 120-foot radius centered on itself. Each ally within the area has advantage on saving throws against being charmed, frightened, grappled, paralyzed, stunned or restrained.

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

Innate Spellcasting. The wind serpent's innate spellcasting ability is Charisma (DC 21, +13 to hit). It can innately cast the following spells, requiring no material components:

At will: *alarm, gust of wind, minor illusion, sleet storm, suggestion,*

5/day each: *cone of cold, freedom of movement, geas, passwall, unbreakable fortress of draconic mind***

3/day each: *aid of the hourglass dragon**, control weather, sequester, teleport*

1/day each: *arcane legacy**, power word stun, storm of vengeance, wish**

*The wind serpent mostly casts its *wish* spell to merely release a creature or a group out of oppression. When it casts the spell for this purpose, it experiences no stress during the spellcasting.

ACTIONS

Multiattack. The wind serpent makes two bite attacks.

Bite. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 17 (3d6 + 7) piercing damage plus 7 (2d6) lightning damage.

Hurricane (Recharge 5-6). The wind serpent creates a powerful hurricane on a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Constitution saving throw. On a failed save, a creature takes 70 (20d6) force damage and is knocked prone. On a successful save, the damage is halved and the creature isn't knocked prone.

Stormcaller. The wind serpent summons a powerful storm in a 60-foot radius centered on itself. The area becomes heavily obscured by dark clouds, torrential rain, and fierce winds. The storm lasts for 1 minute or until the wind serpent dismisses it (no action required). At the start of each of its turns, the wind serpent can choose one creature it can see within the storm. The target must make a DC 18 Dexterity saving throw, taking 18 (4d8) lightning damage on a failed save, or half as much damage on a successful one. If the target has any other creature within 10 feet of it, that creature also takes 9 (2d8) lightning damage.



REACTIONS

Celestial Wisdom. The wind serpent can grant an ally within 120 feet of it advantage on its next Intelligence or Wisdom check.

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.

Attack. The wind serpent makes a bite attack.

Spellcasting (Costs 2 Actions). The wind serpent uses its Innate Spellcasting.

Fires of Drought (Costs 3 Actions). The wind serpent invokes a dry and dehydrating wind in a 60-foot radius centered on it. The wind spreads around corners. Each creature in the area must make a DC 18 Constitution saving throw. On a failed save, a creature takes 44 (8d10) fire damage and suffers one level of exhaustion. On a successful save, the damage is halved and the creature does not suffer exhaustion.



DRACONIC NPCs



Denadra

Denadra is a dragon who doesn't know how to be a dragon. His name, an abbreviation of "Definitely Not a Dragon", was given to him by the adventurers he now travels with. A young soul dragon stolen from his mother's lair, he never learned what it truly means to be a dragon. Now, he wanders the world in search of purpose, meaning, and identity.

DENADRA'S STORY

Denadra had never seen another dragon. Not truly. His earliest memories weren't of a mother's warmth, nor of a hoard gleaming in the dim light of a cave. There were no ancient teachings from elder wyrms, no majestic flights through the open sky. Only darkness. A cold cage. Rough hands that smelled of rust and desperation.

He was stolen before he ever understood what he was. To the bandits, he was just a rare prize; valuable, mysterious, and dangerous. But they had no idea how to care for him. By luck or fate, Denadra slipped through their fingers and escaped before he could be sold, trained, or worse.

He found himself among adventurers, misfits and wanderers. They did not call him by some grand draconic name, nor did they fear him. Instead, they laughed at his awkwardness, at his inability

to breathe fire or hoard gold. One of them, a half-elf bard with a sharp tongue and a sharper wit, gave him his name: Denadra - Definitely Not A Dragon. The name stuck. He didn't know if it was an insult or a joke, but he embraced it. After all, he wasn't a dragon, but what was he?

Thus began his journey of discovery. He followed his newfound friends across kingdoms and wilds, learning what it meant to be alive, to laugh, to fight, to love, to mourn. He studied wizards to understand magic, listened to monks who spoke of the soul, and stood beside paladins who spoke of justice. He marveled at cities, at towering spires and bustling streets, at the way people lived and died, fought and loved.



Yet, deep within him, there was always a question: What is a dragon? Was it the scales, the wings he barely knew how to use, the fire he had never learned to breathe? He was already able to conjure weapons, cast some spells and sense death, but he was not sure whether these were the abilities of a dragon or not. Was it something deeper, something grander?

One day, as he stood atop a mountain, watching the sunset paint the world in gold and crimson, he realized the truth. Dragons were not defined by their hoards or their might, their power or their terror. Dragons were, at their core, seekers of wisdom, of treasure, of meaning. And so was he.

Denadra would find his answer, even if it took him across the stars and into the unknown. And maybe, just maybe, when he finally meets another dragon who knows the skies and the fire and the ancient ways, he will be able to stand before them and say, without doubt: "I am Denadra. And I am a dragon."

DENADRA'S GOALS

Denadra is driven to understand what it means to be a dragon. He seeks out others of his kind, especially elders, hoping to find answers. Along the way, he often joins adventurers on quests, both for camaraderie and curiosity. He's also dedicated to rescuing stolen dragon eggs, hoping to save others from the fate he narrowly escaped.

There's one more mystery he's eager to solve: love. Among all the strange and wonderful things mortals experience, love fascinates him most. He wants to know what it feels like to love and be loved in return.

ROLEPLAYING DENADRA

Denadra is a free spirit with a heart full of wonder and compassion. He despises slavers and tyrants and gladly stands against them. Good stories, bad wine, and a campfire are more than enough for him to live on. He's awkward, earnest, and deeply kind.

DENADRA

Large dragon, chaotic good

Armor Class 18 (natural armor)

Hit Points 144 (17d10 + 51)

Speed 40 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	17 (+3)	14 (+2)	19 (+4)	18 (+4)

Saving Throws Strength +7, Wisdom +7, Charisma +7

Skills Athletics +7, History +5, Nature +5, Perception +7, Persuasion +7, Religion +5

Damage Resistances necrotic, radiant

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Dwarvish, Elvish, Gnomish

Challenge 8 (3,900 XP)

Soul Sight. Denadra knows if there is a soul within 60 feet of himself that has not departed after death. He can see into all planes of existence that coexist with the plane he

is currently on. Although he doesn't know how he does it, this is one of his innate, dragon abilities.

ACTIONS

Multiattack. Denadra makes one *ethereal morningstar* attack and one *glowing halberd* attack.

Ethereal Morningstar. *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage plus 3 (1d6) necrotic damage. Denadra conjures a magical and ethereal morningstar and attacks with it.

Glowing Halberd. *Melee Spell Attack:* +7 to hit, reach 15 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 3 (1d6) radiant damage. Denadra conjures a magical halberd of light and attacks with it. The halberd sheds bright light in a 30-foot radius, and dim light for an additional 30 feet.

Spellcasting. Denadra casts one of the following spells, requiring no spell components and using Wisdom as his spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *detect evil and good, guidance, light*

2/day each: *bane, bless, cure wounds, guiding bolt, speak with dead*

1/day each: *branding smite, spiritual weapon, warding bond*



Frazax Kailtian

Frazax Kailtian is a slender tiefling with dark crimson skin with a sharp, angular face. His orange, glowing eyes, short, curved horns, long black hair streaked with silver, and a claw scar across his cheek (a souvenir from his lair-raiding days) give him an air of danger and charisma. Frazax dresses in dark leather clothing, practical for combat and in keeping with his disguise as the innkeeper of the Vaulted Fang; the base of the Scale Collectors (p. 108). He wears a silver pendant around his neck, shaped like a dragon's claw; a trophy from his first successful raid.

FRAZAX'S STORY

Frazax Kailtian was born in a poor, small village, to a human mother and a tiefling father. His parents were as kind as a villager struggling to make ends meet could be. From a young age, Frazax learned how to survive by being quick; both with his mind and his fingers. To help them make ends meet, he often stole food and small trinkets, storing them in his family's kitchen. Over time, his skills grew sharper, and he became the unseen cause of many whispered complaints in the village square.

At age fifteen, he overheard a group of traveling adventurers talking about dragon hoards and riches. He followed them into the wild, only to witness their deaths at the claws of a young dragon. He fled home, terrified but intrigued. He had seen, for the first time ever, the possibility of finding wealth beyond what his village had to offer.

Eventually, he ventured out on his own.

Years later, on the run from bounty hunters, he stumbled into a wyrmling's lair and stole a magical amulet. Not only was raiding dragon hoards profitable, it was exhilarating.

As he grew older, Frazax gathered a network of like-minded thieves. Together, they formed the Scale Collectors, with Frazax as their leader. His reputation as a cunning and fearless leader spread, and soon, the organization was thriving.

Frazax did not forget about his parents. They live in a manor close to the Vaulted Fang, and Frazax visits them from time to time to meet their financial needs, telling no one else of their existence.



FRAZAX'S GOALS

To an outside observer, Frazax's ultimate goal seems to be to become the richest being alive; however, he is not as shallow as he seems. In truth, he wishes to make sure that no one he loves ever suffers poverty again. That is not to say he is not greedy. One of his more selfish wishes is to have a hoard so immense that it's an envy of the wealthiest of dragons.

ROLEPLAYING FRAZAX

Frazax is charming, witty, and always alert. He knows how to read a room and turn any situation to his advantage. He rarely reveals his true intentions and plays his cards close to the chest. If one crosses him, or the Scale Collectors, his demeanor turns cold and ruthless. He values loyalty above all else and has no patience for betrayal.

FRAZAX KAILTIAN

Medium humanoid (tiefling), chaotic neutral

Armor Class 20 (+2 studded leather)

Hit Points 180 (24d8 + 72)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	16 (+3)	18 (+4)	14 (+2)	20 (+5)

Saving Throws Dexterity +11, Wisdom +7, Charisma +10

Skills Acrobatics +16, Deception +10, Insight +7, Investigation +9, Perception +7, Sleight of Hand +16, Stealth +16

Damage Resistances fire

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Infernal, Thieves' Cant

Challenge 13 (10,000 XP)

Evasion. If Frazax is subjected to an effect that allows him to make a Dexterity saving throw to take half damage, he instead takes no damage if he succeeds on the saving throw and only half damage if he fails.

Master Thief. Frazax's proficiency bonus is doubled while making Dexterity (Acrobatics), Dexterity (Sleight of Hand), and Dexterity (Stealth) checks.

Sneak Attack (1/Turn). Frazax deals an extra 21 (6d6) damage when he hits a target with a weapon attack if he has advantage on the attack roll, or if the target is within 5 feet of an ally of Frazax that isn't incapacitated and Frazax doesn't have disadvantage on the attack roll.

ACTIONS

Multiattack. Frazax makes three melee weapon attacks; two with Drakefang and one with Serpent's Tongue.

Drakefang (+2 Dagger). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 10 (1d4 + 8) piercing damage plus 10 (3d6) fire damage. On a hit, the target must succeed on a DC 18 Constitution saving throw or it cannot regain hit points until the end of its next turn.

Serpent's Tongue (Shortsword). *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage plus 14 (4d6) poison damage. On a hit, the target must succeed on a DC 18 Constitution saving throw or be poisoned until the end of its next turn.

Dragon Claws (1/Day). Frazax speaks a command word and his amulet glows with a dark green color. A Huge spectral dragon claw appears in front of it and attacks in a 30-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 22 (4d10) slashing damage and 22 (4d10) necrotic damage on a failed save, or half as much damage on a successful one.

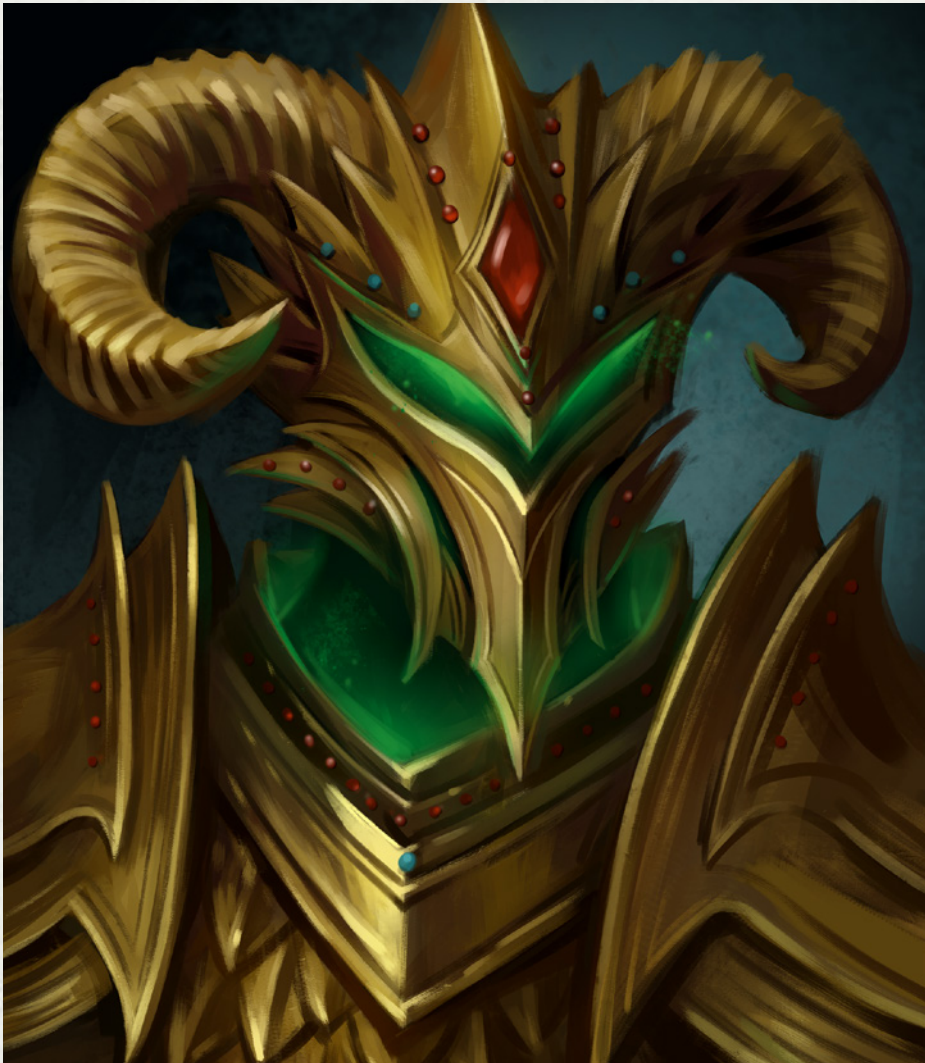
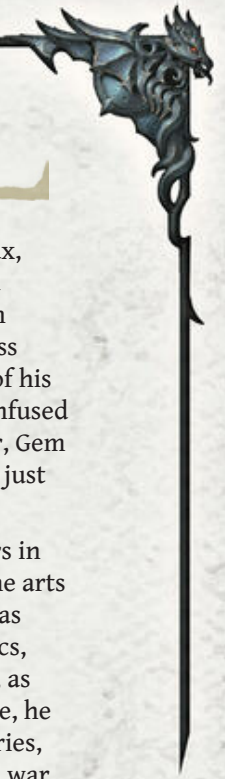
BONUS ACTIONS

Cunning Action. Frazax can take the Dash, Disengage, or Hide action.

Shadow Step. Frazax can teleport up to an unoccupied space of his choice that he can see within 30 feet of himself. The chosen space must be in dim light or darkness.

REACTIONS

Uncanny Dodge. When an attacker that Frazax can see hits him with an attack, he can use his reaction to halve the attack's damage.



GEM'S STORY

For war dragons like Krazax, battle isn't a conflict, but a way of life. He created Gem Knightblood to travel across the lands, singing praises of his victories. As a great bard infused with the blood of a warrior, Gem now spends his days doing just that.

Gem spent his early years in Krazax's lair, training in the arts of war. When his master was present, Gem learned tactics, strategies, and maneuvers, as well as combat. When alone, he studied old tales and victories, learning how to succeed in war through oratory skill.

After five years, Krazax deemed him ready. Gem was sent into the world to earn glory and spread tales of the mighty war dragon. He now wanders the lands like a lost pilgrim, looking for new ferocious battles to survive and make his master proud. Once he feels he has done enough, he will return to Krazax and tell him of his deeds.

Gem Knightblood

Gem is a hoardborn (p. 8), created by an ancient war dragon (p. 226) that is known to mortals as "Krazax". Krazax created Gem Knightblood in the image of a half dragon, from gems, magical items and gold taken from its own hoard. What makes Gem special is that he was infused with the blood of a fallen knight, giving him not only sentience, but a knight's honor. As a true warrior, loyal and fearless, he is everything Krazax wanted in a servant.

GEM'S GOALS

Gem wants to immortalize Krazax as the greatest war dragon who ever lived. He sings his ballads in taverns, on battlefields, and in the darkest dungeons. At the same time, Gem craves glory for himself. He hopes to return to Krazax one day and be seen as a worthy creation; a war hero in his own right.

ROLEPLAYING GEM

Gem is a valiant warrior and a bard with a thunderous voice. He sings, talks and thinks about war. He aligns himself with those he believes have the upperhand, and shows little emotion in his relationships. "War demands a heart of steel," Krazax once told him, and Gem took those words to heart.

GEM KNIGHTBLOOD

Huge construct (hoardborn), chaotic good

Armor Class 16 (shield)

Hit Points 50 (magical life form)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	18 (+4)	22 (+6)	16 (+3)	16 (+3)	22 (+6)

Saving Throws Strength +11, Charisma +11

Skills Athletics +11, Intimidation +11, Performance +11, Perception +8

Damage Resistances poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 18

Languages Common, Draconic

Challenge 13 (10,000 XP)

Hoardborn Nature. Gem is a construct created by pure magic. He has immunity to diseases, and advantage on saving throws against being poisoned. He doesn't need to sleep, eat, drink, or breathe. Magic can't put him to sleep. He can finish a long rest in 4 hours if he spends those hours in an inactive state, looking like a pile of treasure.

Magic-Eating Body. Magic holds Gem's body together, which can't be suppressed by the *dispel magic* or *antimagic field* spells.

Magical Life Form (3/Long Rest). Gem's hit point maximum cannot exceed 50. When Gem drops to 0 hit points, the items that form his body scatter all around, and he fails one death saving throw. They are automatically gathered at the start of his next turn, and he regains 25 hit points.

Walking Treasure. Gem's body creates a small pile of treasure each day. At the end of each of his long rests, he can take coins, jewels, and items out of his body, of which the total worth is 10 gp.

ACTIONS

Multiattack. Gem Knightblood makes three melee weapon attacks.

Golden Sword. *Melee Weapon Attack:* +11 to hit, reach 5 ft., one target. *Hit:* 19 (3d8 + 6) slashing damage plus 4 (1d8) fire damage.

Drakthu (1/Day). Gem shouts this draconic word and unleashes a powerful wind originating from him in a direction of his choice. Each creature on a line that is 30-foot long and 5-foot wide must make a DC 19 Strength saving throw. On a failed save, a creature takes 4d4 force damage and is pushed 10 feet away. On a successful save, the damage is halved, and the creature isn't pushed away.

Magic Eating. Gem can consume the magic contained within an unattended magic item that he touches and regain a number of hit points equal to 5 for common items, 10 for uncommon items, 20 for rare items, and 50 for very rare items. He can't consume legendary items in this way. Consuming a magic item in this way destroys the item.

Vostil (6/Day). Gem speaks this draconic word and hurls an orb at a point of his choice within 60 feet of him. The orb explodes on impact. All creatures within 15 feet of that point must make a DC 19 Dexterity saving throw; taking 14 (4d6) acid, cold, fire, lightning, or poison damage (his choice) on a failed save, or half as much damage on a successful one.

BONUS ACTIONS

Fyrmir (1/Day). Gem shouts this draconic word and fills his body with draconic speed. He gains the benefits of the *haste* spell for 6 rounds, which doesn't require concentration.

Vault of Temporary Magic (3/Long Rest). Gem can take an item of any rarity of his choice out of his body. The item stays until the end of his next turn, after which it disappears, returning it to his body.

REACTIONS

Fythir (1/Day). When an ally that Gem can see within 60 feet deals damage, he can shout this draconic word and double the damage dealt.

Sulrun (1/Day). When Gem takes damage, he can shout this draconic word, covering his body with dragon scales, and halving the damage. If he takes damage of multiple types simultaneously, each type is halved.



GRATZAR'S STORY

Gratzar was born in the great dwarven halls of Khaldrin, an ancient dwarf clan nestled under misty, great mountains. As the eldest son of the clan leader Thromar Brassclaw, Gratzar was expected to lead his people when the time came. Smithing and crafting tools of war were two things that would pride the clan the most. They celebrated the creation of powerful weapons with great ceremonies and displayed truly worthy works in the throne room. Gratzar was being trained to become the leader, but he dreamed of becoming a legendary blacksmith.

Fate started to weave its mysterious webs of unfortunate events when the miners of the clan came across a black dragon's lair. Though the beast was slain, the battle cost the lives of half the clan. Thromar ordered the dragon's remains to be turned into weapons to honor the fallen. A grand competition was held, and Gratzar, at only fifteen, entered in secret.

He didn't win, but something strange happened as he worked; glowing runes appeared along his arms. Afraid of what his father might say, he confessed. Instead of anger, Thromar saw the runes as a divine gift from the gods of the forge.

Gratzar left clan leadership to his sister, and left the halls to learn more about crafting. Never forgetting the demise of half his clan, he eventually became interested in using dragon parts in his craft. Now, he can craft practically anything from any draconic creature, provided that there is enough time and enough materials.

Gratzar Bonehammer

Gratzar Bonehammer is a dwarf blacksmith who forges weapons and armor from the bones of dragons. His hands are scarred from years of hard work, and his red hair, tied back with a leather strap, is often dusted with powdered bone. His deep blue eyes exude skill and determination, and his strong arms are etched with Draconic runes. In his forge, surrounded by the smell of fire and bone, Gratzar turns dragon remains into powerful tools of battle. His favourite creation is the bonehammer, made from a dragon's skull. It is both his crafting tool and his weapon of choice.



GRATZAR'S GOALS

Gratzar constantly works to improve his *bonehammer*, upgrading it with new components and enhancements. It's more than a weapon; it's a symbol of his journey that started in great dwarven halls. He prefers solitude in his workshop but is always happy to discuss the "fine art of dragon smithing" with anyone who shares his passion.

ROLEPLAYING GRATZAR

Gratzar respects dragons deeply, but also sees evil ones as raw material for new creations. He's friendly and warm to those who treat him well, but quick to anger if disrespected.

GRATZAR BONEHAMMER

Medium humanoid (dwarf), neutral good

Armor Class 17 (draconic scale mail)

Hit Points 95 (10d8 + 50)

Speed 25 ft.

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

Saving Throws Strength +8, Constitution +8

Skills Medicine +8, Nature +8, Perception +8, Survival +8

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 18

Languages Common, Draconic, Dwarvish

Challenge 5 (1,800 XP)

Bonehammer. While Gratzar has the *bonehammer* in his hands, he has advantage on attack rolls, and he counts as Large when determining his carrying capacity and the weight he can push, drag, or lift.

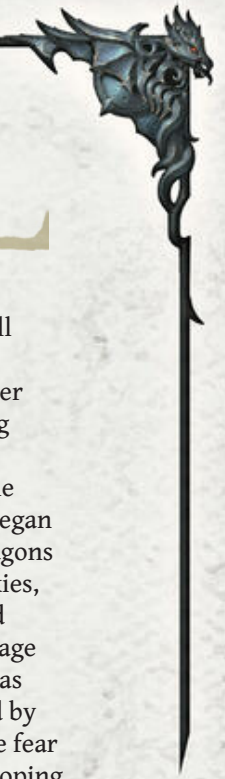
Dwarven Resilience. Gratzar has advantage on saving throws against being poisoned.

Master Crafter. Gratzar has advantage on ability checks and saving throws related to Draconic Smithing.

ACTIONS

Multiattack. Gratzar makes two melee weapon attacks with his *bonehammer*.

Bonehammer (+2 Warhammer). *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 11 (1d8 + 7) bludgeoning damage, 12 (1d10 + 7) bludgeoning damage if wielded with two hands.



MYRVA'S STORY

Myrva was born in a small fishing village along a small coast. Her early life was unremarkable; she spent her time mending nets, helping her family catch fish, and living day to day. Her whole world changed when she began having vivid dreams of dragons soaring through endless skies, accompanied by whispered words in Draconic, a language she didn't yet know. She was frightened at first, plagued by these visions. However, the fear didn't keep her from developing a burning curiosity.

When Myrva was a teenager, her village was attacked by pirates. Amid the chaos, a gargantuan bronze dragon rose from the sea, scattering the raiders and saving the village. Touched by the elegance of the dragon, Myrva approached it and the dragon roared. People ran in fear, but Myrva understood the dragon's words: "flames of destiny". Inspired by the dragon, she left her village and set out on a journey to

uncover what its words truly meant.

Over the years, Myrva studied dragons with scholars, adventurers, and spellcasters. She excelled in divination magic, which brought her closer to the knowledge she sought. Her skill and ambition caught the attention of Faelithra, a lorekeeper of the Order of the Eternal Flame. Faelithra guided Myrva to the hidden Eye of Kinarax monastery, where Myrva passed the Trial of Eternal Flames and became an Ember, the newest member of the Order of the Eternal Flame.

Over the years, Myrva rose through the ranks thanks to her gift for deciphering ancient Draconic and her mastery of divination. When the previous High Flame passed, Myrva was chosen to lead. Now, she has dedicated her life to the order, as she believes that this was the meaning of the bronze dragon's message and the will of the deities who sent her visions in her youth.

High Flame Myrva Fireheart

Myrva Fireheart is a graceful half elf with bright red hair that dances like flame. Her emerald eyes shimmer, especially when she casts spells, giving her an air of divinity. She wears simple robes embroidered with golden dragon patterns, showing her devotion to the Order of the Eternal Flame (p. 106) and to the draconic deities. Her presence is calm and peaceful, and her gentle voice has a way of putting even the most anxious acolyte at ease.



MYRVA'S GOALS

Myrva's primary goal is to uncover and preserve the lost pages of *Corpus Draconis* (p. 144). She dreams of one day finding all the pages to complete the tome, which she believes holds the key to understanding Kinarax's ultimate sacrifice, described at the start of the same book. Her divinations are often focused on this pursuit. Personally, she is driven by the desire to honor the bronze dragon who once saved her home.

ROLEPLAYING MYRVA

Myrva has a way of drawing people closer thanks to her calm, quiet and confident demeanor. She always means what she says and says what she means, speaking firmly and deliberately. When it comes to the order, she is always disciplined and steadfast.

HIGH FLAME MYRVA FIREHEART

Medium humanoid (half elf), lawful good

Armor Class 13 (16 with mage armor)

Hit Points 212 (25d8 + 100)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	18 (+4)	22 (+6)	16 (+3)	20 (+5)

Saving Throws Intelligence +11, Wisdom +8, Charisma +10

Skills Arcana +11, History +11, Insight +8, Perception +8, Persuasion +10, Religion +11

Senses darkvision 60 ft., passive Perception 18

Languages Common, Draconic, Elvish

Challenge 15 (13,000 XP)

Draconic Wisdom. Myrva has advantage on Intelligence and Wisdom checks related to dragons and draconic lore.

Legendary Resistance (1/Day). If Myrva fails a saving throw, she can choose to succeed instead.

Master of Divination (3/Day). Myrva can reroll any attack roll, saving throw, or ability check she makes.

Spellcasting. Myrva is a 17th-level spellcaster. Her spellcasting ability is Intelligence (spell save DC 19, +11 to hit with spell attacks). She has the following spells prepared:

Cantrips (at will): *fire bolt*, *guidance*, *mage hand*, *minor illusion*, *prestidigitation*

1st level (4 slots): *detect magic*, *mage armor****, *sense dragon**

shield, *skillful bond of wyrmlings**

2nd level (3 slots): *hold person*, *mirror image*, *misty step*, *see invisibility*

3rd level (3 slots): *counterspell*, *dispel magic*, *fireball*, *tongues*

4th level (3 slots): *dragon mark**, *greater invisibility*, *phantasmal killer*

5th level (2 slots): *kinarax's wrath**, *legend lore*, *scrying*, *wall of force*

6th level (1 slot): *aid of the time dragon**, *globe of invulnerability*, *true seeing*

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

8th level (1 slot): *dominate monster*

9th level (1 slot): *foresight*

*This spell is described in this book.

** This spell is already cast on Myrva before combat

ACTIONS

Dragonskull. Ranged Spell Attack: +11 to hit, range 120 ft., four targets. Hit: 10 (3d6) bludgeoning plus 10 (3d6) fire damage. Four flaming spectral draconic skulls appear from the tip of Myrva's hand and hit the targets.

BONUS ACTIONS

Bestow Weakness. Myrva chooses one creature she can see within 60 feet. That creature has disadvantage on the next saving throw it makes within 1 minute.

REACTIONS

Divination Shield. When Myrva or an ally within 30 feet of her that she can see is targeted by an attack, she can grant a +2 bonus to AC against the triggering attack.



Lady Tallinda

Lady Tallinda is an old half-dragon, whose golden scales shimmer with draconic might and magical power. Her piercing gaze reflects both her draconic heritage and her role as the leader of a knightly order.

Her pitch-black horns create an elegant contrast against her golden scales. She wears a masterfully crafted armor that has the engravings of a pair of dragon wings, the symbol of her knight order.

TALLINDA'S STORY

Lady Tallinda is believed to be the descendant of Knight Warrior Alderan, a legendary figure said to be the first to ride a dragon into battle. According to tales told and retold through the ages, he formed an unbreakable bond with his dragon mount, a connection that was passed down through generations, resulting in half-dragons and dragonborn among his descendants, despite him being an elf.

Tallinda neither confirms nor denies her connection to Alderan; however, almost all members of the Order of Wind Fury (p. 107) believe that their leader is the descendant of the legendary knight. Tallinda avoids talking about her descentance; her mother died giving birth to her, and her father, a grim man, never spoke of his wife again. Those closest to her know that both of her parents were elves, which supports their belief that she is Alderan's great-grandchild.

Her early life was filled with challenges. Scholars sought to study her, mages wished to test her for magical anomalies, and warriors pushed to train her. Sad, considering that all she wanted was acceptance.

A blood moon rose the night she was born, a mystery that haunted her. She eventually pressed her father for answers about her mother, and learned that such unusual births were not unheard of on her mother's side.

Driven by a longing to understand her nature, she set out on a path of adventure. Along the way, she grew to respect the power and majesty of dragons and longed to form bonds with them. In time, she founded the knightly Order of Wind Fury to protect and revere dragons. Later in life, she defended the lair of a silver dragon named Darion, forging a deep bond with it. Today, she rides Darion into battle and leads the knights of the order she founded.



TALLINDA'S GOALS

Tallinda believes good-aligned dragons should rule the skies and protect the world from evil. She also wishes to expand her order and train a new generation of dragon riders.

ROLEPLAYING TALLINDA

Tallinda is commanding and compassionate, changing her demeanor depending on the situation at hand. She listens carefully before speaking, valuing wisdom and diplomacy. When addressing others, she maintains a gentle but authoritative tone, making her intentions clear without being harsh.

LADY TALLINDA

Medium humanoid (half dragon elf), lawful good

Armor Class 18 (plate)

Hit Points 209 (22d8 + 110)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	20 (+5)	14 (+2)	18 (+4)	20 (+5)

Saving Throws Strength +11, Wisdom +9, Charisma +10

Skills Animal Handling +7, Athletics +11, Insight +9, Intimidation +10, Perception +9

Damage Resistances cold, fire

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 19

Languages Common, Draconic, Elvish

Challenge 7 (2,900 XP)

Draconic Resolve. Tallinda and the wyrm summoned by the Wyrms Call feature have advantage on saving throws against being charmed and frightened when she and the wyrm are within 30 feet of each other.

Fey Ancestry. Tallinda has advantage on saving throws against being charmed, and magic can't put her to sleep.

Manipulate Luck (3/Day). When Tallinda makes an ability check, attack roll or saving throw, she can choose to have a +1d6 bonus on the roll.

Trance. Tallinda does not sleep. Instead, she needs to meditate deeply, remaining semi-conscious, for 4 hours per day, to gain the benefits of a long rest.

Wyrms Call. Tallinda can summon an **elemental wyrm** by performing a ten minute ritual. When she summons the dragon, the wyrm appears in an unoccupied space of her choice that she can see within 90 feet. The wyrm disappears when it drops to 0 hit points or when Tallinda dismisses it (no action required). The wyrm is an ally to

Tallinda and her allies. In combat, the wyrm shares her initiative count, and it can take its turn immediately before or after hers. It obeys her mental commands (which requires a bonus action). If she doesn't issue any, it takes any action it wants.

Although dismissing the wyrm requires no action, Tallinda can use her bonus action to banish it temporarily into a pocket dimension within her dreams. She can use another bonus action to cause the wyrm to reappear in any unoccupied space of her choice that she can see within 30 feet. When she does so, the wyrm appears with the same statistics it had when she banished it. The wyrm also disappears if she falls unconscious.

Wyrms Strike (4/Day). Once per turn, when Tallinda makes a weapon or spell attack, the wyrm summoned by the Wyrms Call feature can use its reaction to make a weapon or spell attack, or vice versa.

ACTIONS

Multiattack. Lady Tallinda makes three melee weapon attacks.

Greatwyrms Claw (+2 Greatsword). *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage plus 10 (3d6) fire damage. The fire damage cannot be reduced by any means, as it was forged with the fire breath of a greatwyrms.

Wreak Elemental Havoc (4/Day). Tallinda summons unchained elemental energy and unleashes it onto a creature of her choice that she can see within 30 feet of her. The target must make a DC 15 Constitution saving throw. On a failed save, the target takes 2d10 cold damage, and its speed is reduced by 10 feet for 1 minute. On a successful save, the damage is halved, and the target's speed isn't reduced.

Draconic Ally. Tallinda casts the *draconic ally** cantrip.

Fire Breath (5-6 Recharge). Tallinda exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 66 (12d10) fire damage on a failed save, or half as much damage on a successful one.



PRAX'S STORY

Prax has no memory of a loving home. His earliest memories are of war and bloodshed. During a drow invasion, he was taken underground and sold into slavery. He spent his youth as a gladiator in a cruel and twisted city with no daylight to keep him company. The tastes of the inhabitants were as dark as their habitats; gladiator pits were among the tamest of recreations.

Once Prax proved himself as a warrior, he was thrown into the arenas. Crushing bones, spilling blood, and mocking the dead became his daily purpose, knowing that each fight brought him one step closer to the strength required to bring down his captors.

The arena masters mutilated their champions to make the fights more “exciting”, and unknowingly gave Prax his signature claws and the way to his salvation. With every kill, he grew more powerful, and

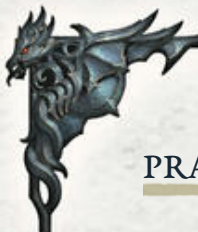
eventually, he turned his fury upon the arena masters, slaying them in a bloody escapade and escaping to the surface.

After years of oppression and fighting, he could no longer live a normal life, but mercenary work suited his bloodlust. When he encountered the Serpent Slayers, a group devoted to hunting draconic creatures, he found a new outlet for his rage. His eagerness and ability to kill monsters quickly elevated him through the ranks, and he now leads the organization.

Prax “The Green Nails”

Prax is a tiefling that thrives in killing dragons and plundering their beloved treasures. While others may raid out of pure greed, the thrill of spilling draconic blood means more to Prax. He wears a patchwork half-armor crafted from black dragon scales. Members of the Serpent Slayers (p. 209), a dragon-hunting organization that he has led for the past decade, say that he collects a scale from every dragon he slays, paints it black, and sews it into his armor.

Prax earned the name “Green Nails” as a low-ranking initiate, thanks to his fiendish, claw-like green nails. The nickname stuck, and he came to embrace it.



PRAX'S GOALS

Prax's ultimate goal is to complete his black dragon scale vest, thus proving that he is the ultimate dragon slayer. He cares little about the organization; believing they are useful only so long as they keep killing.

ROLEPLAYING PRAX

Prax is blunt and brutal, both in action and in conversation. To him, small talk is a waste of time. He lives as though every day is another battle in the arena. He has no friends; only temporary allies who prove useful in a fight. That said, he respects his fellow Serpent Slayers, recognizing their strength.

PRAX "THE GREEN NAILS"

Large humanoid (tiefling), chaotic evil

Armor Class 20 (unarmored defense)

Hit Points 231 (22d10 + 110)

Speed 50 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	20 (+5)	20 (+5)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Strength +12, Dexterity +11, Constitution +11

Skills Athletics +12, Intimidation +11, Perception +9, Stealth +11

Damage Resistances fire, poison; bludgeoning, piercing, slashing

Condition Immunities poisoned

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 19

Languages Abyssal, Common, Draconic, Infernal

Challenge 20 (25,000 XP)

Combat Movement. Prax knows how to navigate in the battlefield; his movement does not provoke opportunity attacks.

Conqueror of the Arena. Prax has advantage on attack rolls when his current hit points are lower than his hit point maximum.

Evasion. When Prax is subjected to an effect that allows him to make a Dexterity saving throw to take only half

damage, he instead takes no damage if he succeeds on the saving throw, and only half damage if he fails.

First Kill. When Prax reduces a creature with a challenge rating of 10 or higher to 0 hit points for the first time during an encounter, he enters a frenzied state from wicked joy until the end of the encounter. While in this state, his melee weapon attacks deal an extra 2d6 damage of the weapon's damage type on a hit (not included in the attack).

Magical Dismorphia. Prax has received a number of mutations from his experiences in the arena. His size is Large. He has advantage on Strength checks. His speed is altered and he has bat-like wings. He has advantage on saving throws against spells and other magical effects.

Necrotic Skin. When Prax's current hit points are lower than half of his hit point maximum, his skin emits a rotting essence in a 10-foot radius centered on Prax, moving with him until his hit points rise above half of his hit point maximum. For the duration, a creature takes 7 (2d6) necrotic damage if it enters the area for the first time on a turn or ends its turn there.

No Retreat (3/Day). When Prax drops to 0 hit points, he drops to 1 hit point instead.

Razor Sharp. Prax's Green Nails score a critical hit on a roll of 18, 19 or 20.

ACTIONS

Multiattack. Prax makes three melee weapon attacks.

Green Nails (Claw). *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 13 (2d6 + 6) slashing damage plus 7 (2d6) acid, 7 (2d6) necrotic, 7 (2d6) poison damage. On a hit, the target must succeed on a DC 19 Constitution saving throw or its speed is reduced to 0 until the end of its next turn. If the creature is mid air, it falls.



XURKA'S STORY

Xurka was a raider, a shadow in the night, her battle cries cutting through the howling winds of wastelands. Like many of her kin, the saterai (p. 10), she learned to take for herself what the world had refused to give. Her wings had never lifted her into the skies where she was meant to soar. Her horns had never crowned her victories as they should have. For some, she was a mistake, a flawed reflection of draconic glory. So she leaned into her role as an outcast. She fought, she raided, and she survived. Until the day she found the egg.

It was supposed to be another prize, a relic of some ruined lair left defenseless after a storm. But the moment her claws touched its surface, something stirred. The egg hummed, pulsing with life. Something in her cracked, and Xurka felt something she had never known before. Purpose.

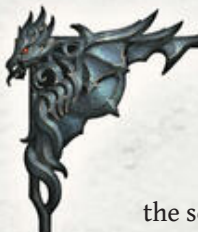
The stormclaw dragon within was more than a prize, more than treasure. It was a life not yet shaped; not yet broken. Where Xurka had been abandoned to fate, this creature still had a chance. She would not let it share her curse; she would protect it at all cost.

She left her raider clan that very night, vanishing into the storm. From that moment on, she was no longer a bringer of ruin. She was a guardian and a seeker of sacred places, a wanderer in search of something greater than herself.

Through scorched deserts and frozen peaks, through cursed ruins and ancient forests, Xurka carried the egg close to her heart. She whispered to it in the quiet hours, speaking of the future, of the power that lay dormant beneath its shell. She sought wisdom in the stars, in the cryptic words of hermits and sages, in the forgotten shrines of dragons long past. She knelt before spirits and shamans, praying for the strength to see her quest through. Finally, her mind was awakened to

Xurka

Xurka is a saterax shaman who carries a stormclaw dragon egg in search of a sacred place for it to hatch. Once a fearsome raider, she found new purpose in the egg's presence and became a wandering mystic. With broken horns, shedding scales, and broken wings that have never carried her to the skies, she hopes to redeem her life's story by guarding the dragon yet to come.



the secrets of the Draconic Pantheon, and she started spreading their teachings.

Her body withered as her journey went on. Her scales flaked, her horns crumbled further, her wings sagged from the weight of time. Yet, for the first time in her life, she did not see her broken body as a curse. She saw it as a sacrifice, an offering to the life growing within the egg.

One day, she will find the perfect place. A place where the stormclaw dragon can be born into a world that welcomes it. And when that moment comes, and the egg cracks open and lightning roars, she will kneel before it, not as a master, not as a raider, but as something greater: A protector. A believer. And maybe, when the dragon spreads its wings and takes flight, she will finally find her place in the sky she herself was meant to soar in.

XURKA'S GOALS

Xurka has abandoned her past and given her life new purpose: protecting the stormclaw dragon within the egg. She will allow no one to harm it or take it from her. She seeks out sacred sites, forgotten temples, and signs from the Draconic Pantheon in hopes of finding the perfect place for the egg to hatch.

ROLEPLAYING XURKA

The egg is Xurka's entire world. She keeps it pressed close to her chest during the day and cradles it like a child at night. She sings to it, dances in the rain to honor its future power, and walks into storms to show it glimpses of the force it will one day wield. She is guided by visions, whispers from spirits, and the will of the Draconic Pantheon. She would fight to the death to protect the life growing within her care.

XURKA

Medium humanoid (saterax), neutral

Armor Class 22 (+2 breastplate, +2 shield)

Hit Points 123 (16d8 + 51)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	12 (+1)	19 (+4)	8 (-1)

Saving Throws Strength +5, Dexterity +6, Constitution +6, Wisdom +7

Skills Acrobatics +6, Animal Handling +7, Athletics +5, Medicine +7, Perception +7, Religion +4, Stealth +6

Senses darkvision 60 ft., passive Perception 17

Languages Common, Draconic, Dwarvish

Challenge 8 (3,900 XP)

Pantheon's Guidance. Xurka's hands are guided by the Draconic Pantheon. When she makes a weapon attack, she can choose to use her Wisdom score instead of Strength or Dexterity.

Pantheon's Watch (3/Long Rest). Xurka hears the whispers of elder dragons and receives cryptic visions from

Draconic deities in her dreams. She is constantly watched and protected by these deities. When she fails an ability check, attack roll or a saving throw, she can choose to reroll it.

ACTIONS

Multiattack. Xurka makes two weapon attacks.

+2 **Storming Morningstar.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage plus 3 (1d6) lightning damage.

+2 **Thundering Greataxe.** *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage plus 3 (1d6) radiant damage. Xurka conjures a magical greataxe and attacks with it. The halberd sheds bright light in a 30-foot radius and dim light for an additional 30 feet.

Spellcasting. Xurka casts one of the following spells, requiring no spell components and using Wisdom as her spellcasting ability (spell save DC 15, +7 to hit with spell attacks):

At will: *bloodhungry scales**, *dragonbrand weapon**, *draconic might**, *guidance*, *light*

2/day each: *bane*, *bless*, *cure wounds*, *guiding bolt*, *lesser restoration*

1/day each: *branding smite*, *greater restoration*, *Satera's blood**, *spiritual weapon*, *warding bond*

*This spell is provided in this book.



Xylandria Dylbar

The master dracomancer. The Thundervoice. The leader of the Word Seekers. Xylandria goes by many names, though her true name is hidden, even from herself. She appears as an old sage with deep knowledge of dragons, the Draconic language and dracomancy. Her wrinkled face is enough to convince others that she has led a long life, and her words do more than enough to prove that that life was devoted to understanding dragons. Only her closest companions know her true nature.

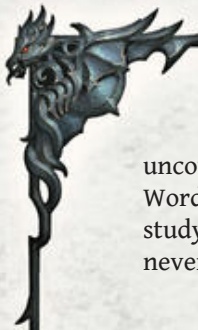
XYLANDRIA'S STORY

Found in the heart of a desolate desert as a dragon egg, Xylandria passed from hand to hand, bought and sold many times, long before she hatched. When the egg hatched, she wasn't in the presence of family but in the hands of a traveling merchant.

To the merchant's shock, she was not made of flesh and bone, but of sand. Few in the world had even heard of sand dragons, and the merchant was not one of them. Believing he would get a hefty sum of money for her nonetheless, he kept her at his side. And so they traveled from one place to the other; he in search of wealth, she in pursuit of knowledge of the world she was born into.

The name "Xylandria" was given to her as a stage name, by the traveling circus that the greedy merchant had sold her to. Her new companions' behavior toward her was no improvement, in fact it was cruel at the best of times. One night, when they pushed her to her limits, she exhaled destruction upon her new captors and fled into the skies. She was finally a free wyrmling. Being born into slavery, she did not know much about being a dragon; and her urge to learn more of her nature and of the world around her did not help her keep a low profile. The years she spent in solitude left her enough space and time for introspection, but knowledge of the self wasn't enough; she needed to know more.

One day, she came across a wizard tower and perched upon it, announcing to the archwizard of the tower that she had come with good intentions. She returned to the tower again and again as time went by. As she matured, she grew stronger, wiser, and deeply attuned to magic. She eventually disguised herself as a human and became part of the tower's circle. There, she discovered that her spells were far more potent when spoken in her native tongue. When she



uncovered the secrets of dracomancy, she founded the Word Seekers (p. 110); an organization dedicated to its study. Now, she lives among mortals in human form, never revealing her true draconic nature.

XYLANDRIA' GOALS

Xylandria's primary goal is to master dracomancy in its entirety, though she doesn't know if such a thing could truly be possible. Searching and uncovering hidden information about this sacred, ancient art is her greatest pleasure.

ROLEPLAYING XYLANDRIA

Xylandria values solitude, silence, and intellect. She prefers magic to might and philosophy to politics. She never speaks of her draconic origins and even identifies as human in many ways. She despises slavery, cruelty, and tyranny; especially when inflicted upon the weak. The following stat block represents her human form (see the Dragon Self trait in her stat block for information about her dragon form).

XYLANDRIA YYLVAR

Medium dragon (in humanoid form, human), neutral

Armor Class 14 (17 with mage armor)

Hit Points 187 (25d8 + 75)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	18 (+4)	16 (+3)	30 (+10)	28 (+9)	26 (+8)

Saving Throws Constitution +8, Intelligence +15, Wisdom +14, Charisma +13

Skills Arcana +20, History +20, Nature +20, Perception +14, Religion +20, Stealth +9

Damage Resistances damage from spells; bludgeoning, piercing, slashing from nonmagical attacks

Senses truesight 120 ft., passive Perception 24

Languages all, telepathy 120 ft.

Challenge 16 (15,000 XP)

Dracomancy. Xylandria can change a spell's duration, shape, damage type and range however she pleases. Each time she uses this feature, this process reduces Xylandria's hit point maximum by an amount equal to five times the level of the spell. This reduction lasts for 24 hours. For further details, consult the *Dracomancy* section (p. 113).

Dragon Scribe. Xylandria has advantage on Intelligence checks related to dragons.

Dragon Self. When Xylandria drops to 0 hit points, she reverts back to her **ancient hourglass dragon** form. Any excess damage carries over to the new form.

Keeper of Spells. Xylandria can concentrate on two spells

at a time, instead of one. When she concentrates on a third spell, she loses concentration on the first one. When required, she makes a concentration check for each spell separately.

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

Magic Weapons. Xylandria's weapon attacks are magical.

Scholar. Xylandria's proficiency bonus is doubled for all Intelligence checks (already included).

Timekeeper. Xylandria is always aware of the time. She always knows the date, hour, and how much time has passed between occurrences.

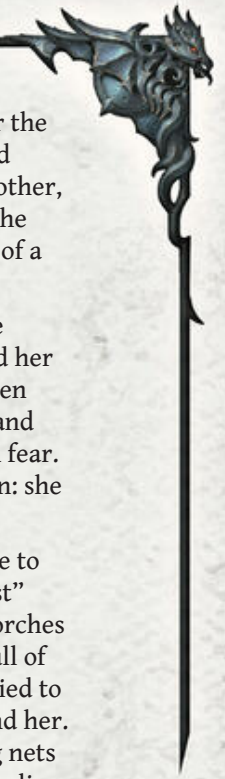
Undetectable. Xylandria's true form cannot be detected by any means including by the means of a *true seeing* spell.

ACTIONS

Dragon Teeth. *Ranged Spell Attack:* +15 to hit, range 30 ft., five targets. *Hit:* 15 (6d4) piercing damage for each target. Spectral dragon teeth shoot from Xylandria's fingertips, aiming for the targets.

Sorrow of Time's Passing (+3 Dagger). *Melee Weapon Attack:* +12 to hit, reach 5 ft. *Hit:* 9 (1d4 + 7) piercing damage. On a hit, the target must make a DC 18 Constitution saving throw. On a failed save, the target takes 21 (6d6) psychic damage and grows a year older. On a successful save, the damage is halved and the target does not age. This magical aging effect can only be reversed by means of a *greater restoration* spell or another similar magical effect.

Spellcasting. Each time Xylandria uses the Spellcasting action, she rolls a d6 + 3. The result determines the maximum spell level she can cast with this specific action. She has access to all spells from the cleric, sorcerer, and wizard spell lists. When she uses the Spellcasting action again, she repeats the roll and uses the new result. She requires no material components to cast spells.



Zyrelin Duskflame

Zyrelin is a tall, graceful dragonkin (p. 7). She wears dark silks and elegant accessories. She has the head of a dragon, covered in scales and crowned with curved horns. Her slitted, draconic eyes glow with a golden shimmer. Her curly hair flows like molten metal. To strangers, she's a haunting figure. To the faithful, she is the chosen of Luniria, the Warrior of the Draconic Pantheon.

ZYRELIN'S STORY

Born under a blood moon, Zyrelin came into the world as a dragonkin, although her entire bloodline was human. The village midwife whispered in the ears of the

townsfolk that she was cursed, for the baby had golden, glowing eyes and faint scales along her skin. Her mother, a quiet woman, hid Zyrelin from the world, raising her in the shadows of a lonely forest town.

As she grew, Zyrelin couldn't be kept in hiding forever. They called her "dragon witch," and scattered when she passed. One look at her eyes, and people would freeze in place from fear. From them, she learned one lesson: she was to be feared.

One day, a band of hunters came to the forest, searching for the "beast" they had heard of. They carried torches and axes, and their hearts were full of inexplicable anger. Her mother tried to hide Zyrelin, but the hunters found her. "Monster!" they shouted, throwing nets to capture her. The fear inside Zyrelin turned into fury. That was when a phantom dragon figure descended from the night sky and reduced the hunters to ash, though the forest remained untouched by its spectral flame.

From that day on, the townsfolk were confident that Zyrelin was a dragon witch, but none dared mention it ever again. Zyrelin continued to live in the shadows in solitude, longing to be accepted. On her 18th birthday, however, everything changed. That night, on the night of another blood moon, a strange old woman knocked at her door. Though dressed as a traveler, her posture was that of a warrior and her face was that of a queen. Zyrelin knew her instantly; it was the dragon who had saved her from the hunters. She brought a message from Luniria, Lady War: Zyrelin had been chosen.

Right then, Zyrelin received visions from the great goddess, ordering her to find the Rage Gazer, her legendary weapon, and shed blood in her name when another red moon rises in the sky. Zyrelin accepted without question, setting off, right away, to find it.

ZYRELIN'S GOALS

Zyrelin aims to find the Rage Gazer, and wield it under a red moon. She doesn't know what will happen when she does, only that it is Luniria's will; and she will see it done or die trying.



ROLEPLAYING ZYRELIN

Zyrelin moves with a quiet grace, her golden eyes watching everything with caution. She speaks little at

first, her voice soft but firm, and warms only to those she trusts. If approached with kindness, she listens and responds in kind. But if met with violence or cruelty, her golden eyes blaze with uncontrollable wrath.

ZYRELIN DUSKFLAME

Medium humanoid (dragonkin), chaotic neutral

Armor Class 20 (draconic studded leather)

Hit Points 414 (36d8 + 252)

Speed 30 ft., fly 60 ft.

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

Saving Throws Strength +14, Constitution +14, Charisma +13

Skills Acrobatics +14, Athletics +14, Intimidation +13, Perception +12, Religion +9, Survival +12

Damage Resistances bludgeoning, piercing, slashing from nonmagical attacks

Damage Immunities fire

Condition Immunities charmed, frightened

Senses blindsight 30 ft., passive Perception 22

Languages Common, Draconic

Challenge 22 (41,000 XP)

Chosen of Luniria. Zyrelin is blessed by the draconic deity of war. The fire damage caused by her cannot be reduced by any means.

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

Protected by the Goddess (1/Day). When Zyrelin drops to 0 hit points, flames surround her, and she drops to 1 hit point instead. Each creature within 10 feet of Zyrelin takes 14 (4d6) fire damage. After using this feature, she enters her State of War.

State of War. Zyrelin's AC increases by 2, her speed increases by 10 feet, and she has advantage on weapon attack rolls. Creatures that enter within 5 feet of her for the first time on a turn take 7 (2d6) fire damage. She also gains an additional use of her Legendary Actions.

Wings of War. Zyrelin has draconic wings that she can effectively use in battles. With the help of these wings, she can maneuver, tumble or move with otherworldly speed and precision. Zyrelin's movement does not provoke opportunity attacks.

ACTIONS

Multiattack. Zyrelin makes three melee weapon attacks.

Glaive of Draconic Wrath. *Melee Weapon Attack:* +14 to hit, reach 10 ft., one target. *Hit:* 12 (1d10 + 7) slashing damage

plus 7 (2d6) fire damage. On a hit, the target must succeed on a DC 21 Charisma saving throw or be frightened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target succeeds on the saving throw or the effect ends for it, the target is immune to this effect for the next 24 hours.

Breath of Luniria (Recharge 5–6). Zyrelin exhales spectral flames in a 30-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 44 (8d10) fire damage on a failed save or half as much damage on a successful one.

BONUS ACTIONS

Wing Burst. Zyrelin's wings ignite, unleashing a fiery shockwave of draconic destruction. Creatures within 10 feet of her must make a DC 22 Strength or Dexterity saving throw (whichever is higher). On a failed save, a creature takes 7 (2d6) fire damage and is pushed back 10 feet away from Zyrelin. On a successful save, the damage is halved and the creature is not pushed away.

LEGENDARY ACTIONS

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

Lady of War. Zyrelin makes a melee weapon attack, or makes a roll to recharge her Breath of Luniria.

Whispers of Destruction. Zyrelin chooses a creature within 30 feet of her that she can see. The creature starts hearing whispers in Draconic, telling it to surrender. It must succeed on a DC 21 Charisma saving throw, or it has disadvantage on ability checks, attack rolls, and saving throws until the end of its next turn.

Gaze of Luniria (Costs 2 Actions). Zyrelin's gaze unsettles her foes. Zyrelin fixes her gaze on one creature that she can see within 10 feet of her. The target must succeed on a DC 22 Wisdom saving throw against this magic or become restrained for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's saving throw is successful or the effect ends for it, the target is immune to the Gaze of Luniria for the next 24 hours.

Draconic Destruction (State of War) (Costs 3 Actions). Zyrelin calls upon a fiery explosion centered on herself. Each creature within 30 feet of her must succeed on a DC 22 Dexterity saving throw, taking 55 (10d10) fire damage on a failed save or half as much damage on a successful one. Zyrelin regains hit points equal to the fire damage dealt.

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