

GEM DRAGONS OF FAERÛN



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Press

GEM DRAGONS OF FAERÛN

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Many adventurers spend their entire careers under the mistaken assumption that there are only two breeds of true dragon: chromatic and metallic. Unknown to them, a third kind of dragon exists, untouched by the virtue of Bahamut and the cruelty of Tiamat. Amethyst, crystal, emerald, sapphire, and topaz dragons shape the fate of the world in quiet, subtle ways.

Otherworldly Hermits. Aloof and solitary creatures, gem dragons make their lairs in the most remote and inhospitable reaches of the multiverse—though most mortals only encounter them on the Inner and Material Planes. Gem dragons are few in number and immensely secretive, generally taking little interest in the affairs of mortals. When the armies of the Sword Coast clashed with Tiamat and the Cult of the Dragon in 1489 DR, the gem dragons of Faerûn were content to remain comfortable and undisturbed in their secluded homes.

Keepers of Unusual Hoards. Gem dragons are known for their exceptional greed, even among dragons, but their hoards are comprised of more than simple gold

and jewels. Gem dragons are obsessive collectors, even hoarding items without any monetary value. Those who value utilitarian hoards fill them with specific magic items such as *figurines of wondrous power*, while others keep more eccentric collections, such as music boxes or cameos of dead queens.

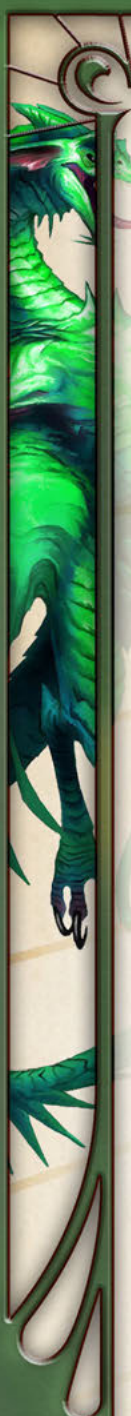
Scions of the Ruby Dragon. The children of Tiamat and Bahamut wield devastating magic, but the children of Sardior the Ruby Dragon inherited their father's psychic might. Sardior's priesthood teaches that their psionic god and his children were born to protect the world against a threat from beyond the stars. When the madness of the Far Realm encroached upon this reality, the multiverse reactively created a power to defend itself. Legend says the gem dragons taught Faerûn's first psions how to control their powers.

As true dragons, gem dragons pass through the four age categories described in the *Monster Manual*.

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AMETHYST DRAGON

Amethyst dragons are the most regal and magnanimous of the gem dragons. They speak in low tones that resonate with immense power, nevertheless choosing to treat all living creatures with dignity—unless those creatures prove undeserving. Their respect for life is so great that many refuse to eat animal flesh, even that of livestock, choosing instead to subsist on a diet of magically imbued gemstones.

Impartial Arbitrators. Amethyst dragons are accomplished diplomats, and they take special interest when war between dragons—or even between

ELDENSER, THE WYRM WHO HIDES IN BLADES

N ancient amethyst dragon (greatsword)

Eldenser is a wyrm of impossible age. His decrepit body lies a crypt in Waterdeep's City of the Dead, his lavender scales slowly fading to milky white in his deathlike stasis.

Centuries ago, when his body first began to fail, Eldenser worked tirelessly to develop the power to escape it. Still eager to observe the secrets of the world, he discovered a way to disincorporate his mind and live within a blade. Thus sequestered, he could travel the world in secret with any adventurer who wielded his physical form. Eldenser, an eternal loner, rarely speaks or uses his psionic powers while in a blade, but he is canny enough to understand when he must make his presence known.

In youth Eldenser was a wily and inquisitive creature, eager to learn all about world and the way its inhabitants think and act. Though wary of danger, he was as clever in combat as he was out of it. The famous storyteller Volo wrote that the dragon once "snatched up a fishing boat while in full flight from a gigantic red dragon and looped in the air to use the vessel as a crude spear, piercing his foe's eye and slaying him before the racing red wyrm could slow down or duck aside."

Eldenser currently resides in a greatsword of fine elven make, its silver pommel embedded with thirteen tiny amethysts. The sword is entombed in the lair of the young red dracolich Blas Iwan, within a flame-blackened hill crypt in the Troll Hills of the Western Heartlands. Every few months, Eldenser sends a mental message to adventurers traveling between Baldur's Gate and Waterdeep in hopes that his vessel will be rescued to continue exploring Faerûn.

humanoids—threatens the stability of the land. If the stakes are truly dire, they seek out the warring factions' leaders to broker a peace. Amethyst dragons rarely interfere in smaller conflicts unless their aid is directly requested by a third party. They might answer the call as intermediaries, but never enter a conflict on behalf of any side.

Slumbering Giants. Amethyst dragons are slow to anger, but their wrath is cold and deliberate. Despite their fearsome appearance, amethyst dragons project an aura of supernatural calmness and clarity capable of soothing even the most hostile creatures. Amethyst dragons are most comfortable on solid ground, but are capable of great speed when necessity dictates they take to the air. Their attacks are slow and calculated, made with confidence befitting their regal stature.

AN AMETHYST DRAGON'S LAIR

Amethyst dragons on the Material Plane lair near ancient battlegrounds, either in winding cave systems or atop mountains overlooking the battlefield. On the Elemental Plane of Earth, they lair in sparkling, gem-studded caverns.

Lair Actions

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

- The dragon stomps its foot, creating an earth tremors in a 40-foot radius around it. Each creature other than the dragon in that area must succeed on a DC 15 Dexterity saving throw or take 2d6 bludgeoning damage and fall prone. If the ground in that area is loose earth or stone, it becomes difficult terrain until cleared.
- The dragon causes two amethyst pillars to rise from the earth within 120 feet of it. The pillars crumble to rubble when this action is used again. The effect is otherwise identical to the *bones of the earth spell* (spell save DC 15). See page 15 of the *Elemental Evil Player's Companion (EEPC)* for spell details.

Regional Effects

The region surrounding a legendary amethyst dragon's lair is warped by the dragon's psionic power, which creates one or more of the following effects:

- Small stones and boulders gather into cairns atop places where a person has fallen in battle within 6 miles of the dragon's lair. The size of the cairn reflects the magnitude of the sorrow caused by the person's loss. The stones have perfect balance, even in an earthquake.

- Rings of small amethyst stones with a radius of 100 feet appear within 1 mile of the dragon's lair. Weapons cannot be drawn while its bearer is within this area, and damage-dealing spells fail instantly.

The stones remain after the dragon's death, though their magical effects end immediately.

ANCIENT AMETHYST DRAGON

Gargantuan dragon, neutral

Armor Class 22 (natural armor)

Hit Points 507 (26d20 + 234)

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

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	28 (+9)	18 (+4)	14 (+2)	26 (+8)

Saving Throws Dex +7, Con +16, Wis +9, Cha +15

Skills Perception +16, Persuasion +22, Stealth +7

Damage Resistances force

Damage Immunities poison

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

Languages Common, Draconic, Terran

Challenge 24 (62,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 23). It can innately cast the following spells, requiring no components:

At will: *levitate*, *unseen servant*

3/day each: *slow*, *telekinesis*

1/day: *wall of force*

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

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

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

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

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

Soothing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 23 Wisdom saving throw or be affected by the *calm emotions* spell (both effects) for 1 minute. If a creature's saving throw is successful, the effect is dispelled, or the dragon attacks, the effect ends and the creature is immune to the dragon's Soothing Presence for the next 24 hours.

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

Explosive Gem. The dragon spits an amethyst sphere up to 60 feet away. The gem explodes into razor-sharp shards in a 20-foot radius. Each creature in that area must make a DC 24 Dexterity saving throw, taking 70 (20d6) slashing damage on a failed save, or half as much damage on a successful one.

Kinetic Breath. The dragon exhales a beam of glimmering energy in a 120-foot line that is 10 feet wide. The first object or creature of Large size or smaller in that line must succeed on a DC 24 Constitution saving throw or become restrained until the start of its next turn. The amethyst dragon may telekinetically hurl any creature or object restrained in this way up to 120 feet in any direction, dealing 1d6 bludgeoning damage per 10 feet traveled.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

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

ADULT AMETHYST DRAGON

Huge dragon, neutral

Armor Class 18 (natural armor)

Hit Points 229 (17d12 + 119)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	10 (+0)	25 (+7)	16 (+3)	14 (+2)	25 (+7)

Saving Throws Dex +5, Con +12, Wis +7, Cha +12

Skills Perception +12, Persuasion +17, Stealth +5

Damage Resistances force

Damage Immunities poison

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

Languages Common, Draconic, Terran

Challenge 16 (15,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no components:

At will: *levitate*, *unseen servant*

3/day each: *slow, telekinesis*

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

Planar Travel. The dragon can cast plane shift without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 19 (2d10 + 8) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

Soothing Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 20 Wisdom saving throw or be affected by the *calm emotions* spell (both effects) for 1 minute. If a creature's saving throw is successful, the effect is dispelled, or the dragon attacks, the effect ends and the creature is immune to the dragon's Soothing Presence for the next 24 hours.

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

Explosive Gem. The dragon spits an amethyst sphere up to 45 feet away. The gem explodes into razor-sharp shards in a 20-foot radius. Each creature in that area must make a DC 20 Dexterity saving throw, taking 63 (18d6) slashing damage on a failed save, or half as much damage on a successful one.

Kinetic Breath. The dragon exhales a beam of glimmering energy in a 60-foot line that is 5 feet wide. The first object or creature of Medium size or smaller in that line must succeed on a DC 20 Constitution saving throw or become restrained until the start of its next turn. The amethyst dragon may telekinetically hurl any creature or object restrained in this way up to 60 feet in any direction, dealing 1d6 bludgeoning damage per 10 feet traveled.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG AMETHYST DRAGON

Large dragon, neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

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

STR	DEX	CON	INT	WIS	CHA
23 (+6)	10 (+0)	21 (+5)	14 (+2)	11 (+0)	21 (+5)

Saving Throws Dex +4, Con +9, Wis +4, Cha +9

Skills Perception +8, Persuasion +13, Stealth +4

Damage Resistances force

Damage Immunities poison

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 18

Languages Common, Draconic, Terran

Challenge 9 (5,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *levitate*

3/day: *slow*

Planar Travel. The dragon can cast plane shift without material components after spending one hour in uninterrupted meditation.

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:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Explosive Gem (Recharge 5–6). The dragon spits an amethyst sphere up to 30 feet away. The gem explodes into razor-sharp shards in a 20-foot radius. Each creature in that area must make a DC 17 Dexterity saving throw, taking 49 (14d6) slashing damage on a failed save, or half as much damage on a successful one.

AMETHYST DRAGON WYRMING

Medium dragon, neutral

Armor Class 17 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 30 ft., burrow 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	17 (+3)	12 (+1)	11 (+0)	15 (+2)

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

Skills Perception +4, Stealth +2

Damage Immunities poison

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Draconic, Terran

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spell, requiring no components:

At will: *levitate*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.
Hit: 9 (1d10 + 4) piercing damage.

Explosive Gem (Recharge 5–6). The dragon spits an amethyst sphere up to 30 feet away. The gem explodes into razor-sharp shards in a 20-foot radius. Each creature in that area must make a DC 13 Dexterity saving throw, taking 14 (4d6) slashing damage on a failed save, or half as much damage on a successful one.

CRYSTAL DRAGON

Crystal dragons are gregarious and free-spirited, and travelers consider them to be the most hospitable of the gem dragons. Though crystal dragons enjoy solitude as much as other gem dragons, they value family more than their isolationist kin. When on the Material Plane, they make their homes atop solitary mountain peaks, building magnificent palaces of shining ice to store their treasure hoards.

Their hooked snouts and jagged dorsal spikes lend crystal dragons a fearsome, predatory appearance, but their frightful image is softened by the dazzling beauty of their scales. Crystal wyrmlings' scales are glossy white like the shells of their eggs, becoming translucent and prismatic as they age. Fully grown crystal dragons, when shining in the full light of the sun, might be mistaken for radiant angels.

Jovial and Curious. Although crystal dragons enjoy solitude, many eventually grow lonely after years alone in their ice palaces. When overcome with this need for connection, they seek out adventurers and wilderness explorers and try to engage in friendly conversation, which gravitates toward tales of the adventurers' epic quests and heroic deeds. They usually record these conversations or request that one of the travelers transcribe the deeds for them, and enshrine the manuscript in their lair—a story being a treasure just as valuable as gold or jewels.

Air Affinity. The only place crystal dragons prefer to icy mountaintops is the Elemental Plane of Air, where they can spend days on end soaring freely through its endless vistas. The Great Caliph of the Citadel of Ice and Steel maintains contact with a half dozen crystal dragons. The Great Caliph calls his unwitting spies to his court to "trade stories," spinning wild yarns of days long-forgotten in exchange for the dragons' reports on the state of his domain.

Well-intentioned Thieves. Crystal dragons share a habitat with bestial white dragons, but they rarely pick a fight when they can avoid it. The two dragon breeds usually come into conflict when crystal dragons sneak

into white dragon lairs to steal their eggs. Through their love of stories, crystal dragons understand the devastation caused by Tiamat and the chromatic dragons, and they hope that raising white wyrmlings as their own kind might allow them to break the cycle of cruelty.

A CRYSTAL DRAGON'S LAIR

A crystal dragon lairs in palaces of ice atop isolated mountain peaks.

Lair Actions

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

- Crystal shackles fly toward a creature the dragon can see within 120 feet. The target must succeed on a DC 16 Dexterity saving throw or be restrained. This effect lasts until the dragon uses this lair action again or the target breaks free with a DC 16 Strength (Athletics) check.
- A strong wind blows around the dragon. Each creature within 60 feet of the dragon must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the dragon and knocked prone. Gases and vapors are dispersed by the wind and unprotected flames are extinguished. Protected flames, such as lanterns, have a 50 percent chance of being extinguished.

Regional Effects

The region surrounding a legendary crystal dragon's lair is warped by the dragon's psionic power, which creates one or more of the following effects:

- Thick clouds heavily obscure the land within a half-mile of the dragon's lair (though not inside its lair).
- Islands of scintillating crystal with AC 10 and 50 hit points float around the dragon's mountain, plummeting to the ground if damaged.

- While within 1 mile of the dragon's lair, Tiny beasts such as rodents and birds gain the ability to communicate telepathically with other creatures within 60 feet.

If the dragon dies, the clouds fade within 1 day. The other effects disappear over 1d10 days.

ANCIENT CRYSTAL DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 20 (natural armor)

Hit Points 297 (17d20 + 119)

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

STR	DEX	CON	INT	WIS	CHA
25 (+7)	10 (+0)	25 (+7)	18 (+4)	13 (+1)	20 (+5)

Saving Throws Dex +6, Con +13, Wis +7, Cha +11

Skills History +10, Perception +13, Persuasion +11, Stealth +6

Damage Immunities cold

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

Languages Common, Draconic, Auran

Challenge 20 (25,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *calm emotions, detect thoughts*

3/day each: *charm person, color spray*

1/day each: *dominate person, control weather* (wind only)

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

KYNÉRIAN, THE VOICE ON THE WIND

CN female ancient crystal dragon

Adventurers who travel between the towering peaks of the Dragonspine Mountains can sometimes hear a lilting, ethereal voice echoing from above. On still nights, the legendary Voice on the Wind has been heard as far as Phlan.

The crystal dragon Kynérian sings her haunting songs from the balcony of her mountaintop palace, an unassailable castle of pure ice. Kynérian keeps a small hoard of gold and gems, but unlike most dragons, her true treasure—the songs she sings—can never truly be stolen. The Voice keeps careful watch over the Dragonspines for new travelers, and lends her terrible might to those in danger as long as they promise to add a new song to her collection.

Planar Travel. The dragon can cast plane shift after spending one hour in uninterrupted meditation.

ACTIONS

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

Bite. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 18 (2d10 + 7) piercing damage.

Claw. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 14 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Blinding Presence. The dragon shines with internal light. Each creature within 120 feet that can see the dragon must succeed on a DC 19 Wisdom saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Blinding Presence for the next 24 hours.

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

Razor Breath. The dragon exhales razor-sharp crystalline shards in a 90-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 54 (12d8) slashing damage on a failed save, or half as much damage on a successful one.

Blinding Beam. The dragon breathes a beam of blinding light in a 90-foot line that is 10 feet wide. Each creature in that line must succeed on a DC 21 Constitution saving throw or be blinded for 1d4 rounds and 14 (4d6) radiant damage, or no blindness and half as much damage on a successful save.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 21 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT CRYSTAL DRAGON

Huge dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 172 (15d12+ 75)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	10 (+0)	21 (+5)	16 (+3)	13 (+1)	19 (+4)

Saving Throws Dex +4, Con +11, Wis +6, Cha +9

Skills History +8, Perception +11, Persuasion +9, Stealth +4

Damage Immunities cold

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

Languages Common, Draconic, Auran

Challenge 13 (10,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: calm emotions, detect thoughts

3/day each: charm person, color spray

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

Planar Travel. The dragon can cast plane shift after spending one hour in uninterrupted meditation.

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Blinding Presence. The dragon shines with internal light. Each creature within 120 feet that can see the dragon must succeed on a DC 17 Wisdom saving throw or become blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Blinding Presence for the next 24 hours.

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

Razor Breath. The dragon exhales razor-sharp crystalline shards in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (10d8) slashing damage on a failed save, or half as much damage on a successful one.

Blinding Beam. The dragon breathes a beam of blinding light in a 60-foot line that is 5 feet wide. Each creature in

that line must succeed on a DC 19 Constitution saving throw or be blinded for 1d4 rounds and takes 10 (3d6) radiant damage, or half as much half damage on a successful save.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 17 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG CRYSTAL DRAGON

Large dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 123 (13d10 + 52)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	10 (+0)	18 (+4)	15 (+2)	11 (+0)	16 (+3)

Saving Throws Dex +3, Con +7, Wis +3, Cha +6

Skills Perception +6, Persuasion +6, Stealth +3

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 16

Languages Common, Draconic, Auran

Challenge 6 (2,300 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no components:

At will: calm emotions, detect thoughts

1/day each: charm person, color spray

Planar Travel. The dragon can cast plane shift without material components after spending one hour in uninterrupted meditation.

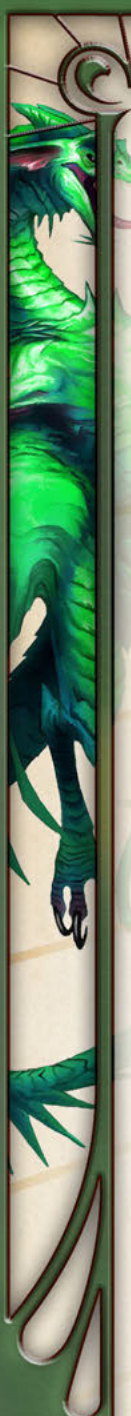
ACTIONS

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

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

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

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp crystalline shards in a 30-foot cone. Each creature



in that area must make a DC 15 Dexterity saving throw, taking 40 (9d8) slashing damage on a failed save, or half as much damage on a successful one.

CRYSTAL DRAGON WYRMING

Medium dragon, chaotic neutral

Armor Class 16 (natural armor)

Hit Points 19 (3d8 + 6)

Speed 30 ft., burrow 10 ft., fly 60 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	10 (+0)	14 (+2)	11 (+0)	10 (+0)	13 (+1)

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

Skills Perception +4, Stealth +2

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Auran

Challenge 1 (200 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spell, requiring no components:

1/day: calm emotions

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp crystalline shards in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 18 (4d8) slashing damage on a failed save, or half as much damage on a successful one.

EMERALD DRAGON

Emerald dragons are the longest-lived of the gem dragons, and they use their nigh-infinite years to study the history of Faerûn's younger races. Many emerald dragons become fascinated with a particular era of history and fill their mountain caverns with great works of art from that distant age.

Emerald dragons' twinkling, forest-green scales exert a hypnotic effect on weak-minded creatures, allowing them to interrogate mortals despite their fearsome serpentine appearance.

Meddling Sages. Emerald wyrmlings lead a long and structured childhood, in which their protective parents teach them the history and importance of mortal cultures. Most emerald dragons stay in their parents' nest until adulthood. When a dragon does leave its nest, it seeks to guide the world toward the idyllic order it experienced in its youth. The dragon seeks out a small, disorganized community and spends decades studying its local history before beginning to subtly manipulate the citizens with its psionic power.

Paranoid Protectors. As time passes and emerald dragons become attached to their communities, most grow to fear that, should they die, their charges would again fall into chaos. They begin to encourage self-sufficiency in their chosen communities. Eventually they withdraw into their lairs—sometimes after finding a mate—and create impenetrable networks of traps and psionic illusions to catch or scare off intruders. If forced into combat, emerald dragons fight exclusively from range, entering close quarters only as a last resort.

AN EMERALD DRAGON'S LAIR

An emerald dragon lairs in mountainside caves and in the calderas of extinct volcanoes.

Lair Actions

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

- The dragon creates fog as though it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A column of wind 60 feet tall and 20 feet wide appears within 120 feet of the dragon and lifts up scattered scales, creatures, and debris. The wind lasts until initiative count 20 on the next round. Any Large or smaller creature that starts its turn in the column or enters it for the first time on its turn must succeed on a DC 15 Dexterity saving throw or be thrown 60 feet into the air and take 10 (3d6) bludgeoning damage plus 21 (6d6) falling damage.

Regional Effects

The region surrounding a legendary emerald dragon's lair is warped by the dragon's psionic power, which creates one or more of the following effects:

- Chill fog lightly obscures the land within 6 miles of the dragon's lair, and apparitions of legendary figures the dragon has studied caution intruders against approaching the dragon's lair.

- Spires of pure emerald grow from the earth within 1 mile of the dragon's lair. Creatures that touch a spire have advantage on Intelligence (History) checks for the next hour.

If the dragon dies, the fog fades within 1 day. The other effects disappear over 1d10 days.

ANCIENT EMERALD DRAGON

Gargantuan dragon, lawful neutral

Armor Class 21 (natural armor)

Hit Points 350 (20d20 + 140)

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

STR	DEX	CON	INT	WIS	CHA
27 (+8)	12 (+1)	25 (+7)	19 (+4)	17 (+3)	20 (+5)

Saving Throws Dex +8, Con +14, Wis +10, Cha +12

Skills History +18, Perception +17, Stealth +8

Damage Immunities thunder

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 27

Languages Auran, Common, Draconic

Challenge 21 (33,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no components:

At will: *charm person*

3/day each: *invisibility*, *nondetection*

1/day each: *dominate person*, *legend lore*

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

Planar Travel. The dragon can cast *plane shift* after spending one hour in uninterrupted meditation.

ACTIONS

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

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

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

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

Mesmerizing Presence. The dragon's glimmering scales create a hypnotic pattern. Each creature within 120 feet that can see the dragon must succeed on a DC 20 Wisdom saving throw or become charmed for 1 minute. While charmed in this way, the creature's speed is reduced to 0. 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

VIRIDIAS, THE UMBRAL MIST

LE female adult emerald shadow dragon

As a wyrmling, the emerald dragon Viridias was entranced by tales of the archmages of the ancient Netherese Empire. When she was old enough to leave her nest, she vowed to bring order to the scattered descendants of Netheril, but the arcane upheaval of the Sundering put an end to her mission as soon as she reached Anauroch. As the unified world of Abeir-Toril was ripped asunder, Viridias tumbled through a tear in reality into the Shadowfell.

Decades passed before she escaped back to Faerûn, but she returned as a corrupted shadow of her former self. Her shattered psyche latched onto the heroes she learned of in her youth. She now kidnaps great mages and warriors from the Sword Coast and the western banks of the Moonsea and forces them to reenact historic Netherese battles in her lair—a twisted museum in the ruins of a floating Netherese castle.

it, the creature is immune to the dragon's Mesmerizing Presence for the next 24 hours.

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

Razor Breath. The dragon exhales razor-sharp emerald shards in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 56 (16d6) slashing damage on a failed save, or half as much damage on a successful one.

Deafening Screech. The dragon unleashes an earsplitting cry, affecting creatures in a 90-foot cone. Each creature in that area must succeed on a DC 22 Constitution saving throw or take 28 (8d6) thunder damage and be deafened for 1d6 rounds.

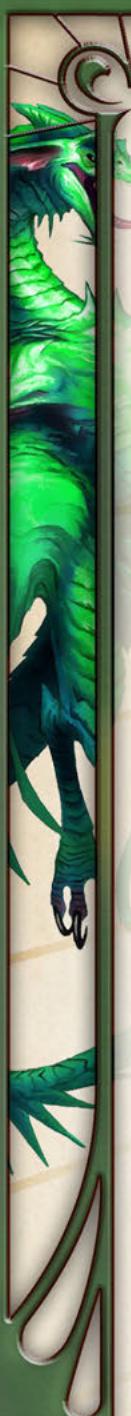
LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 23 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.



ADULT EMERALD DRAGON

Huge dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 182 (17d12 + 72)

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

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	18 (+4)	17 (+3)	15 (+2)	18 (+4)

Saving Throws Dex +5, Con +10, Wis +7, Cha +9

Skills History +13, Perception +12, Stealth +5

Damage Immunities thunder

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

Languages Auran, Common, Draconic

Challenge 14 (11,500 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: *friends*

3/day each: *charm person, invisibility, nondetection*

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

Planar Travel. The dragon can cast *plane shift* after spending one hour in uninterrupted meditation.

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Mesmerizing Presence. The dragon's glimmering scales create a hypnotic pattern. Each creature within 120 feet that can see the dragon must succeed on a DC 17 Wisdom saving throw or become charmed for 1 minute. While charmed in this way, the creature's speed is reduced to 0. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Mesmerizing Presence for the next 24 hours.

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

Razor Breath. The dragon exhales razor-sharp emerald shards in a 60-foot cone. Each creature in that area must make a DC 18 Dexterity saving throw, taking 49 (14d6) slashing damage on a failed save, or half as much damage on a successful one.

Deafening Screech. The dragon unleashes an earsplitting cry, affecting creatures in a 60-foot cone. Each creature in that area must succeed on a DC 18 Constitution saving throw or take 24 (7d6) thunder damage and be deafened for 1d6 rounds.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG EMERALD DRAGON

Large dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 127 (15d10 + 45)

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

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	17 (+3)	15 (+2)	13 (+1)	16 (+3)

Saving Throws Dex +4, Con +6, Wis +4, Cha +6

Skills History +8, Perception +7, Stealth +4

Damage Immunities thunder

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Auran, Common, Draconic

Challenge 7 (2,900 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components:

At will: *friends*

1/day each: *charm person, invisibility*

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

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

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

Razor Breath (Recharge 5–6). The dragon exhales razor-

sharp emerald shards in a 30-foot cone. Each creature in that area must make a DC 14 Dexterity saving throw, taking 42 (12d6) slashing damage on a failed save, or half as much damage on a successful one.

EMERALD DRAGON WYRMING

Medium dragon, lawful neutral

Armor Class 16 (natural armor)

Hit Points 22 (5d8)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	11 (+0)	13 (+1)	11 (+0)	14 (+2)

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

Skills History +3, Perception +4, Stealth +3

Damage Immunities thunder

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Auran, Draconic

Challenge 1 (200 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spell, requiring no components:

1/day: *friends*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp emerald shards in a 15-foot cone. Each creature in that area must make a DC 10 Dexterity saving throw, taking 17 (5d6) slashing damage on a failed save, or half as much damage on a successful one.

SAPPHIRE DRAGON

Sapphire dragons are antisocial at the best of times and murderously territorial when tested. Most make their homes in the caverns of the Elemental Plane of Earth, but those on the Material Plane create lairs inside colossal geodes in the Underdark.

Adventurers often mistake sapphire dragons for vile-tempered black dragons, confusing the sapphire's curved horns with their chromatic cousin's, an error that has instilled in sapphire dragons a deep distaste for adventurers and black dragons alike. A sapphire dragon's scales do not grow brighter or darker as they age, though their pupils fade over time, giving ancient sapphire dragons a cloudy, ghostly stare.

Law of the Underdark. To drow, the piercing shriek of a sapphire dragon is synonymous with death. Sapphire dragons rarely leave their lairs, but the cruelty and disorder that suffuses the Underdark fuels their intense hatred of its evil denizens. The most successful dragons decorate their lairs with the impaled heads of drow, kuo-toa, and illithids to remind their foes of their unmatched power.

Tactical Savants. Sapphire dragons view themselves as the greatest military minds in all Faerûn. Their psionic powers grant them limited precognition, allowing them to outmaneuver even the most cunning foes. Sapphire dragons treat defending their lair as a high-stakes war game, commanding their servants like pawns and using permanent clairvoyance sensors within their lair to observe the unfolding battle.

A SAPPHIRE DRAGON'S LAIR

A sapphire dragon lairs in underground caves and massive geodes within the Underdark.

Lair Actions

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

- The dragon glimpses the future, granting it advantage on all saving throws until initiative count 20 on the next round.
- The dragon chooses a point on the ground within 60 feet. Sapphire spikes sprout from the ground in a 20-foot radius centered on that point. The effect is otherwise identical to the *spike growth* spell and lasts until the dragon uses this lair action again or until the dragon dies.

Designer's Note: Tactical Lore and Rules

In 3rd Edition *Dungeons & Dragons*, the sapphire dragons only had psychoportation powers. Going back further to AD&D, most sapphire dragons were said to "prefer psychoportation," though they possessed clairsentience powers. For 5th Edition, the sapphire dragons remain tactical masters, though this bit of lore was unsupported by mechanics in the past. Giving them precognition helps bridge this gap and brings their lore in line with their powers.

Regional Effects

The region surrounding a legendary sapphire dragon's lair is warped by the dragon's psionic power, which creates one or more of the following effects:

- Statues of monsters the dragon has slain emerge from the stone within 1 mile of the dragon's lair. Creatures adjacent to a statue hear the dragon's voice describing this creature's death.
- Lattices of pure sapphire grow across tunnels within 1 mile of the dragon's lair. Each 10-foot section of sapphire has AC 5 and 50 hit points.
- Images of the dragon's eye appear in natural stones within 6 miles of the dragon's lair. As an action, the dragon may choose to see through any eye as if using the *clairvoyance* spell.

If the dragon dies, the effects fade over 1d10 days.

ANCIENT SAPPHIRE DRAGON

Gargantuan dragon, lawful neutral

Armor Class 22 (natural armor)

Hit Points 296 (16d20 + 128)

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

STR	DEX	CON	INT	WIS	CHA
24 (+7)	10 (+0)	27 (+8)	22 (+6)	14 (+2)	14 (+2)

Saving Throws Dex +7, Con +15, Int +13, Wis +9

Skills Perception +16, Stealth +7

Damage Immunities lightning

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

MALAETARA, THE SAPPHIRE REVELATION

LN female young sapphire dragon

In the Underdark beneath the Greypeak Mountains is a secret lair known as the Realm of Stone and Shadow. There, the young sapphire dragon Malaetara plots revenge for her father's murder. Her father, an ancient dragon named Malaeragoth, the Dragon Unseen, was killed by Cult of the Dragon leader Severin and Wyrmspeaker Rezmir for not allying with the cult forces at Skyreach Castle. Malaetara's existence remains unknown to the cult. She lurks in the safety of the Realm of Stone and Shadow, spying on the cult's leaders through her father's hoard of scrying pools and teleportation circles, waiting for the perfect moment to strike.

Languages Common, Draconic, Terran

Challenge 21 (33,000 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 21). It can innately cast the following spells, requiring no components:

At will: *clairvoyance*, *spider climb*, *stone shape*

3/day each: *shield*, *wall of stone*

1/day: *foresight*

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

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

Multiattack. The dragon can use its Grounding Presence. 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:* 18 (2d10 + 7) piercing damage.

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

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

Grounding Presence. Each creature of the dragon's choice that is within 120 feet of the dragon must succeed on a DC 20 Wisdom saving throw or fall prone. Flying creatures are pulled from the air and fall prone when they reach the ground.

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

Razor Breath. The dragon exhales razor-sharp sapphire shards in a 90-foot cone. Each creature in that area must make a DC 23 Dexterity saving throw, taking 70 (28d4) slashing damage on a failed save, or half as much damage on a successful one.

Frightful Screech. The dragon unleashes a bone-rattling sonic pulse, affecting creatures in a 90-foot cone. Each creature in that area must make a DC 23 Constitution saving throw, taking 31 (7d8) thunder damage on a failed save, or half as much damage on a successful one. Additionally, each creature in the area must succeed on a DC 21 Wisdom saving throw or become frightened for 1d4 rounds.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings.

Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

ADULT SAPPHIRE DRAGON

Huge dragon, lawful neutral

Armor Class 19 (natural armor)

Hit Points 175 (14d12 + 84)

Speed 40 ft., burrow 30 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	23 (+6)	21 (+5)	13 (+1)	14 (+2)

Saving Throws Dex +5, Con +11, Int +10, Wis +7

Skills Perception +11, Stealth +5

Damage Immunities lightning

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

Languages Common, Draconic, Terran

Challenge 14 (11,500 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 19). It can innately cast the following spells, requiring no components:

At will: *clairvoyance*, *spider climb*, *stone shape*

3/day each: *shield*, *wall of stone*

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

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 5) slashing damage.

Tail. *Melee Weapon Attack:* +10 to hit, reach 15 ft., one target. *Hit:* 14 (2d8 + 5) bludgeoning damage.

Grounding Presence. Each creature of the dragon's choice that is within 120 feet of the dragon must succeed on a DC 19 Wisdom saving throw or fall prone. Flying creatures are pulled from the air and fall prone when they reach the ground.

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

Razor Breath. The dragon exhales razor-sharp sapphire shards in a 60-foot cone. Each creature in that area must make a DC 19 Dexterity saving throw, taking 45 (18d4) slashing damage on a failed save, or half as much damage on a successful one.

Frightful Screech. The dragon unleashes a bone-rattling sonic pulse, affecting creatures in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 22 (5d8) thunder damage on a failed save, or half as much damage on a successful one. Additionally, each creature in the area must succeed on a DC 19 Wisdom saving throw or become frightened for 1d4 rounds.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check. Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 18 Dexterity saving throw or take 12 (2d6 + 5) bludgeoning damage and be knocked prone. The dragon can then fly up to half its flying speed.

YOUNG SAPPHIRE DRAGON

Large dragon, lawful neutral

Armor Class 18 (natural armor)

Hit Points 124 (13d10 + 52)

Speed 40 ft., burrow 20 ft., fly 80 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	19 (+4)	19 (+4)	12 (+1)	10 (+0)

Saving Throws Dex +3, Con +7, Int +7, Wis +4

Skills Perception +7, Stealth +3

Damage Immunities lightning

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 17

Languages Common, Draconic, Terran

Challenge 7 (2,900 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:

At will: *clairvoyance*, *spider climb*, *stone shape*

1/day each: *shield*, *wall of stone*

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

Bite. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 10 (2d6 + 3) piercing damage.

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp sapphire shards in a 30-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 40 (16d4) slashing damage on a failed save, or half as much damage on a successful one.

SAPPHIRE DRAGON WYRMING

Medium dragon, lawful neutral

Armor Class 17 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., burrow 15 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	15 (+2)	15 (+2)	10 (+0)	8 (–1)

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

Skills Perception +4, Stealth +2

Damage Immunities lightning

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 14

Languages Common, Draconic, Terran

Challenge 2 (450 XP)

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Intelligence. It can innately cast the following spells, requiring no components:

At will: *spider climb*

1/day: *stone shape*

ACTIONS

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (1d10 + 2) piercing damage.

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp sapphire shards in a 15-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 20 (8d4) slashing damage on a failed save, or half as much damage on a successful one.

TOPAZ DRAGON

The most misanthropic and unpredictable of the gem dragons, topaz dragons dwell far from civilization, on windswept seaside cliffs or in underwater grottos.

Topaz dragons have lived in oceans and on the Elemental Plane of Water for untold eons, and they are well adapted to their native environment. Their finlike wings are almost vestigial, but their muscular builds offset their poor flight, granting them unparalleled speed and maneuverability in the water.

Capricious and Deadly. Over millennia of fickle promises and broken alliances, topaz dragons have achieved an almost folkloric reputation of disloyalty. The cleverest of their kind have embraced this image. For them, it is a deliberate ruse: Topaz dragons are flighty creatures, but they are neither foolish nor malevolent. If fear of betrayal keeps lesser creatures away, so much the better.

Territorial Sea Lords. Topaz dragons treat all beings less powerful than them with disdain, and pile their seaside lairs high with plunder and trophies claimed from unfortunate seafarers. Topaz dragons share a habitat with bronze dragons and love brawling over perceived slights. Only a few topaz dragons enlist other creatures to protect their lairs; most rely on psionic alarms and allow the treacherous terrain to delay intruders until they return home.

A TOPAZ DRAGON'S LAIR

A topaz dragon lairs atop seaside cliffs and in grottos beneath the waves.

Lair Actions

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

- The dragon creates fog as though it had cast the *fog cloud* spell. The fog lasts until initiative count 20 on the next round.
- A tsunami surges from existing water in the dragon's lair, as if the dragon had cast the *tidal wave* spell (see *EEPC*).

Regional Effects

The region surrounding a legendary topaz dragon's lair is warped by the dragon's psionic power, which creates one or more of the following effects:

- Humid fog lightly obscures the land within 6 miles of the dragon's lair, and phantasmal images of ships the dragon has sunk sail through the mist.
- Reefs of pure topaz grow in the water within 1 mile of the dragon's lair.
- Whirlpools appear in the water within 6 miles of the dragon's lair as if the dragon had cast the *control water* spell.

If the dragon dies, the fog fades within 1 day. The other effects disappear over 1d10 days.

ANCIENT TOPAZ DRAGON

Gargantuan dragon, chaotic neutral

Armor Class 22 (natural armor)

Hit Points 526 (27d20 + 243)

Speed 40 ft., fly 20 ft., swim 100 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	29 (+9)	18 (+4)	28 (+9)	17 (+3)

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

Skills Intimidation +17, Perception +23, Stealth +9

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 33

Languages Aquan, Common, Draconic

Challenge 24 (62,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Wisdom (spell save DC 24). It can innately cast the following spells, requiring no components:

At will: feather fall, shape water (EEPC)

3/day each: freedom of movement, control water

1/day: maelstrom (EEPC)

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

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

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

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

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

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Razor Breath. The dragon exhales razor-sharp topaz shards in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 24 Dexterity saving throw, taking 70 (20d6) slashing damage on a failed save, or half as much damage on a successful one.

Dehydrating Breath. The dragon exhales desiccating heat in a 120-foot line that is 10 feet wide. Each creature in that line must succeed on a DC 24 Constitution saving throw or gain one level of exhaustion.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 25 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. The dragon can then swim up to half its swimming speed.

ILTHARAGH, THE GOLDEN NIGHT

CE male ancient topaz dracolich

No dragon on the Sea of Moving Ice was greater than the legendary Golden Night. Some tribes living on the Spine of the World worshiped him as a god, saying he turned night into day with his wings and breathed the aurora across the sky. But his power was challenged by a mated pair of white dragons—Arveiatrace and Arauthator, the White Worm and Old White Death. Over time, their frequent skirmishes wore away at the mighty dragon, and he was left for dead by Arauthator after a fatal ambush in 1364 DR.

The Cult of the Dragon, then led by the lich Sammaster, sprung upon this opportunity. They seduced the dying wyrm with promises of salvation from death and the power to destroy his foes, in exchange for his undying loyalty. Nearly a century later, the Cult of the Dragon, now led by the servants of Tiamat, discarded Iltharagh and heaped favor upon his nemesis, Arauthator. The cult, now allied with the white dragon pair, magically imprisoned Iltharagh in his crypt-lair—a frozen spire overlooking the Sea of Moving Ice.

ADULT TOPAZ DRAGON

Huge dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 212 (17d12 + 102)

Speed 40 ft., fly 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	23 (+6)	16 (+3)	24 (+7)	15 (+2)

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

Skills Intimidation +14, Perception +19, Stealth +8

Damage Immunities cold

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 29

Languages Aquan, Common, Draconic

Challenge 17 (18,000 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Wisdom (spell save DC 21). It can innately cast the following spells, requiring no components:

At will: feather fall, shape water

3/day each: freedom of movement, control water

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

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

ACTIONS

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

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

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 15 (2d6 + 7) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 15 ft., one target. *Hit:* 17 (2d8 + 7) bludgeoning damage.

Frightful Presence. Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

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

Razor Breath. The dragon exhales razor-sharp topaz shards in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 21 Dexterity saving throw, taking 63 (18d6) slashing damage on a failed save, or half as much damage on a successful one.

Dehydrating Breath. The dragon exhales desiccating heat in a 90-foot line that is 5 feet wide. Each creature in that line must succeed on a DC 21 Constitution saving throw or gain one level of exhaustion.

LEGENDARY ACTIONS

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

Detect. The dragon makes a Wisdom (Perception) check.

Tail Attack. The dragon makes a tail attack.

Wing Attack (Costs 2 Actions). The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 14 (2d6 + 7) bludgeoning damage and be knocked prone. The dragon can then swim up to half its swimming speed.

YOUNG TOPAZ DRAGON

Large dragon, chaotic neutral

Armor Class 18 (natural armor)

Hit Points 168 (16d10 + 80)

Speed 40 ft., fly 20 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	14 (+2)	21 (+5)	16 (+3)	20 (+5)	13 (+1)

Saving Throws Dex +6, Con +9, Wis +9, Cha +5

Skills Intimidation +9, Perception +13, Stealth +6

Damage Immunities cold

Senses blindsight 30 ft., darkvision 120 ft., passive Perception 23

Languages Aquan, Common, Draconic

Challenge 10 (5,900 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no components:

At will: shape water

1/day each: feather fall, control water

Planar Travel. The dragon can cast *plane shift* without material components after spending one hour in uninterrupted meditation.

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:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +10 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp topaz shards in a 60-foot line that is 5 feet wide.

Each creature in that line must make a DC 17 Dexterity saving throw, taking 56 (16d6) slashing damage on a failed save, or half as much damage on a successful one.

TOPAZ DRAGON WYRMLING

Medium dragon, chaotic neutral

Armor Class 17 (natural armor)

Hit Points 60 (8d8 + 24)

Speed 30 ft., fly 15 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	14 (+2)	17 (+3)	14 (+2)	16 (+3)	11 (+0)

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

Skills Perception +7, Stealth +4

Damage Immunities cold

Senses blindsight 10 ft., darkvision 60 ft., passive Perception 17

Languages Aquan, Draconic

Challenge 3 (700 XP)

Amphibious. The dragon can breathe air and water.

Innate Spellcasting (Psionics). The dragon's innate spellcasting ability is Wisdom. It can innately cast the following spells, requiring no components:

At will: *shape water*

1/day: *feather fall*

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Razor Breath (Recharge 5–6). The dragon exhales razor-sharp topaz shards in a 40-foot line that is 5 feet wide. Each creature in that line must make a DC 13 Dexterity saving throw, taking 21 (6d6) slashing damage on a failed save, or half as much damage on a successful one.

SARDIOR, THE RUBY DRAGON

Drifting across the planes in his ruby castle, the mysterious god of gem dragons rules his children like a caring—if distracted—parent. The god of Neutral dragons does not share blood with Bahamut and Tiamat, but he fought alongside them in the Dawn War and treats them as his respected, feuding siblings.

Sardior, though appearing to be flesh and blood, is a being of pure ruby. Every inch of the Ruby Dragon's form, from his bright, smiling eyes to his long, restless tail, betrays Sardior's playful, satirical nature. Outside of his small but devoted clergy, Sardior's faith most appeals to bards, who appreciate the dragon god's permissive moral codes and witty parables.

Sardior has a fast friendship with the Great Caliph Husam al-Balil, brilliant ruler of all djinn and master of the Citadel of Ice and Steel. Sardior often visits the Elemental Plane of Air to converse with the immortal djinn and laugh over stories of adventure and peril.

Father of Gem Dragons. Beyond the multiverse is a place of alien madness known as the Far Realm. Following the time of creation, unknowable forces tore at the veil between worlds. The multiverse reacted in fear, creating a power that would awaken when the Far Realm's evil bled into reality. This power manifested as a single ruby, formed in the churning Elemental Chaos. After millennia of incubation, the ruby was awakened by a cataclysmic attack that sundered the fabric of reality—the incursion of Tharizdun, an elder evil now known as the Chained God.

Sardior hatched from his ruby egg fully grown and determined to halt the flood of aberrations invading

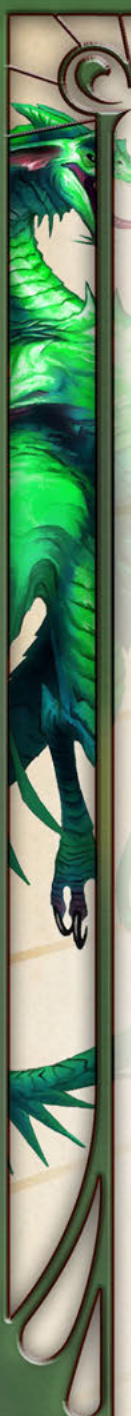
the multiverse. Legends say that the gem dragons were born from shards of his egg that were scattered across the Elemental Planes.

General of the Dawn War. When the gods united against the forces of the Far Realm in the Dawn War, Sardior took the duty of imprisoning Tharizdun for eternity. Hundreds of Sardior's scales were shorn from his hide in the final battle against Tharizdun. These scales have been sought by Tharizdun's servants since his imprisonment since Sardior, appreciating the irony, used the corrupted scales as the key to the Chained God's prison.

The Ruby Dragon remains a lesser-known deity by his own design. Fearing that the black rubies, the Gems of Tharizdun, could be used to free their master, Sardior scattered them across the planes—where, only he knows.

Psionic Awakening. After the Dawn War, Sardior learned that the same shattering of reality that awakened him had also caused dormant power to awaken in thousands of other creatures. Sardior and his trusted advisor, the crystal dragon Hrodel, descended to Toril to seek out budding psions and teach them to control their newfound power. Many of the original psionic masters became Sardior's first clerics.

Sardior's Faithful. Worship of the Ruby Dragon in Faerûn is almost as uncommon as the art of psionics itself, and he has no major temples or famous priests. The Ruby Dragon cares little for ceremony, preferring instead that his faithful prove their devotion by seeking knowledge, sharing it with others, and destroying aberrations. Sardior's teachings stress that all



information—even misinformation—has power. Clerics of Sardior gather in isolated, hilltop temples with clear views of the night sky. Sardior's domains are Knowledge and Trickery, and his holy symbol is a ruby wrapped between two horns.

SARDIOR'S LAIR

Sardior sleeps atop a hoard of gold, jewels, and well-read books in the Ruby Palace, a flying fortress of solid ruby that sits atop an island of rose quartz. Sardior can move the palace across planes with a thought, but he usually keeps it in orbit around Toril, where it shines in the night sky like a crimson star.

Lair Actions

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

- A **Sardorian golem** (see below) emerges from the quartz floor of his palace within 120 feet of Sardior and acts on initiative count 20. Sardior cannot use this lair action again until the golem is destroyed.
- Sardior can shape up to 1000 cubic feet of ruby, creating walls, doors, passageways, or other complex shapes within the Ruby Palace. In combat, Sardior typically uses this action to create a ruby

wall of stone (spell save DC 20) that is 1 foot thick, 20 feet tall, and 50 feet long to protect himself against invaders. Each 10-foot section of wall has AC 15 and 360 hit points.

- Gravity reorients itself to Sardior's command. Creatures and unattended objects within the Ruby Palace treat the ceiling or a wall (Sardior's choice) as the floor and instantly fall to the new floor unless they have a flying speed, taking falling damage as usual. This effect lasts until Sardior takes this lair action again.

Regional Effects

The following effects are present around the Ruby Palace, as wisps of the Astral Plane follow it throughout the multiverse. If the palace remains in one location for at least one week, the effects spread to the surrounding region.

- Trees and shrubs petrify, their bark transforming into stunning rose quartz and their leaves becoming paper-thin rubies.
- Bodies of water at least 10 feet in diameter become Color Pools, like those found on the Astral Plane (see *Dungeon Master's Guide*, pg. 47).
- Psychic winds batter the walls of the castle; roll on each Psychic Winds Table at the start of each day (see *Dungeon Master's Guide*, pg. 48).

Court of the Ruby Dragon

Sardior keeps a court of five ancient draconic thanes in his palace. Each of his thanes is an aspect of his divine being and can assume his divine mantle in the event of his death. Should a thane die or sacrifice itself to be reborn as Sardior, a new gem dragon hears a divine call beckoning it across the planes to the palace, where it is accepted into Sardior's court and is imbued with the memories of the thane before it. The five thanes are:

- **Aleithilithos, NG male amethyst dragon:** Aleithilithos is Sardior's general and bears the title "Lilac Crusader" for his many campaigns against the Abyss. He has earned the undying hatred of countless demons, including the demon lord Fraz Urb'bluu.
- **Cyrenzna, LG female sapphire dragon:** Before her apotheosis, Cyrenzna was best known for defending a pregnant woman from barbarians, and helping to raise her daughter. The woman jokingly nicknamed her dragon "Charisma" for her gruff demeanor—a name the dragon keeps to honor the memory of her partner. Charisma serves as the Ruby Palace's gatekeeper, commanding an army of quartz golems in its defense.
- **Hrodel, CN female crystal dragon:** Hrodel is the oldest of the thanes and has been the Ruby Dragon's trusted advisor and friend since the Dawn War. Called the "Undying Angel," she acts as his eyes and ears, keeping the dragon god informed of the goings-on of the multiverse. Hrodel keeps special watch for signs of the Chained God's evil spreading across the planes.
- **Smargad, LN male emerald dragon:** Smargad is Sardior's first defender against the Far Realm. The emerald dragon called "Mindhealer" keeps vigil over the fabric of the multiverse and heals places where it has grown thin and frayed. Smargad is most often praised for healing his god after the Ruby Dragon lost his senses from too frequently exposing himself to the terrors of the Far Realm.
- **Tithonnas, CN male topaz dragon:** Tithonnas the "Rising Sun," the youngest and most reckless thane, was killed during the Sundering. Years have passed since the Sundering's end, but a topaz dragon has not yet responded to Sardior's call, and the Ruby Court grows fearful—are dark forces at work?

SARDIOR

Gargantuan dragon, neutral

Armor Class 25 (natural armor)

Hit Points 574 (28d20+280)

Speed 60 ft., climb 40 ft., fly 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	12 (+1)	30 (+10)	30 (+10)	26 (+8)	29 (+9)

Saving Throws Dex +10, Wis +17, Cha +18

Skills Arcana +19, History +28, Perception +26, Religion +19

Damage Immunities fire, force, psychic, radiant; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses blindsight 60 ft., darkvision 120 ft., passive Perception 36

Languages all, telepathy 120 ft.

Challenge 30 (155,000 XP)

Divine Resurrection. When Sardior dies, his body vanishes in a shower of ruby scales and his essence merges with that of his oldest thane (Hrodel). This thane retreats to safety and begins the slow transformation into Sardior, retaining her old memories and gaining Sardior's. All remaining thanes instantly sense Sardior's death.

Innate Spellcasting (Psionics). Sardior's innate spellcasting ability is Intelligence (spell save DC 27). He can innately cast the following spells, requiring no components:

At will: *command, invisibility, plane shift, scrying, nondetection*

3/day each: *dominate person, legend lore, eyebite, modify memory*

1/day each: *divine word, dominate monster, time stop*

Additionally, Sardior can cast any spell of 6th level or lower on the bard or cleric spell list by making a DC 30 Intelligence (Arcana) check.

Legendary Resistance (4/Day). If Sardior fails a saving throw, he can choose to succeed instead.

Limited Magic Immunity. Unless he wishes to be affected, Sardior is immune to spells of 6th level or lower. He has advantage on saving throws against all other spells and magical or psionic effects.

Magic Weapons. Sardior's weapon attacks and breath weapons are magical.

Planar Travel. Sardior can cast *plane shift* after spending one hour in uninterrupted meditation.

ACTIONS

Multiattack. Sardior can use his Awesome Presence. He then makes four attacks: one with his bite, two with his claws, and one with his tail.

Bite. *Melee Weapon Attack:* +18 to hit, reach 20 ft., one target. *Hit:* 31 (4d10 + 9) piercing damage.

Claw. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 23 (4d6 + 9) slashing damage.

Tail. *Melee Weapon Attack:* +18 to hit, reach 25 ft., up to three targets. *Hit:* 27 (4d8 + 9) bludgeoning damage, and the target must succeed on a DC 26 Strength saving throw or be pushed 15 feet away from Sardior.





Awesome Presence. Perceiving Sardior's divine form overwhelms the minds of mortal creatures. Each creature of Sardior's choice that is within 240 feet of Sardior and aware of him must succeed on a DC 26 Wisdom saving throw or become incapacitated 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 Sardior's Awesome Presence for the next 24 hours.

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

Concussive Breath. Sardior exhales concussive force in a 120-foot line that is 10 feet wide. Each creature in that line must make a DC 27 Dexterity saving throw, taking 70 (20d6) force damage on a failed save, or half as much damage on a successful one. Creatures reduced to 0 hit points by this breath weapon fall unconscious and are stable.

Radiant Breath. Sardior exhales a blast of radiant light in a 90-foot cone. Each creature in that area must make a DC 27 Constitution saving throw, taking 67 (15d8) radiant damage and becoming blinded for 1d4 rounds on a failed save, or taking half as much damage without being blinded on a successful one.

Fire Breath. Sardior breathes fire in a 90-foot cone. Each creature in that area must make a DC 27 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

LEGENDARY ACTIONS

Sardior 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.

Energy Adaptation. Sardior gains resistance to acid, cold, lightning, poison, or thunder damage until the start of his next turn.

Wing Attack. Sardior beats his wings. Each creature within 10 feet of him must succeed on a DC 26 Dexterity saving throw or take 16 (2d6 + 9) bludgeoning damage and be knocked prone. Sardior can then fly up to half his flying speed.

Psychoregeneration (Costs 2 Actions). Sardior restores 5d10 hit points.

Sardorian Golems

Sardorian golems exist solely to protect the Ruby Dragon and his faithful. They are humanoid in shape, like a dragonborn with the head of the Ruby Dragon himself, but stand nearly 10 feet tall and bear two crystalline wings. Their bodies are sculpted from rose quartz and shine internally with brilliant crimson light. Sardior's sapphire thane, Charisma, commands an army of these golems in defense of the Ruby Palace.

SARDORIAN GOLEM

Large construct, unaligned

Armor Class 12 (natural armor)

Hit Points 168 (16d10+80)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	6 (–2)	20 (+5)	10 (+0)	8 (–1)	3 (–4)

Damage Immunities fire, force, poison, psychic, radiant

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities blinded, charmed, deafened, frightened, poisoned, stunned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 12

Languages understands commands given in any language, but cannot speak

Challenge 8 (3,900 XP)

Magic Attacks. The golem's weapon attacks and breath weapons are magical.

Psionic Conduit. When Sardior casts a spell with his Innate Spellcasting (Psionics) feature, he can treat any Sardorian golem on the same plane of existence as the spell's point of origin. If he wishes, he can also speak through the mouth of any Sardorian golem on any plane of existence.

Psychometabolic Shield. If the golem and Sardior are within 120 feet of each other, half of any damage Sardior takes is transferred to the golem.

ACTIONS

Multiattack. The golem makes four attacks: one bite attack, two claw attacks, and one wing attack.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Wing. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage.

Razor Breath (Recharge 5–6). The golem exhales razor-sharp quartz shards in a 60-foot cone. Each creature in that area must make a DC 16 Dexterity saving throw, taking 55 (10d10) slashing damage on a failed save or half as much damage on a successful one.

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