

Dragon of the Calamity (Adult)
Huge dragon (shapechanger), any alignment

Armor Class 20 (Natural Armor)

Hit Points 270 (20d12 + 140)

Speed 60 ft., fly 60 ft.

STR 25 (+7) DEX 12 (+1) CON 25 (+7) INT 16 (+3) WIS 15 (+2) CHA 20 (+5)

Saving Throws DEX +7, CON +13, WIS +8, CHA +11

Skills Arcana +9, History* +15, Nature +9, Perception +8, Religion +9, Survival* +14

Damage Resistances Fire if evil, Radiant if good; force, necrotic, poison, psychic.

Condition Immunities charmed, frightened, poisoned

Senses Blindsight 60 ft., Darkvision 120 ft., Passive Perception 18

Languages Common, Draconic, Primordial + Abyssal if chaotic evil, or Celestial if good, or Infernal if lawful evil

Challenge ?

Proficiency Bonus +6

Aura of Fright, Light, or Might. The power of the Calamity allows the dragon to exude a 60 foot aura that, depending on the dragon's mood, has a range of effects on its allies, enemies, and surroundings. The dragon can choose which creatures within the aura are affected, and using a bonus action, can change the aura's effect.

Fright. Any hostile creature that ends its turn within the aura's range must make a DC 19 Wisdom saving throw or become frightened of the dragon 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.

Light. The dragon's body color dramatically changes and the area of the aura is filled with bright sunlight and dim light for another 60 feet, or dark shadows and thinning shadow for another 60 feet. While the dragon has this aura active, creatures within the bright sunlight take 5 (2d4) radiant damage per round or within the dark shadow take 5 (2d4) necrotic damage per round.

Might. Each non-hostile creature of the dragon's choice within the aura's range gains 5 temporary hit points at the start of the dragon's turn, and gains a +4 bonus to their Strength score. When the dragon ends this effect, each creature affected must make a DC 19 Constitution saving throw or suffer 1 level of exhaustion, and for each level of exhaustion gained by creatures, the dragon regains 5 hit points.

Change Shape. The dragon magically transforms into any creature that is Large or Medium, while retaining its game statistics (other than its size) and its abilities/features. This transformation ends if the dragon is reduced to 0 hit points or uses a bonus action to end it.

Hidden from History's Eyes. A dragon of the calamity is aware of divination that occurs about it, if on the same plane, and the dragon can choose to be shrouded from divination causing checks made to divine something about it to have disadvantage. Words written about a dragon of the calamity are slowly changed over time into strange mixes of real individuals and places. (Example - "Arcalantryx, a dragon of the calamity, swore fealty to no crown" becomes "The Bardos hordes of Galansheir swore fealty to no crown".)

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

Legendary Skills (3/Day). The dragon adds double its proficiency bonus to Intelligence (History) and Wisdom (Survival) checks (already added in its stats). If the dragon rolls a 1 or 2 on checks for either of these skills, it can choose to take a 10 on the roll instead.

Tied to the Past. A Dragon of the Calamity is magically restored to life with 1 hit point within its lair - unless the lair is destroyed or the dragon is killed by another Dragon of the Calamity. The creation of a Dragon of the Calamity is tied to locations heavily scarred by the Calamity itself, and therefore, unless the location that created a Dragon of the Calamity is destroyed - the lingering belligerent or benevolent power restores the dragon to life. Destroying a location tied to the creation of a Dragon of the Calamity requires casting a *wish* spell and the caster's complete sacrifice of their own life.

Actions

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

Bite. Melee Weapon Attack: +13 to hit, reach 10 ft., one target. *Hit:* 16 (2d8 + 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 15 ft., one target. *Hit:* 16 (2d8 + 7) bludgeoning damage.

Calamitous Breath (Recharge 5–6). The dragon exhales its vaporous breath in a 60-foot cone. Each creature in that area must make a DC 21 Wisdom saving throw, taking 35 (10d6) force, necrotic, or psychic damage (dragon's choice) on a failed save, or half as much damage on a successful one. Each creature that fails the saving throw gains vulnerability to any damage it takes from the dragon for 1 minute.

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. The dragon makes an attack with its claw or tail.

Rebounding Attack (Costs 2 Actions). The dragon responds to being hit with a melee weapon with a flash of combat magic. Each creature within 10 feet of the dragon must succeed on a DC 21 Constitution saving throw, taking 16 (3d10) force, necrotic, or radiant damage (dragon's choice) on a failed save or half as much on a success. If a creature fails the saving throw by 5 or more, the creature is pushed back 10 feet as well.

Description

A Dragon of that Calamity is battleworn and scarred, and can have the appearance of any type of dragon but with a lighter color of scales that have a shimmer or iridescence to them.

A Dragon of the Calamity's Lair

Dragons of the Calamity live in the places of Wildemount most scarred by the Calamity. Other types of dragons give them a wide berth, and those that do venture into the territory of a Dragon of the Calamity rarely fly away unscathed, if alive.

With a hoard that harkens to ages past and draws the attention of the spirits of their former owners, a Dragon of the Calamity can venture beyond its lair when the need arises, usually in a non-dragon form, but never so far as to not be able to return when the need arises. Instead, a Dragon of the Calamity will send the ghosts, specters, and spirits that wander its lair to do much of its bidding by possessing unsuspecting creatures that might wander too close or stalking them as they traverse its territory - and merely asks them to share what they learn of the world.

Within its lair complex, any monument erected to the dragon's power decays or erodes within a year, and leaves an air of mystique about the lairs' true origins or purpose.

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:

- Magic erupts from a point the dragon can see within 120 feet of it, creating a 10-foot-radius sphere. Each creature in the sphere's area must make a DC 17 Dexterity saving throw, taking 18 (4d8) force damage on a failed save, or half as much damage on a successful one.
- A mist filled with spirits and visions of the past fills a 60-foot radius around the dragon. Each creature other than the dragon in that area must succeed on a DC 17 Charisma saving throw or be paralyzed for 1d4 rounds as an unnatural fear flows over them.

- Dust forms a cloud in a 20-foot-radius sphere centered on a point the dragon can see within 60 feet of it. The sphere spreads around corners, and its area is heavily obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of its turn.

Regional Effects

The region containing a legendary dragon of the calamity's lair is warped by the dragon's magic, which creates one or more of the following effects:

- Small mists that take humanoid form are common within 6 miles of the dragon's lair, and the mists are unaffected by winds of any strength.
- Some plants within 1 mile of the lair are magically aged and twisted, and supernaturally in a state of petrification even though they do not change in size.
- Magical fissures within 1 mile of the dragon's lair form portals to instances in the past that are part of the dragon's memories, and occasionally creatures from these past times will dwell nearby.

If the dragon dies, these effects fade over the course of 1d10 years.