

Brumaldainikus (Bram)

Player: Ben

LG Silver Dragon 4

Armor Class: 16 (18 with Shield of Faith)

Hit Points 46/46 (4d10 + 3)

Exhaustion 0/6

HD 4d10

Speed 30 ft (walk), 30ft (flying), 30ft (Climbing).

STR 20 (+5) **DEX** 11 (+0) **CON** 16 (+3) **INT** 9 (-1) **WIS** 12 (+1) **CHA** 18 (+4)

Saving Throws. Cha +6, Con +5

Feats. Magic Initiate

Skills. Athletics +7, Insight +3, Perception +5, Persuasion +6, Religion +3

Other Proficiencies

Damage Resistances

Damage Immunities. Cold

Condition Immunities

Senses. passive Perception 15, passive Insight 13, Darkvision 60ft, Blindsight 10ft

Background. Acolyte

Languages. Common, Draconic, Dwarvish, Frostentongue(Napurnian Barbarians)

XP. 2720

Proficiency Bonus. +2

Money in Gullet: 150gp,

Equipment: Enspelled Silver Greatsword (Light)(250gp), Amulet of Badawas (25gp), "Healing the Heart" book (draconic) (250gp), Bone dice (50gp), Potion of Healing(Greater)

Dragon Feature and Traits.

- Lair:
- Hoard: 775gp
- Blindsight 10ft
- Shape Change
- Gleaming Grace
- Well Rounded: INT +2
- *Innate Spells (Minor).* Ray of Frost, Shape Water, Mending
- *ASI/Feats (4th Draconic Enhancement: Wing Shield)*

—ACTIONS—

Claws(Graze). +7 to hit, melee, 1d6 + 5 Slashing

Bite(Ravage*). +7 to hit, melee, 1d10 + 5 Piercing

Ray of Frost. +5 to hit, 60ft, 1d8 Cold (-10ft move)

***Ravage.** If you roll the highest damage number, roll 1 more damage die and add it.

Breath Weapons

- **Cold Breath.** 15ft cone, DC 13 CON save, 4d6 Cold
- **Paralyzing Breath.** 15ft Cone, DC 13 CON, Restrained for 1min (Partial paralysis).

Gleaming Grace. PB x d10 heal, touch, remove

blind/deaf/grapple/poison/paralyzed/restrained, for 10min use reaction to take half damage and reflect the other half back.

—Spellcasting—

Innate Spellcasting. DC 14, +6 to hit

At will: *Ray of Frost, Thaumaturgy, Orison of Protection, Shape Water, Mending*

1/day each: *Shield of Faith*

Spells.

Orison of Protection

Abjuration cantrip (cleric)

Casting Time: 1 action

Range: Touch

Components: V, M (a holy symbol)

Duration: Concentration, up to 1 minute

You chant a short prayer that wards one creature. Choose a damage type. The first time the creature takes damage of the chosen type before the spell ends; it has resistance against the damage.

